



Name: _____

 ⁽⁹⁾ AC
 ⁽³⁾ HP

Occupation: **Urchin**

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	7	-1
Stamina	9	0
Personality	9	0
Intelligence	10	0
Luck	10	0

Saves

Reflex	-1
Fortitude	0
Will	0

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

Equipment

Starting Funds: 39 cp
 Begging bowl
 Chalk - 1 piece (1 cp)



Weapons

Stick +1 (1d4+1)

Notes

Lucky Sign: Righteous heart (Turn unholy checks) (+0)
 Languages: Common XP

Name: _____

 ⁽⁹⁾ AC
 ⁽¹⁾ HP

Occupation: **Turnip Farmer**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	6	-1
Stamina	11	0
Personality	15	1
Intelligence	15	1
Luck	9	0

Saves

Reflex	-1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 32 cp
 Mule
 Sack (small) (8 cp)



Weapons

Pitchfork -1 (1d8-1)

Notes

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

Name: _____

 ⁽¹¹⁾ AC
 ⁽¹⁾ HP

Occupation: **Elven artisan**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	15	1
Stamina	10	0
Personality	6	-1
Intelligence	10	0
Luck	12	0

Saves

Reflex	1
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 36 cp
 Clay (1 lb.)
 Holy water (1 vial) (25 gp)



Weapons

Staff +0 (1d4)

Notes

Lucky Sign: Righteous heart (Turn unholy checks) (+0)
 Languages: Common, Elf
 Elven traits: Heightened senses, iron vulnerability XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽²⁾ HP

Occupation: **Dwarven mushroom-farmer**

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	13	1
Stamina	8	-1
Personality	11	0
Intelligence	12	0
Luck	8	-1

Saves

Reflex	1
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 32 cp
 Sack
 Candle (1 cp)

Weapons

Staff -1 (1d4-1)

Notes

Lucky Sign: Survived a spider bite (Saving throws against poison) (-1)
 Languages: Common, Dwarf
 Dwarven ability: Infravision XP