

Name: \_\_\_\_\_



AC (11)



HP (3)

Occupation:

Gambler(High Quarter)

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-1
Will	1

Speed 30 Init 1

Equipment

Starting Funds: 29 cp  
Loaded dice  
Grappling hook (1 gp)

Weapons

Blackjack +0 (1d3)

Strength	11	0
Agility	15	1
Stamina	8	-1
Personality	13	1
Intelligence	5	-2
Luck	9	0

Notes

Lucky Sign: Unholy house (Corruption rolls) (+0)  
Languages: Common

XP

Name: \_\_\_\_\_



AC (11)



HP (5)

Occupation:

Sharper(New City)

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	-1

Speed 30 Init 1

Equipment

Starting Funds: 30 cp  
Marked deck of cards  
Mirror - hand-sized (10 gp)

Weapons

Dagger +0 (1d4)

Strength	11	0
Agility	13	1
Stamina	13	1
Personality	8	-1
Intelligence	9	0
Luck	10	0

Notes

Lucky Sign: Harsh winter (All attack rolls) (+0)  
Languages: Common

XP

Name: \_\_\_\_\_



AC (10)



HP (1)

Occupation:

Ferryman(Blackswamp)

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	3

Speed 30 Init 0

Equipment

Starting Funds: 35 cp  
10' rope  
Backpack (2 gp)

Weapons

Oar +0 (1d4)

Strength	11	0
Agility	11	0
Stamina	8	-1
Personality	18	3
Intelligence	9	0
Luck	8	-1

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (-1)  
Languages: Common

XP

Name: \_\_\_\_\_



AC (12)



HP (2)

Occupation:

Caravan guard(Slaver's Hold)

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-1
Will	-1

Speed 30 Init 1

Equipment

Starting Funds: 26 cp  
Shield  
Chalk - 1 piece (1 cp)

Weapons

Short sword +1 (1d6+1)

Strength	14	1
Agility	13	1
Stamina	8	-1
Personality	7	-1
Intelligence	10	0
Luck	7	-1

Notes

Lucky Sign: The raging storm (Spell damage) (-1)  
Languages: Common

XP