

Name: \_\_\_\_\_



AC (11)



HP (4)

Occupation: **Mercenary**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	-1

Speed **25** Init **1**

Equipment

Starting Funds: 22 cp  
Hide armor  
Oil - 1 flask (2 sp)

Weapons

Longsword +0 (1d8)

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (-1)  
Languages: Common

XP

Name: \_\_\_\_\_



AC (10)



HP (1)

Occupation: **Halfling chicken butcher**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

Speed **20** Init **0**

Equipment

Starting Funds: 31 cp  
Chicken meat (5 lbs.)  
Iron spike (1 sp)

Weapons

Handaxe -1 (1d6-1)

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (+0)  
Languages: Common  
Halfling ability: Infravision

XP

Name: \_\_\_\_\_



AC (11)



HP (3)

Occupation: **Merchant**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	1

Speed **30** Init **1**

Equipment

Starting Funds: 44 cp  
4 gp 14 sp 27 cp  
Iron spike (1 sp)

Weapons

Dagger +0 (1d4)

Notes

Lucky Sign: Survived a spider bite (Saving throws against poison) (+1)  
Languages: Common, Ogre

XP

Name: \_\_\_\_\_



AC (11)



HP (1)

Occupation: **Halfling glovemaker**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	1

Speed **20** Init **1**

Equipment

Starting Funds: 35 cp  
Gloves (4 pairs)  
Rope - 50' (25 cp)

Weapons

Awl (as dagger) +0 (1d4)

Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (+1)  
Languages: Common, Halfling  
Halfling ability: Infravision

XP