



Name: _____

 ⁽¹⁰⁾ AC
 ⁽¹⁾ HP

Occupation: **Swoon-bender**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	12	0
Stamina	11	0
Personality	11	0
Intelligence	13	1
Luck	10	0

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

Equipment
 Starting Funds: 35 cp
 Aphrodisiacs
 Torch (1 cp)



Weapons
Bottle of plonk +0(1d4)

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (+0)
 Languages: Common, Ogre

XP

Name: _____

 ⁽⁹⁾ AC
 ⁽²⁾ HP

Occupation: **Chug-dealer**

Alignment: Law Neutral Chaos

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

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

Equipment
 Starting Funds: 42 cp
 Stolen barrel o' beer
 Thieves' tools (25 gp)



Weapons
Pewter tankard +0(1d3)

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+1)
 Languages: Common

XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽⁵⁾ HP

Occupation: **Word-tamer**

Alignment: Law Neutral Chaos

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

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

Equipment
 Starting Funds: 37 cp
 Ink and quill
 Rope - 50' (25 cp)



Weapons
Heavy dictionary +0(1d3)

Notes

Lucky Sign: Harsh winter (All attack rolls) (+0)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽⁵⁾ HP

Occupation: **Tongue-dancer**

Alignment: Law Neutral Chaos

	mod	
Strength	15	1
Agility	11	0
Stamina	17	2
Personality	10	0
Intelligence	10	0
Luck	9	0

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

Equipment
 Starting Funds: 44 cp
 Vial of hallucinogenic delights
 Waterskin (5 sp)

Weapons
Ribbons +1(1+1)

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (+0)
 Languages: Common

XP