



Name: _____

 ⁽⁹⁾ AC
 ⁽⁴⁾ HP

Occupation: **Blind-writer**

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	8	-1
Stamina	11	0
Personality	15	1
Intelligence	10	0
Luck	11	0

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

Equipment
 Starting Funds: 47 cp
 Blindfold and pen and ink
 Candle (1 cp)



Weapons
Staff -1(1d4-1)

Notes

Lucky Sign: Struck by lightning (Reflex saving throws) (+0)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Horn-swoggler**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	10	0
Stamina	13	1
Personality	9	0
Intelligence	18	3
Luck	14	1

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

Equipment
 Starting Funds: 30 cp
 Deck of marked cards
 Thieves' tools (25 gp)



Weapons
Begging bowl +0(1d3)

Notes

Lucky Sign: Birdsong (Number of languages) (+1)
 Languages: Common, Bugbear, Elf, Gnome

XP

Name: _____

 ⁽¹²⁾ AC
 ⁽⁴⁾ HP

Occupation: **Slake-breaker**

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	16	2
Stamina	10	0
Personality	9	0
Intelligence	9	0
Luck	12	0

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

Equipment
 Starting Funds: 25 cp
 Soaking rags
 Iron spike (1 sp)



Weapons
Water urn -1(1d4-1)

Notes

Lucky Sign: Struck by lightning (Reflex saving throws) (+0)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Slop-chopper**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	11	0
Stamina	11	0
Personality	9	0
Intelligence	8	-1
Luck	10	0

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

Equipment
 Starting Funds: 14 cp
 Tub o' gristle
 Backpack (2 gp)

Weapons
Butcher's knife +0(1d4)

Notes

Lucky Sign: Charmed house (Armor Class) (+0)
 Languages: Common

XP