

Name:

(9)

(4)

Occupation:

Squire

Alignment:

Law

Neutral

Chaos

Saves

Reflex

-1

Fortitude

0

Will

1

Speed

30

Init

-1

Equipment

Starting Funds: 28 cp
Steel helmet
Crowbar (2 gp)

Strength

7

-1

Agility

7

-1

Stamina

10

0

Personality

13

1

Intelligence

6

-1

Luck

13

1

Weapons

Longsword -1 (1d8-1)

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (+1)
Languages: Common

XP

Name:

(11)

(5)

Occupation:

Elven glassblower

Alignment:

Law

Neutral

Chaos

Saves

Reflex

1

Fortitude

2

Will

1

Speed

30

Init

1

Equipment

Starting Funds: 27 cp
Glass beads
Grappling hook (1 gp)

Strength

9

0

Agility

13

1

Stamina

17

2

Personality

13

1

Intelligence

7

-1

Luck

13

1

Weapons

Hammer (as club) +1 (1d4)

Notes

Lucky Sign: Harsh winter (All attack rolls) (+1)
Languages: Common
Elven traits: Heightened senses, iron vulnerability

XP

Name:

(11)

(1)

Occupation:

Elven navigator

Alignment:

Law

Neutral

Chaos

Saves

Reflex

1

Fortitude

0

Will

2

Speed

30

Init

1

Equipment

Starting Funds: 39 cp
Spyglass
Hammer - small (5 sp)

Strength

9

0

Agility

13

1

Stamina

9

0

Personality

16

2

Intelligence

4

-2

Luck

5

-2

Weapons

Shortbow +1 (1d6)

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (-2)
Languages: Common
Elven traits: Heightened senses, iron vulnerability

XP

Name:

(9)

(3)

Occupation:

Halfling trader

Alignment:

Law

Neutral

Chaos

Saves

Reflex

-1

Fortitude

1

Will

0

Speed

20

Init

-1

Equipment

Starting Funds: 33 cp
20 sp
Rations (1 day) (5 cp)

Strength

9

0

Agility

8

-1

Stamina

14

1

Personality

12

0

Intelligence

9

0

Luck

6

-1

Weapons

Short sword -1 (1d6)

Notes

Lucky Sign: The bull (Melee attack rolls) (-1)
Languages: Common, Halfling
Halfling ability: Infravision

XP