

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

AC <sup>(10)</sup>HP <sup>(1)</sup>Occupation: **Elven artisan**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed **30** Init **0**

Equipment

Starting Funds: 42 cp  
Clay (1 lb.)  
Lantern (10 gp)

Weapons

Staff +0 (1d4)

Strength	12	0
Agility	9	0
Stamina	10	0
Personality	12	0
Intelligence	11	0
Luck	10	0

Notes

Lucky Sign: The bull (Melee attack rolls) (+0)  
Languages: Common, Elf  
Elven traits: Heightened senses, iron vulnerability

XP

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

AC <sup>(11)</sup>HP <sup>(1)</sup>Occupation: **Urchin**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 25 cp  
Begging bowl  
Oil - 1 flask (2 sp)

Weapons

Stick (as club) -1 (1d4-1)

Strength	8	-1
Agility	14	1
Stamina	12	0
Personality	7	-1
Intelligence	7	-1
Luck	10	0

Notes

Lucky Sign: Birdsong (Number of languages) (+0)  
Languages: Common

XP

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

AC <sup>(9)</sup>HP <sup>(4)</sup>Occupation: **Dwarven stonemason**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 30 cp  
Fine stone (10 lbs)  
Grappling hook (1 gp)

Weapons

Hammer (as club) +0 (1d4)

Strength	11	0
Agility	7	-1
Stamina	9	0
Personality	13	1
Intelligence	12	0
Luck	10	0

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+0)  
Languages: Common, Dwarf  
Dwarven ability: Infravision

XP

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

AC <sup>(9)</sup>HP <sup>(1)</sup>Occupation: **Rutabega Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	0

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

Equipment

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

Weapons

Pitchfork (as spear) +0 (1d8)

Strength	9	0
Agility	8	-1
Stamina	9	0
Personality	12	0
Intelligence	10	0
Luck	16	2

Notes

Lucky Sign: Unholy house (Corruption rolls) (+2)  
Languages: Common

XP