

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

 <sup>(12)</sup> AC  
 <sup>(1)</sup> HP

Occupation: **Locksmith**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	8	-1
Agility	16	2
Stamina	4	-2
Personality	11	0
Intelligence	10	0
Luck	6	-1

Saves

Reflex	2
Fortitude	-2
Will	0

Speed **30** Init **2**

Equipment

Starting Funds: 30 cp  
 Fine tools  
 Rations (1 day) (5 cp)

Weapons


Dagger -1(1d4-1)

Notes

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

**XP**

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

 <sup>(11)</sup> AC  
 <sup>(1)</sup> HP

Occupation: **Hunter**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	13	1
Agility	13	1
Stamina	8	-1
Personality	10	0
Intelligence	4	-2
Luck	13	1

Saves

Reflex	2
Fortitude	0
Will	1

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

Equipment

Starting Funds: 45 cp  
 Deer pelt  
 Torch (1 cp)

Weapons



Shortbow +1(1d6)

Notes

Lucky Sign: Lucky sign (Saving throws) (+1)  
 Languages: Common

**XP**

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

 <sup>(11)</sup> AC  
 <sup>(1)</sup> HP

Occupation: **Trapper**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	6	-1
Agility	14	1
Stamina	6	-1
Personality	15	1
Intelligence	10	0
Luck	11	0

Saves

Reflex	1
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 26 cp  
 Badger pelt  
 Holy symbol (25 gp)

Weapons


Sling +1(1d4-1)

Notes

Lucky Sign: Raised by wolves (Unarmed attack rolls) (+0)  
 Languages: Common

**XP**

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

 <sup>(9)</sup> AC  
 <sup>(5)</sup> HP

Occupation: **Trapper**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	11	0
Agility	6	-1
Stamina	14	1
Personality	9	0
Intelligence	13	1
Luck	6	-1

Saves

Reflex	-1
Fortitude	1
Will	0

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

Equipment

Starting Funds: 35 cp  
 Badger pelt  
 Thieves' tools (25 gp)

Weapons

Sling -1(1d4)

Notes

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

**XP**