



Name: _____

 ⁽⁹⁾ AC
 ⁽²⁾ HP

Occupation: **Flesh-knitter**

Alignment: Law Neutral Chaos

	mod	
Strength	3	-3
Agility	8	-1
Stamina	11	0
Personality	14	1
Intelligence	10	0
Luck	17	2

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

Equipment
 Starting Funds: 41 cp
 Healing salves
 Oil - 1 flask (2 sp)



Weapons
Sewing needles -1 (1d4-3)

Notes

Lucky Sign: Unholy house (Corruption rolls) (+2)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽⁴⁾ HP

Occupation: **Number-cruncher**

Alignment: Law Neutral Chaos

	mod	
Strength	10	0
Agility	10	0
Stamina	9	0
Personality	12	0
Intelligence	8	-1
Luck	7	-1

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

Equipment
 Starting Funds: 27 cp
 Pen and notebook
 Crowbar (2 gp)



Weapons
Hefty abacus +0 (1d4)

Notes

Lucky Sign: The raging storm (Spell damage) (-1)
 Languages: Common

XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽¹⁾ HP

Occupation: **Slurry-runner**

Alignment: Law Neutral Chaos

	mod	
Strength	11	0
Agility	15	1
Stamina	8	-1
Personality	9	0
Intelligence	12	0
Luck	11	0

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

Equipment
 Starting Funds: 43 cp
 Thigh-high boots and sweaty rags
 Thieves' tools (25 gp)



Weapons
Staff +0 (1d4)

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (+0)
 Languages: Common

XP

Name: _____

 ⁽⁹⁾ AC
 ⁽²⁾ HP

Occupation: **Filth-cutter**

Alignment: Law Neutral Chaos

	mod	
Strength	10	0
Agility	8	-1
Stamina	11	0
Personality	8	-1
Intelligence	9	0
Luck	6	-1

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

Equipment
 Starting Funds: 8 cp
 Leather smock
 Pole - 10-foot (15 cp)

Weapons
Scissors +0 (1d4)

Notes

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

XP