

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



AC (10)



HP (3)

Occupation:

Mercenary

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 32 cp  
Hide armor  
Candle (1 cp)

Weapons

Longsword -1 (1d8)

Strength	8	-1
Agility	11	0
Stamina	10	0
Personality	9	0
Intelligence	6	-1
Luck	15	1

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (+1)  
Languages: Common

XP

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



AC (11)



HP (4)

Occupation:

Woodcutter

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	-1

Speed 30 Init 1

Equipment

Starting Funds: 38 cp  
Bundle of wood  
Chalk - 1 piece (1 cp)

Weapons

Handaxe +0 (1d6)

Strength	11	0
Agility	13	1
Stamina	11	0
Personality	6	-1
Intelligence	13	1
Luck	12	0

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (+0)  
Languages: Common, Kobold

XP

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



AC (9)



HP (3)

Occupation:

Confidence artist

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	0

Speed 30 Init -1

Equipment

Starting Funds: 35 cp  
Quality cloak  
Sack (large) (12 cp)

Weapons

Dagger -1 (1d4-1)

Strength	7	-1
Agility	8	-1
Stamina	13	1
Personality	11	0
Intelligence	14	1
Luck	5	-2

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (-2)  
Languages: Common, Gnoll

XP

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



AC (8)



HP (5)

Occupation:

Halfling chicken butcher

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	1
Will	0

Speed 20 Init -2

Equipment

Starting Funds: 34 cp  
Chicken meat (5 lbs.)  
Sack (small) (8 cp)

Weapons

Handaxe +1 (1d6+1)

Strength	13	1
Agility	5	-2
Stamina	13	1
Personality	12	0
Intelligence	11	0
Luck	7	-1

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (-1)  
Languages: Common, Halfling  
Halfling ability: Infravision

XP