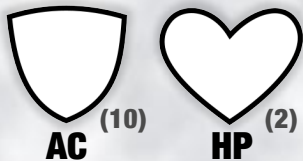


Name: _____



Occupation: **Merchant**

Alignment: Law Neutral Chaos

	mod	
Strength	14	1
Agility	12	0
Stamina	13	1
Personality	8	-1
Intelligence	15	1
Luck	9	0

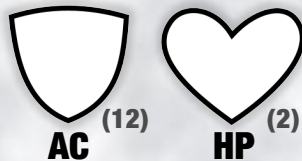
Saves
Reflex 0 **Speed** 30 **Init** 0
Fortitude 1
Will -1

Equipment
 Starting Funds: 24 cp
 4 gp 14 sp 27 cp
 Torch (1 cp)

Weapons
Dagger +1 (1d4+1)

Notes
 Lucky Sign: Four-leafed clover (Find secret doors) (+0)
 Languages: Common, Minotaur **XP**

Name: _____



Occupation: **Guild beggar**

Alignment: Law Neutral Chaos

	mod	
Strength	5	-2
Agility	17	2
Stamina	9	0
Personality	8	-1
Intelligence	14	1
Luck	9	0

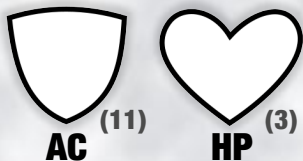
Saves
Reflex 2 **Speed** 30 **Init** 2
Fortitude 0
Will -1

Equipment
 Starting Funds: 38 cp
 Crutches
 Crowbar (2 gp)

Weapons
Sling +2 (1d4-2)

Notes
 Lucky Sign: Charmed house (Armor Class) (+0)
 Languages: Common, Dwarf **XP**

Name: _____



Occupation: **Cooper**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	14	1
Stamina	12	0
Personality	8	-1
Intelligence	8	-1
Luck	8	-1

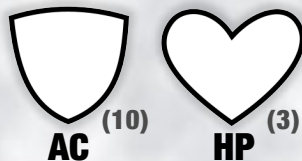
Saves
Reflex 1 **Speed** 30 **Init** 1
Fortitude 0
Will -1

Equipment
 Starting Funds: 30 cp
 Barrel
 Chalk - 1 piece (1 cp)

Weapons
Crowbar +0 (1d4)

Notes
 Lucky Sign: Born under the loom (Skill checks, including thief) (-1)
 Languages: Common **XP**

Name: _____



Occupation: **Rice Farmer**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	11	0
Stamina	10	0
Personality	8	-1
Intelligence	12	0
Luck	15	1

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

Equipment
 Starting Funds: 34 cp
 Mule
 Candle (1 cp)

Weapons
Pitchfork +0 (1d8)

Notes
 Lucky Sign: Four-leafed clover (Find secret doors) (+1)
 Languages: Common **XP**