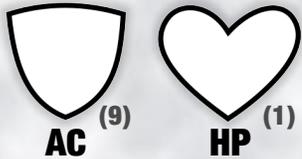


Name: _____



Occupation: Wizard's apprentice

Alignment: _____

Strength	11	0
Agility	8	-1
Stamina	7	-1
Personality	8	-1
Intelligence	12	0
Luck	9	0

Saves

Reflex	-1
Fortitude	-1
Will	-1

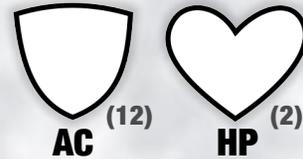
Speed 30 Init -1

Equipment
Starting Funds: 43 cp
Black grimoire
Mirror - hand-sized (10 gp)

Weapons
Dagger +0 (1d4)

Notes
Lucky Sign: Seventh son (Spell checks) (+0)
Languages: Common
XP

Name: _____



Occupation: Orphan

Alignment: _____

Strength	12	0
Agility	16	2
Stamina	15	1
Personality	9	0
Intelligence	13	1
Luck	10	0

Saves

Reflex	2
Fortitude	1
Will	0

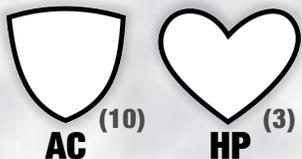
Speed 30 Init 2

Equipment
Starting Funds: 46 cp
Rag doll
Holy water (1 vial) (25 gp)

Weapons
Club +0 (1d4)

Notes
Lucky Sign: Lucky sign (Saving throws) (+0)
Languages: Common, Alignment
XP

Name: _____



Occupation: Herbalist

Alignment: _____

Strength	6	-1
Agility	10	0
Stamina	15	1
Personality	17	2
Intelligence	8	-1
Luck	10	0

Saves

Reflex	0
Fortitude	1
Will	2

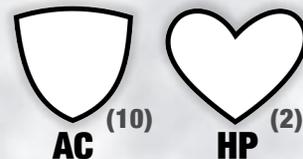
Speed 30 Init 0

Equipment
Starting Funds: 39 cp
Herbs (1 lb.)
Holy water (1 vial) (25 gp)

Weapons
Club -1 (1d4-1)

Notes
Lucky Sign: The raging storm (Spell damage) (+0)
Languages: Common
XP

Name: _____



Occupation: Ostler

Alignment: _____

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

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment
Starting Funds: 26 cp
Bridle
Oil - 1 flask (2 sp)

Weapons
Staff -1 (1d4-1)

Notes
Lucky Sign: The Broken Star (Fumbles) (+0)
Languages: Common
XP