

Name:

AC



HP

Occupation:

Dwarven blacksmith

Alignment:

Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

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

Starting Funds: 30cp
 Mithril (1 oz.)
 Holy water (1 vial) (25 gp)

Weapons

Hammer +1 (1d4)

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

Notes

Lucky Roll: Harsh winter (All attack rolls) (+1)
 Languages: Common
 Dwarven ability: Infravision

XP

Name:

AC



HP

Occupation:

Halfling dyer

Alignment:

Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	-2

Speed **20** Init **1****Equipment**

Starting Funds: 21cp
 Fabric (3 yards)
 Flask - empty (3 cp)

Weapons

Staff +0 (1d4)

Strength	11	0
Agility	13	1
Stamina	12	0
Personality	4	-2
Intelligence	18	3
Luck	15	1

Notes

Lucky Roll: Hawkeye (Missile fire damage rolls) (+1)
 Languages: Common, Halfling
 Halfling ability: Infravision

XP

Name:

AC



HP

Occupation:

Parsnip Farmer

Alignment:

Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	1

Speed **25** Init **-1****Equipment**

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

Weapons

Pitchfork +0 (1d8)

Strength	10	0
Agility	6	-1
Stamina	14	1
Personality	13	1
Intelligence	8	-1
Luck	7	-1

Notes

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

XP

Name:

AC



HP

Occupation:

Squire

Alignment:

Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	1

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

Starting Funds: 38cp
 Steel helmet
 Waterskin (5 sp)

Weapons

Longsword +0 (1d8)

Strength	10	0
Agility	15	1
Stamina	15	1
Personality	12	0
Intelligence	17	2
Luck	14	1

Notes

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

XP