

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

  
AC (9)

  
HP (1)

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

Notes

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

XP

Occupation: Wizard's apprentice

Alignment: \_\_\_\_\_

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)

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

  
AC (12)

  
HP (2)

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

Notes

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

XP

Occupation: Orphan

Alignment: \_\_\_\_\_

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)

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

  
AC (10)

  
HP (3)

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

Notes

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

XP

Occupation: Herbalist

Alignment: \_\_\_\_\_

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)

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

  
AC (10)

  
HP (2)

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

Notes

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

XP

Occupation: Ostler

Alignment: \_\_\_\_\_

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)