

Name: _____



AC ⁽¹¹⁾



HP ⁽⁴⁾

	mod	
Strength	14	1
Agility	15	1
Stamina	11	0
Personality	10	0
Intelligence	3	-3
Luck	16	2

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (+2)
Languages: Common

XP

Occupation: **House Mercenary(High Quarter)**

Alignment: ☐ Law ☐ Neutral ☐ Chaos

Saves
Reflex **1** Speed **30** Init **1**
Fortitude **0**
Will **0**

Equipment

Starting Funds: 34 cp
Bedroll
Mirror - hand-sized (10 gp)

Weapons

Longsword +1 (1d8+1)

Name: _____



AC ⁽⁹⁾



HP ⁽¹⁾

	mod	
Strength	14	1
Agility	8	-1
Stamina	4	-2
Personality	8	-1
Intelligence	12	0
Luck	13	1

Notes

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

XP

Occupation: **Outlaw(Wharf Town)**

Alignment: ☐ Law ☐ Neutral ☐ Chaos

Saves
Reflex **-1** Speed **30** Init **-1**
Fortitude **-2**
Will **-1**


Equipment

Starting Funds: 27 cp
Wanted poster
Sack (large) (12 cp)

Weapons

Shortbow -1 (1d6)

Name: _____



AC ⁽¹⁰⁾



HP ⁽¹⁾

	mod	
Strength	10	0
Agility	12	0
Stamina	11	0
Personality	7	-1
Intelligence	10	0
Luck	10	0

Notes

Lucky Sign: The raging storm (Spell damage) (+0)
Languages: Common

XP

Occupation: **Pickpocket(Bazaar of the Gods)**

Alignment: ☐ Law ☐ Neutral ☐ Chaos

Saves
Reflex **0** Speed **30** Init **0**
Fortitude **0**
Will **-1**

Equipment

Starting Funds: 40 cp
1d4 cp
Holy symbol (25 gp)


Weapons

Dagger +0 (1d4)

Name: _____



AC ⁽⁹⁾



HP ⁽³⁾

	mod	
Strength	10	0
Agility	6	-1
Stamina	17	2
Personality	7	-1
Intelligence	13	1
Luck	5	-2

Notes

Lucky Sign: Lucky sign (Saving throws) (-2)
Languages: Common, Lizard Man

XP

Occupation: **Locksmith(Old City)**

Alignment: ☐ Law ☐ Neutral ☐ Chaos

Saves
Reflex **-3** Speed **30** Init **-1**
Fortitude **0**
Will **-3**

Equipment

Starting Funds: 25 cp
Fine tools
Chalk - 1 piece (1 cp)

Weapons

Dagger +0 (1d4)