

Name: _____

 ⁽¹⁰⁾ AC
 ⁽¹⁾ HP

Occupation: **Elven barrister**

Alignment: Law Neutral Chaos

	mod	
Strength	14	1
Agility	11	0
Stamina	8	-1
Personality	5	-2
Intelligence	5	-2
Luck	10	0

Saves
Reflex 0 **Speed** 30 **Init** 0
Fortitude -1
Will -2

Equipment
 Starting Funds: 30 cp
 Book
 Backpack (2 gp)

Weapons
Quill (as dart) +0 (1d4+1)

Notes

Lucky Sign: Speed of the cobra (Initiative) (+0)
 Languages: Common
 Elven traits: Heightened senses, iron vulnerability

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽³⁾ HP

Occupation: **Ditch digger**

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	10	0
Stamina	8	-1
Personality	7	-1
Intelligence	8	-1
Luck	13	1

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

Equipment
 Starting Funds: 20 cp
 Fine dirt (1 lb.)
 Holy water (1 vial) (25 gp)

Weapons
Shovel (as staff) -1 (1d4-1)

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+1)
 Languages: Common

XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽⁴⁾ HP

Occupation: **Dock worker**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	13	1
Stamina	13	1
Personality	10	0
Intelligence	5	-2
Luck	14	1

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

Equipment
 Starting Funds: 26 cp
 1 late RPG book
 Lantern (10 gp)

Weapons
Pole (as staff) +0 (1d4)

Notes

Lucky Sign: Survived the plague (Magical healing) (+1)
 Languages: Common

XP

Name: _____

 ⁽⁹⁾ AC
 ⁽⁵⁾ HP

Occupation: **Hunter**

Alignment: Law Neutral Chaos

	mod	
Strength	14	1
Agility	7	-1
Stamina	13	1
Personality	10	0
Intelligence	11	0
Luck	6	-1

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

Equipment
 Starting Funds: 22 cp
 Deer pelt
 Sack (large) (12 cp)

Weapons
Shortbow -1 (1d6-1)

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (-1)
 Languages: Common

XP