

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

 <sup>(10)</sup> **AC**     
  <sup>(1)</sup> **HP**

Occupation: **Halfling dyer**

Alignment:  Law     Neutral     Chaos

	mod	
Strength	11	0
Agility	11	0
Stamina	6	-1
Personality	7	-1
Intelligence	12	0
Luck	8	-1

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: \_\_\_\_\_

 <sup>(12)</sup> **AC**     
  <sup>(3)</sup> **HP**

Occupation: **Urchin**

Alignment:  Law     Neutral     Chaos

	mod	
Strength	11	0
Agility	16	2
Stamina	9	0
Personality	11	0
Intelligence	15	1
Luck	12	0

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: \_\_\_\_\_

 <sup>(11)</sup> **AC**     
  <sup>(1)</sup> **HP**

Occupation: **Noble**

Alignment:  Law     Neutral     Chaos

	mod	
Strength	9	0
Agility	15	1
Stamina	11	0
Personality	10	0
Intelligence	17	2
Luck	10	0

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: \_\_\_\_\_

 <sup>(10)</sup> **AC**     
  <sup>(1)</sup> **HP**

Occupation: **Hunter**

Alignment:  Law     Neutral     Chaos

	mod	
Strength	10	0
Agility	12	0
Stamina	6	-1
Personality	17	2
Intelligence	6	-1
Luck	14	1

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**