

Name:

(10)

AC

(1)

HP

Occupation:

Elven barrister

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

-1

Will

-2

Speed

30

Init

0

Equipment

Starting Funds: 30 cp
Book
Backpack (2 gp)

Weapons

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

Strength

14

1

Agility

11

0

Stamina

8

-1

Personality

5

-2

Intelligence

5

-2

Luck

10

0

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

Saves

Reflex

0

Fortitude

-1

Will

-1

Speed

30

Init

0

Equipment

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

Weapons

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

Strength

7

-1

Agility

10

0

Stamina

8

-1

Personality

7

-1

Intelligence

8

-1

Luck

13

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

Saves

Reflex

1

Fortitude

1

Will

0

Speed

30

Init

1

Equipment

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

Weapons

Pole (as staff) +0 (1d4)

Strength

12

0

Agility

13

1

Stamina

13

1

Personality

10

0

Intelligence

5

-2

Luck

14

1

Notes

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

XP

Name:

(9)

AC

(5)

HP

Occupation:

Hunter

Alignment:

Law

Neutral

Chaos

Saves

Reflex

-1

Fortitude

1

Will

0

Speed

30

Init

-1

Equipment

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

Weapons

Shortbow -1 (1d6-1)

Strength

14

1

Agility

7

-1

Stamina

13

1

Personality

10

0

Intelligence

11

0

Luck

6

-1

Notes

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

XP