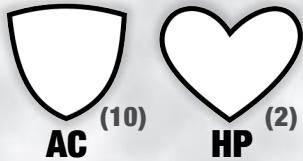


Name: _____



Occupation: **Halfling trader**

Alignment: Law Neutral Chaos

Strength	12	0
Agility	10	0
Stamina	5	-2
Personality	14	1
Intelligence	6	-1
Luck	10	0

Saves

Reflex	0
Fortitude	-2
Will	1

Speed **20** Init **0**

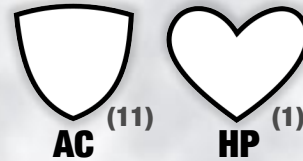
Equipment
Starting Funds: 39 cp
20 sp
Sack (small) (8 cp)

Weapons

Short sword +0 (1d6)

Notes
Lucky Sign: Charmed house (Armor Class) (+0)
Languages: Common
Halfling ability: Infravision
XP

Name: _____



Occupation: **Halfling chicken butcher**

Alignment: Law Neutral Chaos

Strength	10	0
Agility	15	1
Stamina	4	-2
Personality	7	-1
Intelligence	14	1
Luck	12	0

Saves

Reflex	1
Fortitude	-2
Will	-1

Speed **20** Init **1**

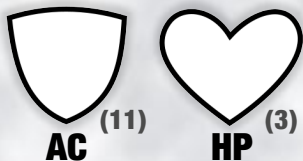
Equipment
Starting Funds: 37 cp
Chicken meat (5 lbs.)
Torch (1 cp)

Weapons

Handaxe +0 (1d6)

Notes
Lucky Sign: The raging storm (Spell damage) (+0)
Languages: Common, Halfling, Alignment
Halfling ability: Infravision
XP

Name: _____



Occupation: **Tax collector**

Alignment: Law Neutral Chaos

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

Saves

Reflex	1
Fortitude	0
Will	1

Speed **30** Init **1**

Equipment
Starting Funds: 29 cp
100 cp
Holy symbol (25 gp)

Weapons

Longsword +0 (1d8)

Notes
Lucky Sign: The Broken Star (Fumbles) (+0)
Languages: Common
XP

Name: _____



Occupation: **Dwarven stonemason**

Alignment: Law Neutral Chaos

Strength	14	1
Agility	12	0
Stamina	12	0
Personality	13	1
Intelligence	11	0
Luck	12	0

Saves

Reflex	0
Fortitude	0
Will	1

Speed **20** Init **0**

Equipment
Starting Funds: 25 cp
Fine stone (10 lbs)
Pole - 10-foot (15 cp)

Weapons

Hammer +1 (1d4+1)

Notes
Lucky Sign: The Broken Star (Fumbles) (+0)
Languages: Common, Dwarf
Dwarven ability: Infravision
XP