

Name:

AC (10)



HP (4)

Occupation: Jester**Alignment:**

Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 33cp
Silk clothes
Holy water (1 vial) (25 gp)

Weapons

Dart +0 (1d4)

Strength	11	0
Agility	11	0
Stamina	10	0
Personality	13	1
Intelligence	17	2
Luck	12	0

Notes

Lucky Roll: Survived a spider bite (Saving throws against poison) (0)
Languages: Common

XP

Name:

AC (10)



HP (3)

Occupation: Caravan guard**Alignment:**

Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 31cp
Linen (1 yard)
Grappling hook (1 gp)

Weapons

Short sword -1 (1d6-1)

Strength	6	-1
Agility	10	0
Stamina	7	-1
Personality	11	0
Intelligence	8	-1
Luck	9	0

Notes

Lucky Roll: Speed of the cobra (Initiative) (0)
Languages: Common

XP

Name:

AC (11)



HP (2)

Occupation: Halfling moneylender**Alignment:**

Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed 20 Init 1

Equipment

Starting Funds: 35cp
5 gp 10 sp 200 cp
Chalk - 1 piece (1 cp)

Weapons

Short sword -2 (1d6-2)

Strength	7	-1
Agility	13	1
Stamina	10	0
Personality	11	0
Intelligence	17	2
Luck	7	-1

Notes

Lucky Roll: Pack hunter (Attack/damage rolls for 0-level weapon) (-1)
Languages: Common, Halfling
Halfling ability: Infravision

XP

Name:

AC (10)



HP (3)

Occupation: Scribe**Alignment:**

Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 30cp
Parchment (10 sheets)
Backpack (2 gp)

Weapons

Dart +1 (1d4+1)

Strength	10	0
Agility	10	0
Stamina	7	-1
Personality	6	-1
Intelligence	14	1
Luck	13	1

Notes

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

XP