

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

(10)

AC

(3)

HP

Occupation: Radish Farmer

Alignment: 

Law

Neutral

Chaos

Strength

15

1

Agility

11

0

Stamina

12

0

Personality

12

0

Intelligence

6

-1

Luck

8

-1

Saves

Reflex

0

Fortitude

0

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 28 cp  
Hen  
Chalk - 1 piece (1 cp)

Weapons

Pitchfork (as spear) +1 (1d8+1)

Notes

Lucky Sign: Raised by wolves (Unarmed attack rolls) (-1)  
Languages: Common

XP

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

(10)

AC

(3)

HP

Occupation: Woodcutter

Alignment: 

Law

Neutral

Chaos

Strength

14

1

Agility

12

0

Stamina

12

0

Personality

6

-1

Intelligence

8

-1

Luck

11

0

Saves

Reflex

0

Fortitude

0

Will

-1

Speed

30

Init

0

Equipment

Starting Funds: 23 cp  
Bundle of wood  
Mirror - hand-sized (10 gp)

Weapons

Handaxe +1 (1d6+1)

Notes

Lucky Sign: Lucky sign (Saving throws) (+0)  
Languages: Common

XP

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

(10)

AC

(2)

HP

Occupation: Urchin

Alignment: 

Law

Neutral

Chaos

Strength

12

0

Agility

10

0

Stamina

9

0

Personality

6

-1

Intelligence

10

0

Luck

9

0

Saves

Reflex

0

Fortitude

0

Will

-1

Speed

30

Init

0

Equipment

Starting Funds: 35 cp  
Begging bowl  
Holy symbol (25 gp)

Weapons

Stick (as club) +0 (1d4)

Notes

Lucky Sign: Righteous heart (Turn unholy checks) (+0)  
Languages: Common

XP

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

(9)

AC

(2)

HP

Occupation: Elven sage

Alignment: 

Law

Neutral

Chaos

Strength

12

0

Agility

6

-1

Stamina

12

0

Personality

8

-1

Intelligence

9

0

Luck

11

0

Saves

Reflex

-1

Fortitude

0

Will

-1

Speed

30

Init

-1

Equipment

Starting Funds: 34 cp  
Parchment and quill pen  
Hammer - small (5 sp)

Weapons

Dagger +0 (1d4)

Notes

Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (+0)  
Languages: Common, Elf  
Elven traits: Heightened senses, iron vulnerability

XP