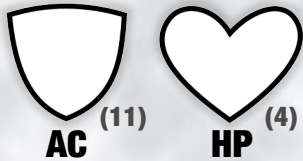


Name: _____



Occupation: **Elven chandler**

Alignment: Law Neutral Chaos

	mod	
Strength	10	0
Agility	13	1
Stamina	16	2
Personality	14	1
Intelligence	9	0
Luck	11	0

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

Equipment
 Starting Funds: 26 cp
 Candles (20)
 Grappling hook (1 gp)

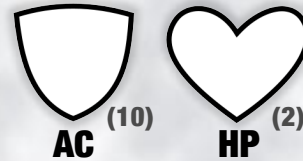
Weapons
Scissors +0(1d4)

Notes

Lucky Sign: Harsh winter (All attack rolls) (+0)
 Languages: Common, Elf, Dwarf
 Elven traits: Heightened senses, iron vulnerability

XP

Name: _____



Occupation: **Squire**

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	9	0
Stamina	8	-1
Personality	5	-2
Intelligence	13	1
Luck	13	1

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

Equipment
 Starting Funds: 39 cp
 Steel helmet
 Backpack (2 gp)

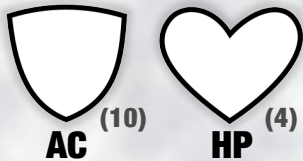
Weapons
Longsword -1(1d8-1)

Notes

Lucky Sign: Seventh son (Spell checks) (+1)
 Languages: Common, Bugbear

XP

Name: _____



Occupation: **Wheat Farmer**

Alignment: Law Neutral Chaos

	mod	
Strength	4	-2
Agility	9	0
Stamina	9	0
Personality	11	0
Intelligence	4	-2
Luck	14	1

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

Equipment
 Starting Funds: 32 cp
 Mule
 Waterskin (5 sp)

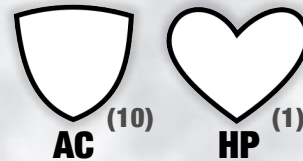
Weapons
Pitchfork -2(1d8-2)

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+1)
 Languages: Common

XP

Name: _____



Occupation: **Halfling chicken butcher**

Alignment: Law Neutral Chaos

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

Saves
Reflex 0 **Speed** 20 **Init** 0
Fortitude 0
Will 0

Equipment
 Starting Funds: 31 cp
 Chicken meat (5 lbs.)
 Flint and steel (15 cp)

Weapons
Handaxe +0(1d6)

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (-1)
 Languages: Common, Halfling
 Halfling ability: Infravision

XP