



Name: _____

 ⁽¹¹⁾ AC
 ⁽¹⁾ HP

Occupation: **Plague Doctor(City of the Gods)**

Alignment: Law Neutral Chaos

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

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

Equipment
 Starting Funds: 48 cp
 Crow mask
 Iron spike (1 sp)

Weapons
Dagger +0 (1d4)

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (+0)
 Languages: Common

XP

Name: _____

 ⁽⁹⁾ AC
 ⁽³⁾ HP

Occupation: **Armorer(New City)**

Alignment: Law Neutral Chaos

	mod	
Strength	14	1
Agility	8	-1
Stamina	12	0
Personality	13	1
Intelligence	8	-1
Luck	5	-2

Saves
Reflex -1 **Speed** 30 **Init** -3
Fortitude 0
Will 1

Equipment
 Starting Funds: 28 cp
 Helm
 Iron spike (1 sp)


Weapons
Hammer +1 (1d4+1)

Notes

Lucky Sign: Speed of the cobra (Initiative) (-2)
 Languages: Common

XP

Name: _____

 ⁽¹²⁾ AC
 ⁽³⁾ HP

Occupation: **Ambassador(Northside)**

Alignment: Law Neutral Chaos

	mod	
Strength	11	0
Agility	17	2
Stamina	6	-1
Personality	14	1
Intelligence	9	0
Luck	11	0

Saves
Reflex 2 **Speed** 30 **Init** 2
Fortitude -1
Will 1

Equipment
 Starting Funds: 34 cp
 Messenger raven
 Mirror - hand-sized (10 gp)


Weapons
Dagger +0 (1d4)

Notes

Lucky Sign: Speed of the cobra (Initiative) (+0)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽⁵⁾ HP

Occupation: **Dwarf Slave(Slaver's Hold)**

Alignment: Law Neutral Chaos

	mod	
Strength	6	-1
Agility	12	0
Stamina	14	1
Personality	12	0
Intelligence	14	1
Luck	11	0

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

Equipment
 Starting Funds: 31 cp
 Shackles
 Sack (small) (8 cp)

Weapons
Shiv -1 (1d4-1)

Notes

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

XP