

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: 39cp
Locket
Backpack (2 gp)**Weapons**

Staff +0 (1d4)

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

NotesLucky Roll: Warrior's arm (Critical hit tables) (0)
Languages: Common

XP

Name: _____

AC (10)



HP (1)

Occupation: Parsnip Farmer**Alignment:**

Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	1

Speed **30** Init **0****Equipment**Starting Funds: 26cp
Hen
Flask - empty (3 cp)**Weapons**

Pitchfork -1 (1d8-1)

Strength	8	-1
Agility	11	0
Stamina	8	-1
Personality	15	1
Intelligence	14	1
Luck	10	0

NotesLucky Roll: Conceived on horseback (Mounted attack rolls) (0)
Languages: Common

XP

Name: _____

AC (10)



HP (3)

Occupation: Halfling dyer**Alignment:**

Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	1

Speed **20** Init **0****Equipment**Starting Funds: 41cp
Fabric (3 yards)
Flask - empty (3 cp)**Weapons**

Staff -1 (1d4-1)

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

NotesLucky Roll: Hawkeye (Missile fire damage rolls) (0)
Languages: Common
Halfling ability: Infravision

XP

Name: _____

AC (9)



HP (4)

Occupation: Dwarven stonemason**Alignment:**

Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	-1

Speed **20** Init **-1****Equipment**Starting Funds: 43cp
Fine stone (10 lbs)
Hammer - small (5 sp)**Weapons**

Hammer +3 (1d4+1)

Strength	13	1
Agility	6	-1
Stamina	15	1
Personality	7	-1
Intelligence	11	0
Luck	16	2

NotesLucky Roll: Harsh winter (All attack rolls) (+2)
Languages: Common, Dwarven
Dwarven ability: Infravision

XP