

Name:

AC



HP

Occupation: Halfling dyer**Alignment:**

Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	-1

Speed **20** Init **0****Equipment**

Starting Funds: 37cp
Fabric (3 yards)
Flask - empty (3 cp)

Weapons

Staff +0 (1d4)

Notes

Lucky Roll: Raised by wolves (Unarmed attack rolls) (-1)

Languages: Common, Halfling

Halfling ability: Infravision

XP

Name:

AC



HP

Occupation: Urchin**Alignment:**

Law



Neutral



Chaos

Saves

Reflex	2
Fortitude	0
Will	0

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

Starting Funds: 23cp
Begging bowl
Flint & steel (15 cp)

Weapons

Stick +0 (1d4)

Notes

Lucky Roll: Seventh son (Spell checks) (0)

Languages: Common

XP

Name:

AC



HP

Occupation: Noble**Alignment:**

Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

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

Starting Funds: 32cp
Gold ring worth 10 gp
Holy water (1 vial) (25 gp)

Weapons

Longsword +0 (1d8)

Notes

Lucky Roll: Righteous heart (Turn unholy checks) (0)

Languages: Common

XP

Name:

AC



HP

Occupation: Hunter**Alignment:**

Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	2

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

Starting Funds: 35cp
Deer pelt
Holy symbol (25 gp)

Weapons

Shortbow +0 (1d6)

Notes

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

Languages: Common

XP