

Name:

(10)

(3)

Occupation:

Elven forester

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

0

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 28 cp
Herbs (1 lb.)
Mirror - hand-sized (10 gp)

Strength

6

-1

Agility

9

0

Stamina

11

0

Personality

12

0

Intelligence

11

0

Luck

15

1

Weapons

Staff -1 (1d4-1)

Notes

Lucky Sign: Birdsong (Number of languages) (+1)
Languages: Common, Elf, Serpent-man
Elven traits: Heightened senses, iron vulnerability

XP

Name:

(9)

(1)

Occupation:

Halfling trader

Alignment:

Law

Neutral

Chaos

Saves

Reflex

-1

Fortitude

0

Will

0

Speed

20

Init

-1

Equipment

Starting Funds: 28 cp
20 sp
Torch (1 cp)

Strength

14

1

Agility

8

-1

Stamina

9

0

Personality

11

0

Intelligence

14

1

Luck

8

-1

Weapons

Short sword +1 (1d6)

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (-1)
Languages: Common, Halfling, Alignment
Halfling ability: Infravision

XP

Name:

(10)

(4)

Occupation:

Elven navigator

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

0

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 36 cp
Spyglass
Chest - empty (2 gp)

Strength

5

-2

Agility

11

0

Stamina

9

0

Personality

9

0

Intelligence

11

0

Luck

11

0

Weapons

Shortbow +0 (1d6)

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (+0)
Languages: Common, Elf
Elven traits: Heightened senses, iron vulnerability

XP

Name:

(10)

(2)

Occupation:

Mendicant

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

1

Will

1

Speed

30

Init

0

Equipment

Starting Funds: 28 cp
Cheese dip
Candle (1 cp)

Strength

8

-1

Agility

11

0

Stamina

14

1

Personality

15

1

Intelligence

14

1

Luck

9

0

Weapons

Club -1 (1d4-1)

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (+0)
Languages: Common, Alignment

XP