Name: Wine seller (Wharf Town)  
Job: Wine seller  
City: Wharf Town  
Alignment: Law  

AC: 10  
HP: 3  
Strength: 6  
Agility: 10  
Stamina: 6  
Personality: 12  
Intelligence: 8  
Luck: 9  

Saves:  
Reflex: 0  
Fortitude: -1  
Will: 0  

Speed: 30  
Initiative: 0  

Equipment:  
Starting Funds: 37 cp  
Wineskin  
Pole - 10-foot (15 cp)  

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

XP:  

Name: Diabolist (Old City)  
Job: Diabolist  
City: Old City  
Alignment: Law  

AC: 10  
HP: 2  
Strength: 13  
Agility: 11  
Stamina: 10  
Personality: 6  
Intelligence: 7  
Luck: 13  

Saves:  
Reflex: 0  
Fortitude: 0  
Will: 0  

Speed: 30  
Initiative: 0  

Equipment:  
Starting Funds: 36 cp  
Grimoire  
Crowbar (2 gp)  

Notes:  
Lucky Sign: Resisted temptation (Willpower saving throws) (+1)  
Languages: Common  

XP:  

Name: Zealot (Blackswamp)  
Job: Zealot  
City: Blackswamp  
Alignment: Law  

AC: 9  
HP: 2  
Strength: 13  
Agility: 7  
Stamina: 12  
Personality: 6  
Intelligence: 10  
Luck: 15  

Saves:  
Reflex: -1  
Fortitude: 0  
Will: -1  

Speed: 30  
Initiative: -1  

Equipment:  
Starting Funds: 30 cp  
Bundle of end times scrolls  
Backpack (2 gp)  

Notes:  
Lucky Sign: Fortunate date (Missile fire attack rolls) (+1)  
Languages: Common  

XP:  

Name: Flagellant (Old City)  
Job: Flagellant  
City: Old City  
Alignment: Law  

AC: 10  
HP: 3  
Strength: 8  
Agility: 11  
Stamina: 10  
Personality: 10  
Intelligence: 10  
Luck: 8  

Saves:  
Reflex: 0  
Fortitude: 0  
Will: -1  

Speed: 30  
Initiative: 0  

Equipment:  
Starting Funds: 51 cp  
Scrolls of scripture  
Rope - 50' (25 cp)  

Notes:  
Lucky Sign: The bull (Melee attack rolls) (-1)  
Languages: Common  

XP: