



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

 <sup>(9)</sup> AC  
 <sup>(1)</sup> HP

Occupation: **Dwarven stonemason**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	11	0
Agility	7	-1
Stamina	8	-1
Personality	9	0
Intelligence	8	-1
Luck	9	0

Saves  
**Reflex** -1    **Speed** 20    **Init** -1  
**Fortitude** -1  
**Will** 0

Equipment  
 Starting Funds: 36 cp  
 Fine stone (10 lbs)  
 Chalk - 1 piece (1 cp)



Weapons  
**Hammer** +0(1d4)

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+0)  
 Languages: Common, Dwarf  
 Dwarven ability: Infravision

XP

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

 <sup>(9)</sup> AC  
 <sup>(2)</sup> HP

Occupation: **Alchemist**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	16	2
Agility	11	0
Stamina	5	-2
Personality	12	0
Intelligence	14	1
Luck	8	-1

Saves  
**Reflex** 0    **Speed** 30    **Init** 0  
**Fortitude** -2  
**Will** 0

Equipment  
 Starting Funds: 33 cp  
 Oil (1 flask)  
 Oil - 1 flask (2 sp)


Weapons  
**Staff** +2(1d4+2)

Notes

Lucky Sign: Charmed house (Armor Class) (-1)  
 Languages: Common, Hobgoblin

XP

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

 <sup>(12)</sup> AC  
 <sup>(2)</sup> HP

Occupation: **Astrologer**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	8	-1
Agility	16	2
Stamina	15	1
Personality	12	0
Intelligence	12	0
Luck	11	0

Saves  
**Reflex** 2    **Speed** 30    **Init** 2  
**Fortitude** 1  
**Will** 0

Equipment  
 Starting Funds: 22 cp  
 Spyglass  
 Chain 10' (30 gp)



Weapons  
**Dagger** -1(1d4-1)

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+0)  
 Languages: Common

XP

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

 <sup>(11)</sup> AC  
 <sup>(5)</sup> HP

Occupation: **Hunter**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	12	0
Agility	15	1
Stamina	13	1
Personality	12	0
Intelligence	9	0
Luck	9	0

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

Equipment  
 Starting Funds: 33 cp  
 Deer pelt  
 Holy symbol (25 gp)

Weapons  
**Shortbow** +1(1d6)

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+0)  
 Languages: Common

XP