

Name: _____



AC (10)



HP (3)

Occupation: **Smuggler**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	-1

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

Equipment

Starting Funds: 23 cp
Waterproof sack
Crowbar (2 gp)

Weapons

Sling +0 (1d4+1)

Strength	13	1
Agility	10	0
Stamina	14	1
Personality	7	-1
Intelligence	9	0
Luck	10	0

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (3)

Occupation: **Fortune-teller**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 35 cp
Tarot deck
Oil - 1 flask (2 sp)

Weapons

Dagger +1 (1d4+1)

Strength	13	1
Agility	7	-1
Stamina	11	0
Personality	15	1
Intelligence	13	1
Luck	10	0

Notes

Languages: Common, Goblin

XP

Name: _____



AC (9)



HP (4)

Occupation: **Mendicant**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 33 cp
Cheese dip
Crowbar (2 gp)

Weapons

Club +0 (1d4)

Strength	9	0
Agility	8	-1
Stamina	12	0
Personality	15	1
Intelligence	8	-1
Luck	14	1

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+1)

Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation: **Guild beggar**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 26 cp
Crutches
Sack (small) (8 cp)

Weapons

Sling +0 (1d4-1)

Strength	6	-1
Agility	10	0
Stamina	11	0
Personality	8	-1
Intelligence	12	0
Luck	11	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (2)

Occupation:

Woodcutter

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 15 cp
 Bundle of wood
 Sack (large) (12 cp)

Weapons

Handaxe -1 (1d6-1)

Strength	11	0
Agility	11	0
Stamina	12	0
Personality	8	-1
Intelligence	14	1
Luck	8	-1

Notes

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

XP

Name: _____



AC (10)



HP (1)

Occupation:

Rice Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 44 cp
 Duck
 Holy water (1 vial) (25 gp)

Weapons

Pitchfork (as spear) -1 (1d8-1)

Strength	8	-1
Agility	10	0
Stamina	7	-1
Personality	13	1
Intelligence	12	0
Luck	6	-1

Notes

Lucky Sign: Fortunate date (Missile fire attack rolls) (-1)
 Languages: Common

XP

Name: _____



AC (9)



HP (2)

Occupation:

Jester

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	1

Speed 30 Init -1

Equipment

Starting Funds: 30 cp
 Silk clothes
 Holy symbol (25 gp)

Weapons

Dart -1 (1d4)

Strength	9	0
Agility	8	-1
Stamina	7	-1
Personality	13	1
Intelligence	7	-1
Luck	12	0

Notes

Languages: Common

XP

Name: _____



AC (11)



HP (4)

Occupation:

Woodcutter

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	2
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 34 cp
 Bundle of wood
 Holy symbol (25 gp)

Weapons

Handaxe +1 (1d6+1)

Strength	14	1
Agility	13	1
Stamina	16	2
Personality	11	0
Intelligence	16	2
Luck	7	-1

Notes

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

XP

Name: _____



AC (10)



HP (1)

Occupation:

Potato Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 38 cp
Hen
Rope - 50' (25 cp)

Weapons

Pitchfork (as spear) -1 (1d8-1)

Notes

Languages: Common, Kobold, Alignment, Ogre

XP

Name: _____



AC (8)



HP (4)

Occupation:

Outlaw

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	0
Will	-1

Speed 30 Init -2

Equipment

Starting Funds: 19 cp
Leather armor
Chest - empty (2 gp)

Weapons

Short sword +0 (1d6)

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (+2)
Languages: Common

XP

Name: _____



AC (10)



HP (5)

Occupation:

Radish Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 37 cp
Goose
Iron spike (1 sp)

Weapons

Pitchfork (as spear) +0 (1d8)

Notes

Languages: Common

XP

Name: _____



AC (11)



HP (5)

Occupation:

Mercenary

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	1

Speed 30 Init 1

Equipment

Starting Funds: 21 cp
Hide armor
Chain 10' (30 gp)

Weapons

Longsword +1 (1d8)

Notes

Lucky Sign: The bull (Melee attack rolls) (+1)
Languages: Common

XP

Name:

(10)

(6)

Occupation:

Grave digger

Alignment:

Law

Neutral

Chaos

Strength

11

0

Agility

9

0

Stamina

17

2

Personality

10

0

Intelligence

15

1

Luck

11

0

Saves

Reflex

0

Fortitude

2

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 35 cp
Trowel
Iron spike (1 sp)

Weapons

Shovel (as staff) +0 (1d4)

Notes

Languages: Common, Alignment

XP

Name:

(11)

(3)

Occupation:

Costermonger

Alignment:

Law

Neutral

Chaos

Strength

11

0

Agility

15

1

Stamina

12

0

Personality

10

0

Intelligence

13

1

Luck

10

0

Saves

Reflex

1

Fortitude

0

Will

0

Speed

30

Init

1

Equipment

Starting Funds: 39 cp
fruit
Torch (1 cp)

Weapons

Knife (as dagger) +0 (1d4)

Notes

Languages: Common, Alignment

XP

Name:

(9)

(3)

Occupation:

Grave digger

Alignment:

Law

Neutral

Chaos

Strength

11

0

Agility

8

-1

Stamina

10

0

Personality

5

-2

Intelligence

15

1

Luck

10

0

Saves

Reflex

-1

Fortitude

0

Will

-2

Speed

30

Init

-1

Equipment

Starting Funds: 29 cp
Trowel
Hammer - small (5 sp)

Weapons

Shovel (as staff) +0 (1d4)

Notes

Languages: Common, Alignment

XP

Name:

(9)

(4)

Occupation:

Scribe

Alignment:

Law

Neutral

Chaos

Strength

7

-1

Agility

8

-1

Stamina

10

0

Personality

14

1

Intelligence

6

-1

Luck

4

-2

Saves

Reflex

-1

Fortitude

0

Will

1

Speed

30

Init

-1

Equipment

Starting Funds: 24 cp
Parchment (10 sheets)
Lantern (10 gp)

Weapons

Dart -1 (1d4-1)

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (-2)
Languages: Common

XP

Name: _____



AC (9)



HP (2)

Occupation: **Scribe**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	-1

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

Equipment

Starting Funds: 30 cp
Parchment (10 sheets)
Flask - empty (3 cp)

Weapons

Dart -1 (1d4)

Strength	9	0
Agility	8	-1
Stamina	8	-1
Personality	8	-1
Intelligence	8	-1
Luck	14	1

Notes

Lucky Sign: Unholy house (Corruption rolls) (+1)
Languages: Common

XP

Name: _____



AC (11)



HP (1)

Occupation: **Armorer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 34 cp
Iron helmet
Mirror - hand-sized (10 gp)

Weapons

Hammer (as club) +0 (1d4)

Strength	12	0
Agility	14	1
Stamina	11	0
Personality	13	1
Intelligence	13	1
Luck	15	1

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (+1)
Languages: Common, Hobgoblin

XP

Name: _____



AC (10)



HP (4)

Occupation: **Radish Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	-1

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

Equipment

Starting Funds: 38 cp
Duck
Iron spike (1 sp)

Weapons

Pitchfork (as spear) +0 (1d8)

Strength	9	0
Agility	9	0
Stamina	14	1
Personality	6	-1
Intelligence	12	0
Luck	14	1

Notes

Lucky Sign: Bountiful harvest (Hit points, applies each level) (+1)
Languages: Common

XP

Name: _____



AC (11)



HP (3)

Occupation: **Healer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-1
Will	-2

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

Equipment

Starting Funds: 35 cp
Holy water (1 vial)
Holy water (1 vial) (25 gp)

Weapons

Club +1 (1d4+1)

Strength	13	1
Agility	13	1
Stamina	6	-1
Personality	5	-2
Intelligence	9	0
Luck	12	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (2)

Occupation:

Rice Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 28 cp
Goose
Mirror - hand-sized (10 gp)

Weapons

Pitchfork (as spear) +0 (1d8)

Notes

Languages: Common

XP

Name: _____



AC (11)



HP (2)

Occupation:

Wizard's apprentice

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	-2

Speed 30 Init 1

Equipment

Starting Funds: 39 cp
Black grimoire
Holy symbol (25 gp)

Weapons

Dagger +1 (1d4+1)

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (3)

Occupation:

Tax collector

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	-1

Speed 30 Init -1

Equipment

Starting Funds: 31 cp
100 cp
Backpack (2 gp)

Weapons

Longsword +0 (1d8)

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (2)

Occupation:

Wizard's apprentice

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 24 cp
Black grimoire
Rope - 50' (25 cp)

Weapons

Dagger +1 (1d4+1)

Notes

Languages: Common

XP

Name:

(11)

(1)

Occupation:

Woodcutter

Alignment:

Law

Neutral

Chaos

Saves

Reflex

1

Fortitude

-1

Will

-1

Speed

30

Init

1

Equipment

Starting Funds: 27 cp
Bundle of wood
Chest - empty (2 gp)

Strength

6

-1

Agility

15

1

Stamina

7

-1

Personality

8

-1

Intelligence

12

0

Luck

12

0

Weapons

Handaxe -1 (1d6-1)

Notes

Languages: Common

XP

Name:

(10)

(1)

Occupation:

Turnip Farmer

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

0

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 30 cp
Mule
Waterskin (5 sp)

Strength

6

-1

Agility

12

0

Stamina

12

0

Personality

9

0

Intelligence

8

-1

Luck

12

0

Weapons

Pitchfork (as spear) -1 (1d8-1)

Notes

Languages: Common

XP

Name:

(10)

(1)

Occupation:

Ostler

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

-1

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 38 cp
Bridle
Oil - 1 flask (2 sp)

Strength

7

-1

Agility

11

0

Stamina

8

-1

Personality

11

0

Intelligence

9

0

Luck

7

-1

Weapons

Staff -1 (1d4-2)

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (-1)
Languages: Common

XP

Name:

(10)

(4)

Occupation:

Shaman

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

0

Will

-1

Speed

30

Init

0

Equipment

Starting Funds: 41 cp
Herbs (1 lb.)
Chain 10' (30 gp)

Strength

10

0

Agility

10

0

Stamina

10

0

Personality

7

-1

Intelligence

11

0

Luck

8

-1

Weapons

Mace +0 (1d6)

Notes

Lucky Sign: The raging storm (Spell damage) (-1)
Languages: Common

XP

Name: _____



AC (9)



HP (3)

Occupation: **Minstrel**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	-1

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

Equipment

Starting Funds: 21 cp
Ukulele
Flask - empty (3 cp)

Weapons

Dagger -1 (1d4-1)

Strength	8	-1
Agility	7	-1
Stamina	13	1
Personality	6	-1
Intelligence	8	-1
Luck	8	-1

Notes

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

XP

Name: _____



AC (11)



HP (4)

Occupation: **Hunter**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 46 cp
Deer pelt
Rope - 50' (25 cp)

Weapons

Shortbow +1 (1d6)

Strength	11	0
Agility	14	1
Stamina	11	0
Personality	7	-1
Intelligence	15	1
Luck	9	0

Notes

Languages: Common, Alignment

XP

Name: _____



AC (10)



HP (1)

Occupation: **Rutabega Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	1

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

Equipment

Starting Funds: 45 cp
Goat
Pole - 10-foot (15 cp)

Weapons

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

Strength	14	1
Agility	12	0
Stamina	10	0
Personality	14	1
Intelligence	10	0
Luck	11	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation: **Potato Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-2
Will	-1

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

Equipment

Starting Funds: 25 cp
Cow
Candle (1 cp)

Weapons

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

Strength	13	1
Agility	12	0
Stamina	4	-2
Personality	6	-1
Intelligence	12	0
Luck	13	1

Notes

Lucky Sign: Bountiful harvest (Hit points, applies each level) (+1)

Languages: Common

XP

Name: _____



AC (10)



HP (4)

Occupation: **Gongfarmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	2

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

Equipment

Starting Funds: 26 cp
Sack of night soil
Flask - empty (3 cp)

Weapons

Trowel (as dagger) -1 (1d4-1)

Notes

Languages: Common

XP

Name: _____



AC (11)



HP (2)

Occupation: **Guild beggar**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 42 cp
Crutches
Iron spike (1 sp)

Weapons

Sling +1 (1d4)

Notes

Languages: Common

XP

Name: _____



AC (11)



HP (3)

Occupation: **Cooper**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 40 cp
Barrel
Waterskin (5 sp)

Weapons

Crowbar (as club) +0 (1d4)

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (2)

Occupation: **Alchemist**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 43 cp
Oil (1 flask)
Crowbar (2 gp)

Weapons

Staff +0 (1d4)

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation: Noble

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 29 cp
Gold ring worth 10 gp
Holy water (1 vial) (25 gp)

Weapons

Longsword +0 (1d8)

Strength	12	0
Agility	10	0
Stamina	12	0
Personality	6	-1
Intelligence	12	0
Luck	13	1

Notes

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

XP

Name: _____



AC (10)



HP (7)

Occupation: Squire

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	3
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 39 cp
Steel helmet
Rope - 50' (25 cp)

Weapons

Longsword -1 (1d8-1)

Strength	7	-1
Agility	12	0
Stamina	18	3
Personality	13	1
Intelligence	10	0
Luck	12	0

Notes

Languages: Common

XP

Name: _____



AC (11)



HP (1)

Occupation: Parsnip Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-1
Will	1

Speed 30 Init 1

Equipment

Starting Funds: 35 cp
Goose
Sack (small) (8 cp)

Weapons

Pitchfork (as spear) +0 (1d8)

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

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation: Caravan guard

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 36 cp
Linen (1 yard)
Holy symbol (25 gp)

Weapons

Short sword +0 (1d6+1)

Strength	9	0
Agility	10	0
Stamina	8	-1
Personality	11	0
Intelligence	11	0
Luck	13	1

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (+1)

Languages: Common

XP

Name:

(10)

AC

(1)

HP

Occupation:

Wizard's apprentice

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

0

Will

1

Speed

30

Init

0

Equipment

Starting Funds: 9 cp
Black grimoire
Sack (small) (8 cp)

Strength

9

0

Agility

9

0

Stamina

9

0

Personality

14

1

Intelligence

9

0

Luck

16

2

Weapons

Dagger +0 (1d4)

Notes

Lucky Sign: Survived a spider bite (Saving throws against poison) (+2)
Languages: Common

XP

Name:

(10)

AC

(2)

HP

Occupation:

Beekeeper

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

0

Will

-1

Speed

30

Init

0

Equipment

Starting Funds: 46 cp
Jar of honey
Candle (1 cp)

Strength

11

0

Agility

9

0

Stamina

9

0

Personality

6

-1

Intelligence

6

-1

Luck

11

0

Weapons

Staff +0 (1d4)

Notes

Languages: Common

XP

Name:

(12)

AC

(3)

HP

Occupation:

Healer

Alignment:

Law

Neutral

Chaos

Saves

Reflex

2

Fortitude

-1

Will

0

Speed

30

Init

2

Equipment

Starting Funds: 41 cp
Holy water (1 vial)
Sack (small) (8 cp)

Strength

10

0

Agility

17

2

Stamina

7

-1

Personality

12

0

Intelligence

7

-1

Luck

14

1

Weapons

Club +0 (1d4+1)

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (+1)
Languages: Common

XP

Name:

(10)

AC

(1)

HP

Occupation:

Rice Farmer

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

-1

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 21 cp
Hen
Rations (1 day) (5 cp)

Strength

8

-1

Agility

10

0

Stamina

8

-1

Personality

10

0

Intelligence

11

0

Luck

12

0

Weapons

Pitchfork (as spear) -1 (1d8-1)

Notes

Languages: Common

XP

Name:

(10)

(2)

Occupation:

Cooper

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

1

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 42 cp
Barrel
Hammer - small (5 sp)

Strength

11

0

Agility

11

0

Stamina

13

1

Personality

12

0

Intelligence

13

1

Luck

17

2

Weapons

Crowbar (as club) +0 (1d4)

Notes

Lucky Sign: The Broken Star (Fumbles) (+2)
Languages: Common, Bugbear

XP

Name:

(10)

(5)

Occupation:

Woodcutter

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

1

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 39 cp
Bundle of wood
Oil - 1 flask (2 sp)

Strength

8

-1

Agility

11

0

Stamina

14

1

Personality

10

0

Intelligence

7

-1

Luck

10

0

Weapons

Handaxe -1 (1d6-1)

Notes

Languages: Common

XP

Name:

(10)

(1)

Occupation:

Guild beggar

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

-1

Will

1

Speed

30

Init

0

Equipment

Starting Funds: 36 cp
Crutches
Chain 10' (30 gp)

Strength

8

-1

Agility

9

0

Stamina

7

-1

Personality

13

1

Intelligence

12

0

Luck

6

-1

Weapons

Sling +0 (1d4-1)

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (-1)
Languages: Common

XP

Name:

(10)

(1)

Occupation:

Rice Farmer

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

0

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 32 cp
Mule
Grappling hook (1 gp)

Strength

10

0

Agility

9

0

Stamina

9

0

Personality

11

0

Intelligence

10

0

Luck

12

0

Weapons

Pitchfork (as spear) +0 (1d8)

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation:

Beekeeper

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 22 cp
Jar of honey
Rope - 50' (25 cp)

Weapons

Staff +0 (1d4)

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (4)

Occupation:

Potato Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	0

Speed 30 Init -1

Equipment

Starting Funds: 37 cp
Hen
Oil - 1 flask (2 sp)

Weapons

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

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (-1)
Languages: Common

XP

Name: _____



AC (11)



HP (4)

Occupation:

Potato Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 43 cp
Hen
Pole - 10-foot (15 cp)

Weapons

Pitchfork (as spear) +0 (1d8)

Notes

Languages: Common, Kobold

XP

Name: _____



AC (11)



HP (3)

Occupation:

Locksmith

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 47 cp
Fine tools
Holy symbol (25 gp)

Weapons

Dagger -1 (1d4-1)

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (4)

Occupation: **Scribe**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	-2

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

Equipment

Starting Funds: 33 cp
Parchment (10 sheets)
Flask - empty (3 cp)

Weapons

Dart -1 (1d4+1)

Strength	14	1
Agility	7	-1
Stamina	13	1
Personality	5	-2
Intelligence	14	1
Luck	15	1

Notes

Lucky Sign: The bull (Melee attack rolls) (+1)
Languages: Common, Elf

XP

Name: _____



AC (10)



HP (3)

Occupation: **Herder**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment

Starting Funds: 34 cp
Herding dog
Thieves' tools (25 gp)

Weapons

Staff -2 (1d4-2)

Strength	5	-2
Agility	11	0
Stamina	9	0
Personality	10	0
Intelligence	14	1
Luck	14	1

Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (+1)
Languages: Common, Orc

XP

Name: _____



AC (10)



HP (4)

Occupation: **Gambler**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment

Starting Funds: 24 cp
Dice
Oil - 1 flask (2 sp)

Weapons

Club +0 (1d4)

Strength	9	0
Agility	10	0
Stamina	13	1
Personality	10	0
Intelligence	6	-1
Luck	11	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation: **Corn Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment

Starting Funds: 43 cp
Duck
Flint and steel (15 cp)

Weapons

Pitchfork (as spear) +0 (1d8)

Strength	12	0
Agility	11	0
Stamina	9	0
Personality	10	0
Intelligence	8	-1
Luck	11	0

Notes

Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽³⁾Occupation: **Scribe**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 40 cp
Parchment (10 sheets)
Iron spike (1 sp)

Weapons

Dart +0 (1d4-3)

Notes

Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽¹⁾Occupation: **Woodcutter**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	-1

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

Equipment

Starting Funds: 24 cp
Bundle of wood
Hammer - small (5 sp)

Weapons

Handaxe +0 (1d6)

Notes

Languages: Common

XP

Name: _____

AC ⁽⁸⁾HP ⁽⁴⁾Occupation: **Shaman**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	0
Will	1

Speed **30** Init **-2**

Equipment

Starting Funds: 46 cp
Herbs (1 lb.)
Thieves' tools (25 gp)

Weapons

Mace +1 (1d6+1)

Notes

Lucky Sign: Unholy house (Corruption rolls) (-1)
Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽¹⁾Occupation: **Wheat Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 28 cp
Sheep
Flint and steel (15 cp)

Weapons

Pitchfork (as spear) -2 (1d8-2)

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (4)

Occupation:

Radish Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 23 cp
Sheep
Chain 10' (30 gp)

Weapons

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

Strength	14	1
Agility	10	0
Stamina	12	0
Personality	14	1
Intelligence	14	1
Luck	11	0

Notes

Languages: Common, Gnome

XP

Name: _____



AC (11)



HP (3)

Occupation:

Alchemist

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	2
Will	1

Speed 30 Init 1

Equipment

Starting Funds: 23 cp
Oil (1 flask)
Backpack (2 gp)

Weapons

Staff +0 (1d4)

Strength	9	0
Agility	14	1
Stamina	17	2
Personality	14	1
Intelligence	9	0
Luck	10	0

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (1)

Occupation:

Turnip Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	-3
Will	-1

Speed 30 Init -1

Equipment

Starting Funds: 35 cp
Cow
Holy water (1 vial) (25 gp)

Weapons

Pitchfork (as spear) -1 (1d8-1)

Strength	7	-1
Agility	6	-1
Stamina	3	-3
Personality	7	-1
Intelligence	10	0
Luck	6	-1

Notes

Lucky Sign: Struck by lightning (Reflex saving throws) (-1)

Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation:

Butcher

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 45 cp
Side of beef
Torch (1 cp)

Weapons

Cleaver (as axe) +0 (1d6)

Strength	11	0
Agility	10	0
Stamina	8	-1
Personality	10	0
Intelligence	17	2
Luck	12	0

Notes

Languages: Common, Bugbear, Ogre

XP

Name: _____



AC (11)



HP (4)

Occupation: **Fortune-teller**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 34 cp
Tarot deck
Hammer - small (5 sp)

Weapons

Dagger -1 (1d4-1)

Strength	7	-1
Agility	14	1
Stamina	10	0
Personality	13	1
Intelligence	12	0
Luck	10	0

Notes

Languages: Common

XP

Name: _____



AC (7)



HP (1)

Occupation: **Urchin**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-3
Fortitude	-2
Will	-1

Speed **30** Init **-3**

Equipment

Starting Funds: 26 cp
Begging bowl
Thieves' tools (25 gp)

Weapons

Stick (as club) +0 (1d4)

Strength	11	0
Agility	3	-3
Stamina	4	-2
Personality	5	-2
Intelligence	8	-1
Luck	13	1

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (+1)
Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation: **Woodcutter**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment

Starting Funds: 30 cp
Bundle of wood
Iron spike (1 sp)

Weapons

Handaxe +0 (1d6)

Strength	9	0
Agility	9	0
Stamina	15	1
Personality	10	0
Intelligence	8	-1
Luck	5	-2

Notes

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

XP

Name: _____



AC (11)



HP (4)

Occupation: **Trapper**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed **25** Init **1**

Equipment

Starting Funds: 35 cp
Badger pelt
Sack (small) (8 cp)

Weapons

Sling +1 (1d4+2)

Strength	16	2
Agility	14	1
Stamina	9	0
Personality	9	0
Intelligence	10	0
Luck	8	-1

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (-1)
Languages: Common

XP

Name: _____



AC (11)



HP (4)

Occupation: Merchant

Alignment:



Law



Neutral



Chaos

Saves

Reflex	3
Fortitude	0
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 23 cp
4 gp 14 sp 27 cp
Flint and steel (15 cp)

Weapons

Dagger -1 (1d4-1)

Strength	8	-1
Agility	13	1
Stamina	10	0
Personality	11	0
Intelligence	14	1
Luck	16	2

Notes

Lucky Sign: Struck by lightning (Reflex saving throws) (+2)
Languages: Common, Ogre

XP

Name: _____



AC (9)



HP (4)

Occupation: Beadle

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	0

Speed 30 Init -1

Equipment

Starting Funds: 32 cp
Holy Symbol
Candle (1 cp)

Weapons

Staff +0 (1d4)

Strength	11	0
Agility	8	-1
Stamina	15	1
Personality	11	0
Intelligence	16	2
Luck	9	0

Notes

Languages: Common, Gnome, Alignment

XP

Name: _____



AC (11)



HP (2)

Occupation: Gambler

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-1
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 38 cp
Dice
Chain 10' (30 gp)

Weapons

Club -3 (1d4-3)

Strength	3	-3
Agility	14	1
Stamina	8	-1
Personality	10	0
Intelligence	15	1
Luck	8	-1

Notes

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

XP

Name: _____



AC (8)



HP (4)

Occupation: Smuggler

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	0
Will	1

Speed 30 Init -2

Equipment

Starting Funds: 33 cp
Waterproof sack
Iron spike (1 sp)

Weapons

Sling -2 (1d4)

Strength	9	0
Agility	5	-2
Stamina	9	0
Personality	13	1
Intelligence	12	0
Luck	8	-1

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (-1)
Languages: Common

XP

Name: _____



AC (9)



HP (4)

Occupation: **Potato Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	-2

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

Equipment

Starting Funds: 32 cp
Hen
Backpack (2 gp)

Weapons

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

Notes

Lucky Sign: Fortunate date (Missile fire attack rolls) (-1)
Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation: **Confidence artist**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 40 cp
Quality cloak
Holy symbol (25 gp)

Weapons

Dagger +0 (1d4)

Notes

Lucky Sign: Fortunate date (Missile fire attack rolls) (+1)
Languages: Common, Minotaur

XP

Name: _____



AC (10)



HP (3)

Occupation: **Scribe**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 31 cp
Parchment (10 sheets)
Rope - 50' (25 cp)

Weapons

Dart +0 (1d4+1)

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (2)

Occupation: **Urchin**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	0

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

Equipment

Starting Funds: 39 cp
Begging bowl
Sack (large) (12 cp)

Weapons

Stick (as club) +2 (1d4+2)

Notes

Languages: Common

XP

Name:

(11)

AC

(2)

HP

Occupation:

Tax collector

Alignment:

Law

Neutral

Chaos

Saves

Reflex

1

Fortitude

0

Will

-1

Speed

30

Init

1

Equipment

Starting Funds: 24 cp
100 cp
Backpack (2 gp)

Weapons

Longsword +0 (1d8)

Strength

12

0

Agility

13

1

Stamina

11

0

Personality

6

-1

Intelligence

14

1

Luck

11

0

Notes

Languages: Common, Hobgoblin

XP

Name:

(10)

AC

(5)

HP

Occupation:

Blacksmith

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

1

Will

1

Speed

30

Init

0

Equipment

Starting Funds: 29 cp
Steel tongs
Rations (1 day) (5 cp)

Weapons

Hammer (as club) +0 (1d4)

Strength

9

0

Agility

10

0

Stamina

13

1

Personality

13

1

Intelligence

8

-1

Luck

11

0

Notes

Languages: Common

XP

Name:

(11)

AC

(2)

HP

Occupation:

Hunter

Alignment:

Law

Neutral

Chaos

Saves

Reflex

3

Fortitude

0

Will

0

Speed

30

Init

1

Equipment

Starting Funds: 39 cp
Deer pelt
Torch (1 cp)

Weapons

Shortbow +1 (1d6)

Strength

14

1

Agility

14

1

Stamina

12

0

Personality

9

0

Intelligence

17

2

Luck

16

2

Notes

Lucky Sign: Struck by lightning (Reflex saving throws) (+2)
Languages: Common, Alignment, Hobgoblin

XP

Name:

(10)

AC

(1)

HP

Occupation:

Trapper

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

-1

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 36 cp
Badger pelt
Flask - empty (3 cp)

Weapons

Sling +0 (1d4)

Strength

11

0

Agility

10

0

Stamina

8

-1

Personality

9

0

Intelligence

8

-1

Luck

11

0

Notes

Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽³⁾

Occupation:

Woodcutter

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment

Starting Funds: 29 cp
 Bundle of wood
 Backpack (2 gp)

Weapons

Handaxe -1 (1d6)

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (+1)
 Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽²⁾

Occupation:

Butcher

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	-1

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

Equipment

Starting Funds: 30 cp
 Side of beef
 Sack (large) (12 cp)

Weapons

Cleaver (as axe) -1 (1d6-1)

Notes

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

XP

Name: _____

AC ⁽⁹⁾HP ⁽¹⁾

Occupation:

Ropemaker

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 43 cp
 Rope (100')
 Chest - empty (2 gp)

Weapons

Knife (as dagger) +0 (1d4)

Notes

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

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽⁴⁾

Occupation:

Ostler

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment

Starting Funds: 28 cp
 Bridle
 Holy water (1 vial) (25 gp)

Weapons

Staff +0 (1d4)

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (-1)
 Languages: Common

XP

Name: _____



AC (11)



HP (5)

Occupation: **Miller-baker**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	2
Will	1

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

Equipment

Starting Funds: 26 cp
Flour (1 lb.)
Candle (1 cp)

Weapons

Club +0 (1d4)

Strength	11	0
Agility	13	1
Stamina	17	2
Personality	14	1
Intelligence	10	0
Luck	11	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (4)

Occupation: **Corn Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

Speed **25** Init **0**

Equipment

Starting Funds: 31 cp
Cow
Chest - empty (2 gp)

Weapons

Pitchfork (as spear) +0 (1d8)

Strength	9	0
Agility	9	0
Stamina	13	1
Personality	12	0
Intelligence	13	1
Luck	6	-1

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (-1)
Languages: Common, Alignment

XP

Name: _____



AC (10)



HP (1)

Occupation: **Cobbler**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 33 cp
Shoehorn
Chest - empty (2 gp)

Weapons

Awl (as dagger) +1 (1d4+1)

Strength	13	1
Agility	11	0
Stamina	7	-1
Personality	11	0
Intelligence	16	2
Luck	16	2

Notes

Lucky Sign: Fortunate date (Missile fire attack rolls) (+2)
Languages: Common, Alignment, Halfling

XP

Name: _____



AC (9)



HP (2)

Occupation: **Merchant**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 38 cp
4 gp 14 sp 27 cp
Backpack (2 gp)

Weapons

Dagger +1 (1d4+1)

Strength	13	1
Agility	6	-1
Stamina	6	-1
Personality	15	1
Intelligence	10	0
Luck	14	1

Notes

Lucky Sign: Unholy house (Corruption rolls) (+1)
Languages: Common

XP

Name:

(10)

(1)

Occupation:

Indentured servant

Alignment:

Law

Neutral

Chaos

Strength

10

0

Agility

10

0

Stamina

12

0

Personality

11

0

Intelligence

9

0

Luck

7

-1

Saves

Reflex

0

Fortitude

0

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 30 cp
Locket
Flint and steel (15 cp)

Weapons

Staff +0 (1d4)

Notes

Lucky Sign: The raging storm (Spell damage) (-1)
Languages: Common

XP

Name:

(10)

(2)

Occupation:

Hunter

Alignment:

Law

Neutral

Chaos

Strength

15

1

Agility

12

0

Stamina

12

0

Personality

14

1

Intelligence

10

0

Luck

13

1

Saves

Reflex

0

Fortitude

0

Will

2

Speed

30

Init

0

Equipment

Starting Funds: 32 cp
Deer pelt
Holy symbol (25 gp)

Weapons

Shortbow +0 (1d6)

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (+1)
Languages: Common

XP

Name:

(10)

(5)

Occupation:

Butcher

Alignment:

Law

Neutral

Chaos

Strength

8

-1

Agility

9

0

Stamina

17

2

Personality

11

0

Intelligence

12

0

Luck

11

0

Saves

Reflex

0

Fortitude

2

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 29 cp
Side of beef
Iron spike (1 sp)

Weapons

Cleaver (as axe) -1 (1d6-1)

Notes

Languages: Common

XP

Name:

(7)

(1)

Occupation:

Wizard's apprentice

Alignment:

Law

Neutral

Chaos

Strength

10

0

Agility

3

-3

Stamina

9

0

Personality

9

0

Intelligence

12

0

Luck

9

0

Saves

Reflex

-3

Fortitude

0

Will

0

Speed

30

Init

-3

Equipment

Starting Funds: 18 cp
Black grimoire
Holy water (1 vial) (25 gp)

Weapons

Dagger +0 (1d4)

Notes

Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽¹⁾Occupation: **Jester**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment

Starting Funds: 37 cp
Silk clothes
Crowbar (2 gp)

Weapons

Dart +0 (1d4-3)

Strength	3	-3
Agility	12	0
Stamina	6	-1
Personality	10	0
Intelligence	10	0
Luck	16	2

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+2)
Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽¹⁾Occupation: **Mendicant**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-2

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

Equipment

Starting Funds: 26 cp
Cheese dip
Lantern (10 gp)

Weapons

Club +1 (1d4+1)

Strength	13	1
Agility	10	0
Stamina	11	0
Personality	5	-2
Intelligence	9	0
Luck	9	0

Notes

Languages: Common

XP

Name: _____

AC ⁽¹¹⁾HP ⁽²⁾Occupation: **Corn Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 31 cp
Cow
Rations (1 day) (5 cp)

Weapons

Pitchfork (as spear) +2 (1d8+2)

Strength	16	2
Agility	13	1
Stamina	8	-1
Personality	11	0
Intelligence	8	-1
Luck	9	0

Notes

Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽⁵⁾Occupation: **Woodcutter**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment

Starting Funds: 25 cp
Bundle of wood
Hammer - small (5 sp)

Weapons

Handaxe -2 (1d6-2)

Strength	4	-2
Agility	11	0
Stamina	15	1
Personality	12	0
Intelligence	9	0
Luck	11	0

Notes

Languages: Common

XP

Name: _____

(9)

AC

(3)

HP

Occupation:

Blacksmith

Alignment:

LawNeutralChaos

Strength

6

-1

Agility

8

-1

Stamina

13

1

Personality

11

0

Intelligence

8

-1

Luck

12

0

Saves

Reflex

-1

Fortitude

1

Will

0

Speed

30

Init

-1

Equipment

Starting Funds: 35 cp
Steel tongs
Rations (1 day) (5 cp)

Weapons

Hammer (as club) -1 (1d4-1)

Notes

Languages: Common

XP

Name: _____

(10)

AC

(3)

HP

Occupation:

Woodcutter

Alignment:

LawNeutralChaos

Strength

10

0

Agility

12

0

Stamina

12

0

Personality

9

0

Intelligence

12

0

Luck

12

0

Saves

Reflex

0

Fortitude

0

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 26 cp
Bundle of wood
Chalk - 1 piece (1 cp)

Weapons

Handaxe +0 (1d6)

Notes

Languages: Common

XP

Name: _____

(10)

AC

(3)

HP

Occupation:

Woodcutter

Alignment:

LawNeutralChaos

Strength

9

0

Agility

10

0

Stamina

8

-1

Personality

13

1

Intelligence

13

1

Luck

11

0

Saves

Reflex

0

Fortitude

-1

Will

1

Speed

30

Init

0

Equipment

Starting Funds: 31 cp
Bundle of wood
Hammer - small (5 sp)

Weapons

Handaxe +0 (1d6)

Notes

Languages: Common, Orc

XP

Name: _____

(10)

AC

(5)

HP

Occupation:

Squire

Alignment:

LawNeutralChaos

Strength

12

0

Agility

10

0

Stamina

16

2

Personality

10

0

Intelligence

12

0

Luck

9

0

Saves

Reflex

0

Fortitude

2

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 40 cp
Steel helmet
Chalk - 1 piece (1 cp)

Weapons

Longsword +0 (1d8)

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (3)

Occupation:

Armorer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	1

Speed 30 Init -1

Equipment

Starting Funds: 31 cp
Iron helmet
Waterskin (5 sp)

Weapons

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

Strength	13	1
Agility	6	-1
Stamina	13	1
Personality	14	1
Intelligence	12	0
Luck	10	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (5)

Occupation:

Cutpurse

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	2
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 35 cp
Small chest
Chain 10' (30 gp)

Weapons

Dagger +0 (1d4)

Strength	12	0
Agility	10	0
Stamina	16	2
Personality	13	1
Intelligence	12	0
Luck	7	-1

Notes

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

XP

Name: _____



AC (10)



HP (3)

Occupation:

Radish Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 27 cp
Mule
Flint and steel (15 cp)

Weapons

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

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

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (5)

Occupation:

Minstrel

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	0

Speed 30 Init -1

Equipment

Starting Funds: 36 cp
Ukulele
Lantern (10 gp)

Weapons

Dagger +1 (1d4+1)

Strength	15	1
Agility	7	-1
Stamina	14	1
Personality	10	0
Intelligence	14	1
Luck	12	0

Notes

Languages: Common, Halfling

XP

Name:

(10)

(1)

Occupation:

Cutpurse

Alignment:

LawNeutralChaos

Saves

Reflex

0

Fortitude

0

Will

-1

Speed

30

Init

0

Equipment

Starting Funds: 46 cp
Small chest
Flask - empty (3 cp)

Weapons

Dagger -1 (1d4-1)

Strength

8

-1

Agility

11

0

Stamina

11

0

Personality

14

1

Intelligence

11

0

Luck

5

-2

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (-2)
Languages: Common

XP

Name:

(10)

(3)

Occupation:

Indentured servant

Alignment:

LawNeutralChaos

Saves

Reflex

0

Fortitude

-1

Will

-1

Speed

30

Init

0

Equipment

Starting Funds: 22 cp
Locket
Grappling hook (1 gp)

Weapons

Staff -1 (1d4-1)

Strength

7

-1

Agility

10

0

Stamina

7

-1

Personality

8

-1

Intelligence

10

0

Luck

13

1

Notes

Lucky Sign: The raging storm (Spell damage) (+1)
Languages: Common

XP

Name:

(9)

(2)

Occupation:

Animal trainer

Alignment:

LawNeutralChaos

Saves

Reflex

-1

Fortitude

1

Will

1

Speed

30

Init

-2

Equipment

Starting Funds: 32 cp
Pony
Torch (1 cp)

Weapons

Club -2 (1d4-2)

Strength

5

-2

Agility

7

-1

Stamina

14

1

Personality

15

1

Intelligence

13

1

Luck

6

-1

Notes

Lucky Sign: Speed of the cobra (Initiative) (-1)
Languages: Common, Hobgoblin

XP

Name:

(10)

(3)

Occupation:

Confidence artist

Alignment:

LawNeutralChaos

Saves

Reflex

0

Fortitude

0

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 26 cp
Quality cloak
Rations (1 day) (5 cp)

Weapons

Dagger -1 (1d4-1)

Strength

6

-1

Agility

12

0

Stamina

11

0

Personality

9

0

Intelligence

9

0

Luck

8

-1

Notes

Lucky Sign: Birdsong (Number of languages) (-1)
Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽¹⁾Occupation: **Jester**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 34 cp
Silk clothes
Sack (large) (12 cp)

Weapons

Dart +0 (1d4-1)

Notes

Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽¹⁾Occupation: **Indentured servant**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment

Starting Funds: 33 cp
Locket
Iron spike (1 sp)

Weapons

Staff +0 (1d4-1)

Notes

Lucky Sign: The bull (Melee attack rolls) (+1)
Languages: Common

XP

Name: _____

AC ⁽¹¹⁾HP ⁽²⁾Occupation: **Cobbler**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	-2

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

Equipment

Starting Funds: 40 cp
Shoehorn
Holy symbol (25 gp)

Weapons

Awl (as dagger) +0 (1d4)

Notes

Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽²⁾Occupation: **Butcher**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-2

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

Equipment

Starting Funds: 40 cp
Side of beef
Flint and steel (15 cp)

Weapons

Cleaver (as axe) +0 (1d6)

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (-2)
Languages: Common

XP

Name:

(10)

(2)

Occupation:

Herder

Alignment:

Law

Neutral

Chaos

Strength

13

1

Agility

9

0

Stamina

4

-2

Personality

8

-1

Intelligence

9

0

Luck

12

0

Saves

Reflex

0

Fortitude

-2

Will

-1

Speed

30

Init

0

Equipment

Starting Funds: 43 cp
Herding dog
Candle (1 cp)

Weapons

Staff +1 (1d4+1)

Notes

Languages: Common

XP

Name:

(10)

(4)

Occupation:

Locksmith

Alignment:

Law

Neutral

Chaos

Strength

11

0

Agility

11

0

Stamina

12

0

Personality

6

-1

Intelligence

14

1

Luck

9

0

Saves

Reflex

0

Fortitude

0

Will

-1

Speed

30

Init

0

Equipment

Starting Funds: 23 cp
Fine tools
Hammer - small (5 sp)

Weapons

Dagger +0 (1d4)

Notes

Languages: Common, Alignment

XP

Name:

(10)

(4)

Occupation:

Woodcutter

Alignment:

Law

Neutral

Chaos

Strength

13

1

Agility

10

0

Stamina

15

1

Personality

9

0

Intelligence

8

-1

Luck

7

-1

Saves

Reflex

0

Fortitude

1

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 22 cp
Bundle of wood
Torch (1 cp)

Weapons

Handaxe +1 (1d6+1)

Notes

Lucky Sign: Seventh son (Spell checks) (-1)
Languages: Common

XP

Name:

(12)

(2)

Occupation:

Healer

Alignment:

Law

Neutral

Chaos

Strength

9

0

Agility

17

2

Stamina

13

1

Personality

14

1

Intelligence

12

0

Luck

9

0

Saves

Reflex

2

Fortitude

1

Will

1

Speed

30

Init

2

Equipment

Starting Funds: 38 cp
Holy water (1 vial)
Chest - empty (2 gp)

Weapons

Club +0 (1d4)

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation: Tax collector

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 34 cp
100 cp
Candle (1 cp)

Weapons

Longsword +0 (1d8)

Strength	12	0
Agility	12	0
Stamina	7	-1
Personality	9	0
Intelligence	6	-1
Luck	10	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (2)

Occupation: Barber

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 30 cp
Scissors
Grappling hook (1 gp)

Weapons

Razor (as dagger) -2 (1d4-2)

Strength	5	-2
Agility	12	0
Stamina	12	0
Personality	15	1
Intelligence	15	1
Luck	11	0

Notes

Languages: Common, Alignment

XP

Name: _____



AC (10)



HP (2)

Occupation: Guild beggar

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 40 cp
Crutches
Crowbar (2 gp)

Weapons

Sling +0 (1d4-2)

Strength	4	-2
Agility	12	0
Stamina	12	0
Personality	13	1
Intelligence	7	-1
Luck	13	1

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (+1)

Languages: Common

XP

Name: _____



AC (11)



HP (1)

Occupation: Corn Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-1
Will	1

Speed 30 Init 1

Equipment

Starting Funds: 35 cp
Goose
Holy water (1 vial) (25 gp)

Weapons

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

Strength	14	1
Agility	14	1
Stamina	6	-1
Personality	14	1
Intelligence	4	-2
Luck	5	-2

Notes

Lucky Sign: Raised by wolves (Unarmed attack rolls) (-2)

Languages: Common

XP

Name: _____



AC (10)



HP (4)

Occupation:

Confidence artist

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	2
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 43 cp
Quality cloak
Chain 10' (30 gp)

Weapons

Dagger +0 (1d4)

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (2)

Occupation:

Slave

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 38 cp
Strange-looking rock
Hammer - small (5 sp)

Weapons

Club +0 (1d4)

Notes

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

XP

Name: _____



AC (11)



HP (1)

Occupation:

Grave digger

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 32 cp
Trowel
Oil - 1 flask (2 sp)

Weapons

Shovel (as staff) +0 (1d4)

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation:

Animal trainer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 23 cp
Pony
Lantern (10 gp)

Weapons

Club +1 (1d4+1)

Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (-1)
Languages: Common

XP

Name:

(8)

AC

(3)

HP

Occupation:

Woodcutter

Alignment:

Law

Neutral

Chaos

Saves

Reflex

-1

Fortitude

0

Will

0

Speed

30

Init

-1

Equipment

Starting Funds: 32 cp
Bundle of wood
Lantern (10 gp)

Strength

13

1

Agility

8

-1

Stamina

12

0

Personality

12

0

Intelligence

14

1

Luck

8

-1

Weapons

Handaxe +1 (1d6+1)

Notes

Lucky Sign: Charmed house (Armor Class) (-1)
Languages: Common, Orc

XP

Name:

(12)

AC

(1)

HP

Occupation:

Shaman

Alignment:

Law

Neutral

Chaos

Saves

Reflex

2

Fortitude

0

Will

0

Speed

30

Init

2

Equipment

Starting Funds: 50 cp
Herbs (1 lb.)
Holy symbol (25 gp)

Strength

9

0

Agility

16

2

Stamina

9

0

Personality

9

0

Intelligence

12

0

Luck

10

0

Weapons

Mace +0 (1d6)

Notes

Languages: Common

XP

Name:

(10)

AC

(1)

HP

Occupation:

Woodcutter

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

-1

Will

1

Speed

30

Init

0

Equipment

Starting Funds: 34 cp
Bundle of wood
Chalk - 1 piece (1 cp)

Strength

14

1

Agility

12

0

Stamina

6

-1

Personality

15

1

Intelligence

8

-1

Luck

10

0

Weapons

Handaxe +1 (1d6+1)

Notes

Languages: Common

XP

Name:

(10)

AC

(1)

HP

Occupation:

Miller-baker

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

0

Will

1

Speed

30

Init

-1

Equipment

Starting Funds: 36 cp
Flour (1 lb.)
Hammer - small (5 sp)

Strength

15

1

Agility

10

0

Stamina

12

0

Personality

14

1

Intelligence

9

0

Luck

8

-1

Weapons

Club +1 (1d4+1)

Notes

Lucky Sign: Speed of the cobra (Initiative) (-1)
Languages: Common

XP

Name: _____



AC (13)



HP (4)

Occupation:

Mercenary

Alignment:



Law



Neutral



Chaos

Saves

Reflex	3
Fortitude	0
Will	-1

Speed 30 Init 3

Equipment

Starting Funds: 19 cp
Hide armor
Chest - empty (2 gp)

Weapons

Longsword +4 (1d8+3)

Strength	18	3
Agility	18	3
Stamina	12	0
Personality	8	-1
Intelligence	12	0
Luck	14	1

Notes

Lucky Sign: The bull (Melee attack rolls) (+1)
Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation:

Miller-baker

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-2
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 30 cp
Flour (1 lb.)
Crowbar (2 gp)

Weapons

Club -3 (1d4-2)

Strength	4	-2
Agility	11	0
Stamina	5	-2
Personality	6	-1
Intelligence	16	2
Luck	7	-1

Notes

Lucky Sign: Harsh winter (All attack rolls) (-1)
Languages: Common, Kobold, Alignment

XP

Name: _____



AC (9)



HP (3)

Occupation:

Costermonger

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	-1

Speed 30 Init -1

Equipment

Starting Funds: 31 cp
fruit
Flint and steel (15 cp)

Weapons

Knife (as dagger) +0 (1d4)

Strength	11	0
Agility	8	-1
Stamina	12	0
Personality	8	-1
Intelligence	6	-1
Luck	10	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (6)

Occupation:

Potato Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	2
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 35 cp
Goat
Lantern (10 gp)

Weapons

Pitchfork (as spear) +0 (1d8)

Strength	11	0
Agility	10	0
Stamina	17	2
Personality	6	-1
Intelligence	12	0
Luck	11	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (5)

Occupation:

Potato Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 24 cp
Goose
Rope - 50' (25 cp)

Weapons

Pitchfork (as spear) +2 (1d8+2)

Notes

Languages: Common, Ogre

XP

Name: _____



AC (10)



HP (2)

Occupation:

Cooper

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 33 cp
Barrel
Iron spike (1 sp)

Weapons

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

Notes

Lucky Sign: Seventh son (Spell checks) (+1)
Languages: Common

XP

Name: _____



AC (9)



HP (5)

Occupation:

Potato Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	1

Speed 30 Init -1

Equipment

Starting Funds: 24 cp
Cow
Crowbar (2 gp)

Weapons

Pitchfork (as spear) +0 (1d8)

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (2)

Occupation:

Cutpurse

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	0

Speed 30 Init -1

Equipment

Starting Funds: 30 cp
Small chest
Crowbar (2 gp)

Weapons

Dagger +1 (1d4+1)

Notes

Languages: Common, Kobold

XP

Name: _____



AC (10)



HP (4)

Occupation: **Smuggler**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	2
Will	0

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

Equipment

Starting Funds: 41 cp
Waterproof sack
Sack (large) (12 cp)

Weapons

Sling +0 (1d4-1)

Notes

Languages: Common, Ogre, Hobgoblin

XP

Name: _____



AC (12)



HP (4)

Occupation: **Scribe**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	2
Fortitude	1
Will	0

Speed **30** Init **2**

Equipment

Starting Funds: 33 cp
Parchment (10 sheets)
Crowbar (2 gp)

Weapons

Dart +2 (1d4-1)

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (-1)
Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation: **Blacksmith**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 26 cp
Steel tongs
Hammer - small (5 sp)

Weapons

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

Notes

Lucky Sign: Struck by lightning (Reflex saving throws) (-1)
Languages: Common, Alignment

XP

Name: _____



AC (9)



HP (4)

Occupation: **Ditch digger**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 37 cp
Fine dirt (1 lb.)
Oil - 1 flask (2 sp)

Weapons

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

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (5)

Occupation: Grave digger

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 36 cp
Trowel
Backpack (2 gp)

Weapons

Shovel (as staff) +1 (1d4+1)

Notes

Languages: Common

XP

Name: _____



AC (11)



HP (4)

Occupation: Dock worker

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	0

Speed 20 Init 1

Equipment

Starting Funds: 28 cp
1 late RPG book
Chest - empty (2 gp)

Weapons

Pole (as staff) -2 (1d4-2)

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (-2)
Languages: Common

XP

Name: _____



AC (11)



HP (1)

Occupation: Turnip Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	-1

Speed 30 Init 1

Equipment

Starting Funds: 34 cp
Mule
Oil - 1 flask (2 sp)

Weapons

Pitchfork (as spear) -2 (1d8-2)

Notes

Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (-3)
Languages: Common, Orc, Ogre, Alignment

XP

Name: _____



AC (10)



HP (1)

Occupation: Trapper

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 25 cp
Badger pelt
Lantern (10 gp)

Weapons

Sling +0 (1d4-1)

Notes

Lucky Sign: The bull (Melee attack rolls) (+1)
Languages: Common, Alignment, Gnoll, Ogre

XP

Name: _____



AC (9)



HP (3)

Occupation: **Jeweler**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 28 cp
Gem worth 20 gp
Iron spike (1 sp)

Weapons

Dagger +0 (1d4)

Strength	9	0
Agility	6	-1
Stamina	6	-1
Personality	14	1
Intelligence	7	-1
Luck	14	1

Notes

Lucky Sign: Seventh son (Spell checks) (+1)
Languages: Common

XP

Name: _____



AC (11)



HP (1)

Occupation: **Squire**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

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

Equipment

Starting Funds: 39 cp
Steel helmet
Torch (1 cp)

Weapons

Longsword -1 (1d8-1)

Strength	7	-1
Agility	13	1
Stamina	12	0
Personality	12	0
Intelligence	18	3
Luck	9	0

Notes

Languages: Common, Bugbear, Goblin, Alignment

XP

Name: _____



AC (9)



HP (2)

Occupation: **Parsnip Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-2
Will	2

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

Equipment

Starting Funds: 29 cp
Goat
Holy water (1 vial) (25 gp)

Weapons

Pitchfork (as spear) +0 (1d8)

Strength	11	0
Agility	7	-1
Stamina	4	-2
Personality	16	2
Intelligence	14	1
Luck	8	-1

Notes

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

XP

Name: _____



AC (11)



HP (2)

Occupation: **Barber**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

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

Equipment

Starting Funds: 49 cp
Scissors
Torch (1 cp)

Weapons

Razor (as dagger) -1 (1d4-1)

Strength	8	-1
Agility	14	1
Stamina	9	0
Personality	10	0
Intelligence	8	-1
Luck	9	0

Notes

Languages: Common

XP

Name: _____



AC (11)



HP (3)

Occupation: Merchant

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	-1

Speed 25 Init 1

Equipment

Starting Funds: 27 cp
4 gp 14 sp 27 cp
Chest - empty (2 gp)

Weapons

Dagger -1 (1d4-1)

Strength	7	-1
Agility	15	1
Stamina	12	0
Personality	8	-1
Intelligence	12	0
Luck	8	-1

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (-1)
Languages: Common

XP

Name: _____



AC (8)



HP (3)

Occupation: Fortune-teller

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	0
Will	0

Speed 30 Init -2

Equipment

Starting Funds: 27 cp
Tarot deck
Waterskin (5 sp)

Weapons

Dagger -1 (1d4-1)

Strength	8	-1
Agility	5	-2
Stamina	12	0
Personality	12	0
Intelligence	9	0
Luck	10	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation: Hunter

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 15 cp
Deer pelt
Chalk - 1 piece (1 cp)

Weapons

Shortbow +0 (1d6)

Strength	12	0
Agility	12	0
Stamina	7	-1
Personality	6	-1
Intelligence	11	0
Luck	10	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation: Parsnip Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 36 cp
Goose
Torch (1 cp)

Weapons

Pitchfork (as spear) -1 (1d8-1)

Strength	8	-1
Agility	9	0
Stamina	10	0
Personality	10	0
Intelligence	13	1
Luck	16	2

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (+2)
Languages: Common, Alignment

XP

Name: _____



AC (11)



HP (3)

Occupation: **Soldier**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment

Starting Funds: 34 cp
Shield
Rope - 50' (25 cp)

Weapons

Spear +1 (1d8+1)

Strength	14	1
Agility	11	0
Stamina	12	0
Personality	10	0
Intelligence	9	0
Luck	11	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation: **Animal trainer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment

Starting Funds: 29 cp
Pony
Thieves' tools (25 gp)

Weapons

Club +0 (1d4)

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

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (2)

Occupation: **Cobbler**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 38 cp
Shoehorn
Chalk - 1 piece (1 cp)

Weapons

Awl (as dagger) +0 (1d4)

Strength	12	0
Agility	9	0
Stamina	6	-1
Personality	12	0
Intelligence	8	-1
Luck	9	0

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (4)

Occupation: **Guild beggar**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 36 cp
Crutches
Rope - 50' (25 cp)

Weapons

Sling -1 (1d4)

Strength	12	0
Agility	8	-1
Stamina	9	0
Personality	6	-1
Intelligence	5	-2
Luck	9	0

Notes

Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽²⁾

Occupation:

Blacksmith

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment

Starting Funds: 21 cp
Steel tongs
Candle (1 cp)

Weapons

Hammer (as club) +0 (1d4)

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

Notes

Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽²⁾

Occupation:

Indentured servant

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	1

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

Equipment

Starting Funds: 34 cp
Locket
Thieves' tools (25 gp)

Weapons

Staff +0 (1d4+1)

		mod
Strength	12	0
Agility	11	0
Stamina	10	0
Personality	15	1
Intelligence	11	0
Luck	13	1

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (+1)
Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽¹⁾

Occupation:

Orphan

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 39 cp
Rag doll
Sack (large) (12 cp)

Weapons

Club +0 (1d4)

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

Notes

Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽³⁾

Occupation:

Gambler

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment

Starting Funds: 35 cp
Dice
Chest - empty (2 gp)

Weapons

Club +1 (1d4-1)

		mod
Strength	8	-1
Agility	10	0
Stamina	11	0
Personality	10	0
Intelligence	11	0
Luck	17	2

Notes

Lucky Sign: The bull (Melee attack rolls) (+2)
Languages: Common

XP

Name: _____

AC ⁽¹¹⁾HP ⁽³⁾

Occupation: Confidence artist

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	1

Speed 30 Init 1

Equipment

Starting Funds: 33 cp
Quality cloak
Rations (1 day) (5 cp)

Weapons

Dagger +0 (1d4)

Strength	11	0
Agility	14	1
Stamina	12	0
Personality	14	1
Intelligence	11	0
Luck	9	0

Notes

Languages: Common

XP

Name: _____

AC ⁽⁹⁾HP ⁽³⁾

Occupation: Ditch digger

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	-1

Speed 30 Init -1

Equipment

Starting Funds: 38 cp
Fine dirt (1 lb.)
Lantern (10 gp)

Weapons

Shovel (as staff) +0 (1d4)

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

Notes

Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽²⁾

Occupation: Healer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 24 cp
Holy water (1 vial)
Backpack (2 gp)

Weapons

Club +0 (1d4)

Strength	10	0
Agility	10	0
Stamina	11	0
Personality	11	0
Intelligence	14	1
Luck	11	0

Notes

Languages: Common, Alignment

XP

Name: _____

AC ⁽⁹⁾HP ⁽²⁾

Occupation: Scribe

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	-1

Speed 30 Init -1

Equipment

Starting Funds: 37 cp
Parchment (10 sheets)
Waterskin (5 sp)

Weapons

Dart -1 (1d4+2)

Strength	16	2
Agility	7	-1
Stamina	7	-1
Personality	8	-1
Intelligence	4	-2
Luck	10	0

Notes

Languages: Common

XP

Name:

(10)

AC

(1)

HP

Occupation:

Cooper

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

-1

Will

1

Speed

30

Init

0

Equipment

Starting Funds: 30 cp

Barrel

Holy symbol (25 gp)

Strength

10

0

Agility

10

0

Stamina

8

-1

Personality

15

1

Intelligence

11

0

Luck

6

-1

Weapons

Crowbar (as club) +0 (1d4-1)

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (-1)

Languages: Common

XP

Name:

(9)

AC

(4)

HP

Occupation:

Wainwright

Alignment:

Law

Neutral

Chaos

Saves

Reflex

-1

Fortitude

1

Will

1

Speed

30

Init

-1

Equipment

Starting Funds: 18 cp

Cart: straw

Rope - 50' (25 cp)

Strength

18

3

Agility

8

-1

Stamina

13

1

Personality

13

1

Intelligence

7

-1

Luck

15

1

Weapons

Club +4 (1d4+3)

Notes

Lucky Sign: The bull (Melee attack rolls) (+1)

Languages: Common

XP

Name:

(9)

AC

(4)

HP

Occupation:

Radish Farmer

Alignment:

Law

Neutral

Chaos

Saves

Reflex

-1

Fortitude

1

Will

0

Speed

30

Init

-1

Equipment

Starting Funds: 28 cp

Hen

Flask - empty (3 cp)

Strength

12

0

Agility

6

-1

Stamina

15

1

Personality

11

0

Intelligence

15

1

Luck

10

0

Weapons

Pitchfork (as spear) +0 (1d8)

Notes

Languages: Common, Ogre

XP

Name:

(11)

AC

(4)

HP

Occupation:

Woodcutter

Alignment:

Law

Neutral

Chaos

Saves

Reflex

1

Fortitude

2

Will

-1

Speed

30

Init

1

Equipment

Starting Funds: 27 cp

Bundle of wood

Chalk - 1 piece (1 cp)

Strength

12

0

Agility

13

1

Stamina

16

2

Personality

6

-1

Intelligence

11

0

Luck

11

0

Weapons

Handaxe +0 (1d6)

Notes

Languages: Common

XP

Name: _____



AC (12)



HP (2)

Occupation:

Cooper

Alignment:



Law



Neutral



Chaos

Saves

Reflex	2
Fortitude	1
Will	1

Speed 30 Init 2

Equipment

Starting Funds: 47 cp
Barrel
Pole - 10-foot (15 cp)

Weapons

Crowbar (as club) -1 (1d4)

Strength	10	0
Agility	17	2
Stamina	14	1
Personality	13	1
Intelligence	13	1
Luck	7	-1

Notes

Lucky Sign: The bull (Melee attack rolls) (-1)
Languages: Common, Hobgoblin

XP

Name: _____



AC (10)



HP (4)

Occupation:

Cutpurse

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 24 cp
Small chest
Chest - empty (2 gp)

Weapons

Dagger +0 (1d4)

Strength	9	0
Agility	11	0
Stamina	10	0
Personality	6	-1
Intelligence	11	0
Luck	10	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation:

Woodcutter

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 36 cp
Bundle of wood
Mirror - hand-sized (10 gp)

Weapons

Handaxe +0 (1d6)

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

Notes

Languages: Common

XP

Name: _____



AC (8)



HP (3)

Occupation:

Wainwright

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	0
Will	1

Speed 30 Init -2

Equipment

Starting Funds: 19 cp
Cart: your dead
Rope - 50' (25 cp)

Weapons

Club -3 (1d4-2)

Strength	4	-2
Agility	4	-2
Stamina	9	0
Personality	15	1
Intelligence	7	-1
Luck	7	-1

Notes

Lucky Sign: The bull (Melee attack rolls) (-1)
Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation:

Wheat Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-3
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 21 cp
Mule
Backpack (2 gp)

Weapons

Pitchfork (as spear) -1 (1d8-1)

Strength	8	-1
Agility	9	0
Stamina	3	-3
Personality	14	1
Intelligence	4	-2
Luck	11	0

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (2)

Occupation:

Blacksmith

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	0

Speed 25 Init -1

Equipment

Starting Funds: 30 cp
Steel tongs
Sack (small) (8 cp)

Weapons

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

Strength	13	1
Agility	6	-1
Stamina	9	0
Personality	12	0
Intelligence	10	0
Luck	7	-1

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (-1)
Languages: Common

XP

Name: _____



AC (11)



HP (2)

Occupation:

Blacksmith

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	-1

Speed 30 Init 1

Equipment

Starting Funds: 38 cp
Steel tongs
Rations (1 day) (5 cp)

Weapons

Hammer (as club) +2 (1d4+1)

Strength	14	1
Agility	15	1
Stamina	11	0
Personality	7	-1
Intelligence	14	1
Luck	15	1

Notes

Lucky Sign: The bull (Melee attack rolls) (+1)
Languages: Common, Alignment

XP

Name: _____



AC (10)



HP (4)

Occupation:

Armorer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 43 cp
Iron helmet
Holy water (1 vial) (25 gp)

Weapons

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

Strength	13	1
Agility	9	0
Stamina	14	1
Personality	10	0
Intelligence	9	0
Luck	12	0

Notes

Languages: Common

XP

Name: _____



AC (11)



HP (3)

Occupation:

Beadle

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	1

Speed 30 Init 1

Equipment

Starting Funds: 33 cp
Holy Symbol
Sack (large) (12 cp)

Weapons

Staff +0 (1d4)

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+1)
Languages: Common

XP

Name: _____



AC (10)



HP (5)

Occupation:

Noble

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	2
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 36 cp
Gold ring worth 10 gp
Lantern (10 gp)

Weapons

Longsword -1 (1d8-1)

Notes

Languages: Common, Hobgoblin

XP

Name: _____



AC (10)



HP (1)

Occupation:

Miller-baker

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-2
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 33 cp
Flour (1 lb.)
Mirror - hand-sized (10 gp)

Weapons

Club +0 (1d4)

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (3)

Occupation:

Barber

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	-1

Speed 30 Init -1

Equipment

Starting Funds: 33 cp
Scissors
Rope - 50' (25 cp)

Weapons

Razor (as dagger) +0 (1d4)

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation:

Caravan guard

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-2
Will	2

Speed 30 Init 0

Equipment

Starting Funds: 27 cp
Linen (1 yard)
Sack (small) (8 cp)

Weapons

Short sword +0 (1d6)

Strength	9	0
Agility	10	0
Stamina	5	-2
Personality	16	2
Intelligence	14	1
Luck	13	1

Notes

Lucky Sign: Survived a spider bite (Saving throws against poison) (+1)
Languages: Common, Hobgoblin

XP

Name: _____



AC (10)



HP (1)

Occupation:

Mendicant

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	1

Speed 30 Init -1

Equipment

Starting Funds: 39 cp
Cheese dip
Rations (1 day) (5 cp)

Weapons

Club +0 (1d4)

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

Notes

Lucky Sign: Speed of the cobra (Initiative) (-1)
Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation:

Wizard's apprentice

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 41 cp
Black grimoire
Pole - 10-foot (15 cp)

Weapons

Dagger +0 (1d4)

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

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (-1)
Languages: Common

XP

Name: _____



AC (11)



HP (3)

Occupation:

Smuggler

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	2

Speed 30 Init 1

Equipment

Starting Funds: 26 cp
Waterproof sack
Flask - empty (3 cp)

Weapons

Sling +1 (1d4+1)

Strength	13	1
Agility	13	1
Stamina	12	0
Personality	16	2
Intelligence	11	0
Luck	10	0

Notes

Languages: Common

XP

Name: _____



AC (8)



HP (1)

Occupation:

Woodcutter

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	0
Will	2

Speed 25 Init -2

Equipment

Starting Funds: 29 cp
 Bundle of wood
 Waterskin (5 sp)

Weapons

Handaxe +0 (1d6)

Strength	11	0
Agility	4	-2
Stamina	10	0
Personality	16	2
Intelligence	12	0
Luck	7	-1

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (-1)
 Languages: Common

XP

Name: _____



AC (9)



HP (4)

Occupation:

Grave digger

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	-1

Speed 30 Init -1

Equipment

Starting Funds: 28 cp
 Trowel
 Chest - empty (2 gp)

Weapons

Shovel (as staff) +1 (1d4+1)

Strength	13	1
Agility	6	-1
Stamina	13	1
Personality	8	-1
Intelligence	8	-1
Luck	12	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (4)

Occupation:

Gambler

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 32 cp
 Dice
 Torch (1 cp)

Weapons

Club +0 (1d4)

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

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+1)
 Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation:

Slave

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 31 cp
 Strange-looking rock
 Pole - 10-foot (15 cp)

Weapons

Club +0 (1d4)

Strength	10	0
Agility	11	0
Stamina	14	1
Personality	7	-1
Intelligence	8	-1
Luck	8	-1

Notes

Lucky Sign: Fortunate date (Missile fire attack rolls) (-1)
 Languages: Common

XP

Name: _____



AC (11)



HP (1)

Occupation:

Cheesemaker

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-2
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 25 cp
Stinky cheese
Rope - 50' (25 cp)

Weapons

Cudgel (as staff) +1 (1d4+1)

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (4)

Occupation:

Radish Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 25 cp
Goat
Hammer - small (5 sp)

Weapons

Pitchfork (as spear) +0 (1d8)

Notes

Languages: Common

XP

Name: _____



AC (11)



HP (4)

Occupation:

Noble

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 35 cp
Gold ring worth 10 gp
Holy water (1 vial) (25 gp)

Weapons

Longsword +0 (1d8)

Notes

Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (+1)

Languages: Common

XP

Name: _____



AC (8)



HP (1)

Occupation:

Wizard's apprentice

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	0
Will	-1

Speed 20 Init -2

Equipment

Starting Funds: 39 cp
Black grimoire
Chalk - 1 piece (1 cp)

Weapons

Dagger +0 (1d4)

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (-2)

Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation: _____

Mercenary

Alignment: _____



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 32 cp
Hide armor
Oil - 1 flask (2 sp)

Weapons

Longsword +2 (1d8+2)

Strength	16	2
Agility	12	0
Stamina	10	0
Personality	9	0
Intelligence	6	-1
Luck	13	1

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+1)
Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation: _____

Minstrel

Alignment: _____



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 38 cp
Ukulele
Backpack (2 gp)

Weapons

Dagger +1 (1d4+1)

Strength	13	1
Agility	12	0
Stamina	10	0
Personality	12	0
Intelligence	10	0
Luck	12	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation: _____

Hunter

Alignment: _____



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 39 cp
Deer pelt
Crowbar (2 gp)

Weapons

Shortbow +0 (1d6)

Strength	9	0
Agility	11	0
Stamina	10	0
Personality	8	-1
Intelligence	5	-2
Luck	7	-1

Notes

Lucky Sign: Unholy house (Corruption rolls) (-1)
Languages: Common

XP

Name: _____



AC (11)



HP (2)

Occupation: _____

Caravan guard

Alignment: _____



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 43 cp
Linen (1 yard)
Hammer - small (5 sp)

Weapons

Short sword -1 (1d6)

Strength	9	0
Agility	13	1
Stamina	11	0
Personality	10	0
Intelligence	4	-2
Luck	6	-1

Notes

Lucky Sign: The bull (Melee attack rolls) (-1)
Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation:

Confidence artist

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 24 cp
Quality cloak
Candle (1 cp)

Weapons

Dagger -1 (1d4)

Strength	10	0
Agility	10	0
Stamina	13	1
Personality	8	-1
Intelligence	13	1
Luck	6	-1

Notes

Lucky Sign: Harsh winter (All attack rolls) (-1)
Languages: Common, Elf

XP

Name: _____



AC (10)



HP (2)

Occupation:

Rice Farmer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	3

Speed 30 Init 0

Equipment

Starting Funds: 30 cp
Cow
Hammer - small (5 sp)

Weapons

Pitchfork (as spear) +0 (1d8)

Strength	10	0
Agility	11	0
Stamina	7	-1
Personality	18	3
Intelligence	9	0
Luck	11	0

Notes

Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation:

Dock worker

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 34 cp
1 late RPG book
Chain 10' (30 gp)

Weapons

Pole (as staff) +0 (1d4)

Strength	9	0
Agility	9	0
Stamina	6	-1
Personality	9	0
Intelligence	10	0
Luck	11	0

Notes

Languages: Common

XP

Name: _____



AC (9)



HP (2)

Occupation:

Herbalist

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	1

Speed 30 Init -1

Equipment

Starting Funds: 28 cp
Herbs (1 lb.)
Waterskin (5 sp)

Weapons

Club +2 (1d4+2)

Strength	16	2
Agility	7	-1
Stamina	15	1
Personality	13	1
Intelligence	10	0
Luck	9	0

Notes

Languages: Common

XP