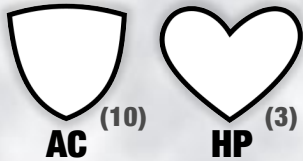


Name: \_\_\_\_\_



Occupation: **Miller/baker**

Alignment:  Law  Neutral  Chaos

Strength	14	1
Agility	9	0
Stamina	14	1
Personality	12	0
Intelligence	10	0
Luck	11	0

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment  
Starting Funds: 40 cp  
Flour (1 lb.)  
Crowbar (2 gp)

Weapons

Club +1(1d4+1)

Notes  
Lucky Sign: Seventh son (Spell checks) (+0)  
Languages: Common XP

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



Occupation: **Guild beggar**

Alignment:  Law  Neutral  Chaos

Strength	9	0
Agility	8	-1
Stamina	14	1
Personality	8	-1
Intelligence	7	-1
Luck	4	-2

Saves

Reflex	-1
Fortitude	1
Will	-1

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

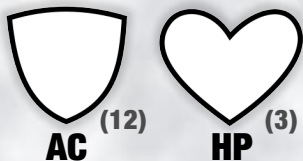
Equipment  
Starting Funds: 53 cp  
Crutches  
Rations (1 day) (5 cp)

Weapons

Sling -1(1d4-2)

Notes  
Lucky Sign: Hawkeye (Missile fire damage rolls) (-2)  
Languages: Common XP

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



Occupation: **Guild beggar**

Alignment:  Law  Neutral  Chaos

Strength	14	1
Agility	17	2
Stamina	13	1
Personality	11	0
Intelligence	9	0
Luck	11	0

Saves

Reflex	2
Fortitude	1
Will	0

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

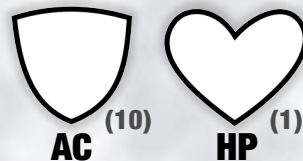
Equipment  
Starting Funds: 47 cp  
Crutches  
Holy water (1 vial) (25 gp)

Weapons

Sling +2(1d4+1)

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

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



Occupation: **Merchant**

Alignment:  Law  Neutral  Chaos

Strength	13	1
Agility	12	0
Stamina	8	-1
Personality	4	-2
Intelligence	13	1
Luck	10	0

Saves

Reflex	0
Fortitude	-1
Will	-2

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

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

Weapons

Dagger +1(1d4+1)

Notes  
Lucky Sign: Raised by wolves (Unarmed attack rolls) (+0)  
Languages: Common, Ogre XP