

Name: _____

 ⁽¹⁰⁾ AC
 ⁽⁴⁾ HP

Occupation: **Thirdson(Northside)**

Alignment: Law Neutral Chaos

	mod	
Strength	11	0
Agility	11	0
Stamina	9	0
Personality	11	0
Intelligence	12	0
Luck	9	0

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

Equipment
 Starting Funds: 36 cp
 Letter of recommendation
 Backpack (2 gp)



Weapons
Longsword +0 (1d8)

Notes

Lucky Sign: Birdsong (Number of languages) (+0)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽¹⁾ HP

Occupation: **Footpad(Wharf Town)**

Alignment: Law Neutral Chaos

	mod	
Strength	14	1
Agility	9	0
Stamina	8	-1
Personality	8	-1
Intelligence	12	0
Luck	13	1

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

Equipment
 Starting Funds: 30 cp
 Oilskin coat
 Waterskin (5 sp)



Weapons
Dagger +2 (1d4+1)

Notes

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

XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽¹⁾ HP

Occupation: **Smuggler(Souk)**

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	13	1
Stamina	7	-1
Personality	10	0
Intelligence	10	0
Luck	12	0

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

Equipment
 Starting Funds: 35 cp
 Hooded lantern
 Thieves' tools (25 gp)



Weapons
Short sword +1 (1d6+1)

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (+0)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽¹⁾ HP

Occupation: **Guild Orphan(Souk)**

Alignment: Law Neutral Chaos

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

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

Equipment
 Starting Funds: 44 cp
 Letter of apprenticeship
 Torch (1 cp)

Weapons
Dagger +0 (1d4)

Notes

Lucky Sign: Fortunate date (Missile fire attack rolls) (+0)
 Languages: Common, Elf

XP