

Name:

(11)

AC

(1)

HP

Occupation:

Herder

Alignment:

Law

Neutral

Chaos

Saves

Reflex

1

Fortitude

-1

Will

0

Speed

30

Init

1

Equipment

Starting Funds: 37 cp  
Herding dog  
Crowbar (2 gp)

Weapons

Staff +0 (1d4)

Strength

11

0

Agility

13

1

Stamina

6

-1

Personality

9

0

Intelligence

13

1

Luck

13

1

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (+1)  
Languages: Common, Kobold

XP

Name:

(10)

AC

(2)

HP

Occupation:

Cutpurse

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

0

Will

1

Speed

30

Init

0

Equipment

Starting Funds: 23 cp  
Small chest  
Rations (1 day) (5 cp)

Weapons

Dagger +0 (1d4)

Strength

12

0

Agility

9

0

Stamina

9

0

Personality

14

1

Intelligence

13

1

Luck

12

0

Notes

Lucky Sign: Survived a spider bite (Saving throws against poison) (+0)  
Languages: Common, Alignment

XP

Name:

(12)

AC

(2)

HP

Occupation:

Butcher

Alignment:

Law

Neutral

Chaos

Saves

Reflex

2

Fortitude

1

Will

0

Speed

30

Init

2

Equipment

Starting Funds: 37 cp  
Side of beef  
Sack (small) (8 cp)

Weapons

Cleaver (as axe) +1 (1d6+1)

Strength

14

1

Agility

16

2

Stamina

13

1

Personality

12

0

Intelligence

5

-2

Luck

11

0

Notes

Lucky Sign: Birdsong (Number of languages) (+0)  
Languages: Common

XP

Name:

(10)

AC

(1)

HP

Occupation:

Jester

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

-1

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 27 cp  
Silk clothes  
Lantern (10 gp)

Weapons

Dart +0 (1d4+1)

Strength

14

1

Agility

10

0

Stamina

6

-1

Personality

11

0

Intelligence

10

0

Luck

10

0

Notes

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

XP