

Name: _____



AC (9)



HP (4)

Occupation: **Cooper**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	0

Speed **30** Init **-1**

Equipment

Starting Funds: 32 cp
Barrel
Waterskin (5 sp)

Weapons

Crowbar (as club) -1(1d4-1)

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

Notes

Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (-1)
Languages: Common, Kobold

XP

Name: _____



AC (9)



HP (4)

Occupation: **Armorer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	-1

Speed **30** Init **-1**

Equipment

Starting Funds: 31 cp
Iron helmet
Thieves' tools (25 gp)

Weapons

Hammer (as club) +1(1d4+1)

Strength	14	1
Agility	6	-1
Stamina	10	0
Personality	7	-1
Intelligence	12	0
Luck	12	0

Notes

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

XP

Name: _____



AC (9)



HP (1)

Occupation: **Dwarven miner**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	1

Speed **20** Init **-1**

Equipment

Starting Funds: 32 cp
Lantern
Crowbar (2 gp)

Weapons

Pick (as club) -1(1d4-1)

Strength	8	-1
Agility	8	-1
Stamina	8	-1
Personality	15	1
Intelligence	9	0
Luck	10	0

Notes

Lucky Sign: The raging storm (Spell damage) (+0)
Languages: Common, Dwarf, Halfling
Dwarven ability: Infravision

XP

Name: _____



AC (11)



HP (1)

Occupation: **Halfling gypsy**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-2
Will	0

Speed **20** Init **1**

Equipment

Starting Funds: 41 cp
Hex doll
Flint and steel (15 cp)

Weapons

Sling +1(1d4+1)

Strength	15	1
Agility	15	1
Stamina	4	-2
Personality	11	0
Intelligence	8	-1
Luck	4	-2

Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (-2)
Languages: Common, Halfling
Halfling ability: Infravision

XP