

Name:

(10)

AC

(4)

HP

Occupation:

Halfling Trader(Souk)

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

1

Will

-1

Speed

20

Init

0

Equipment

Starting Funds: 33 cp
Shaggy pony
Pole - 10-foot (15 cp)

Strength

11

0

Agility

11

0

Stamina

14

1

Personality

8

-1

Intelligence

17

2

Luck

11

0

Weapons

Sling +0 (1d4)

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+0)
Languages: Common, Halfling, Elf, Alignment
Halfling ability: Infravision

XP

Name:

(10)

AC

(4)

HP

Occupation:

Mercenary(Slaver's Hold)

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

1

Will

-2

Speed

30

Init

0

Equipment

Starting Funds: 34 cp
Bedroll
Thieves' tools (25 gp)

Strength

11

0

Agility

12

0

Stamina

13

1

Personality

5

-2

Intelligence

8

-1

Luck

11

0

Weapons

Spear +0 (1d8)

Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (+0)
Languages: Common

XP

Name:

(8)

AC

(1)

HP

Occupation:

Apprentice Executioner(Slaver's Hold)

Alignment:

Law

Neutral

Chaos

Saves

Reflex

-2

Fortitude

0

Will

0

Speed

30

Init

-2

Equipment

Starting Funds: 28 cp
Hood
Waterskin (5 sp)

Strength

3

-3

Agility

5

-2

Stamina

10

0

Personality

10

0

Intelligence

16

2

Luck

10

0

Weapons

Axe -3 (1d6-3)

Notes

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

XP

Name:

(10)

AC

(3)

HP

Occupation:

Brigand(Blackswamp)

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

-1

Will

-1

Speed

30

Init

0

Equipment

Starting Funds: 43 cp
Muddy cloak
Sack (small) (8 cp)

Strength

7

-1

Agility

9

0

Stamina

8

-1

Personality

8

-1

Intelligence

12

0

Luck

9

0

Weapons

Club -1 (1d4-1)

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (+0)
Languages: Common

XP