


Name: _____

 ⁽¹⁰⁾ AC
 ⁽³⁾ HP

Occupation: **Dwarven miner**

Alignment: Law Neutral Chaos

	mod	
Strength	3	-3
Agility	12	0
Stamina	13	1
Personality	13	1
Intelligence	12	0
Luck	8	-1

Saves

Reflex	0
Fortitude	1
Will	1

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

Equipment

Starting Funds: 34 cp
Lantern
Waterskin (5 sp)

Weapons



Pick -3 (1d4-3)

Notes

Lucky Sign: Raised by wolves (Unarmed attack rolls) (-1)
Languages: Common, Dwarf
Dwarven ability: Infravision

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽³⁾ HP

Occupation: **Wainwright**

Alignment: Law Neutral Chaos

	mod	
Strength	11	0
Agility	12	0
Stamina	10	0
Personality	7	-1
Intelligence	12	0
Luck	14	1

Saves

Reflex	0
Fortitude	0
Will	-1

Speed **30** Init **0**

Equipment

Starting Funds: 43 cp
Cart: straw
Rations (1 day) (5 cp)

Weapons



Club +0 (1d4)

Notes

Lucky Sign: Raised by wolves (Unarmed attack rolls) (+1)
Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽¹⁾ HP

Occupation: **Gongfarmer**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	10	0
Stamina	10	0
Personality	11	0
Intelligence	7	-1
Luck	4	-2

Saves

Reflex	0
Fortitude	0
Will	-2

Speed **30** Init **0**

Equipment

Starting Funds: 25 cp
Sack of night soil
Chest - empty (2 gp)

Weapons

Trowel +0 (1d4)

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (-2)
Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽¹⁾ HP

Occupation: **Alchemist**

Alignment: Law Neutral Chaos

	mod	
Strength	11	0
Agility	12	0
Stamina	10	0
Personality	11	0
Intelligence	11	0
Luck	7	-1

Saves

Reflex	0
Fortitude	0
Will	0

Speed **30** Init **0**

Equipment

Starting Funds: 21 cp
Oil (1 flask)
Chest - empty (2 gp)

Weapons

Staff +0 (1d4)

Notes

Lucky Sign: Bountiful harvest (Hit points, applies each level) (-1)
Languages: Common

XP