

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

 <sup>(10)</sup> AC  <sup>(3)</sup> HP

Occupation: **Dwarven blacksmith**

Alignment:  Law  Neutral  Chaos

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

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)

Notes

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

**XP**

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

 <sup>(11)</sup> AC  <sup>(3)</sup> HP

Occupation: **Halfling dyer**

Alignment:  Law  Neutral  Chaos

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

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)

Notes

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

**XP**

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

 <sup>(9)</sup> AC  <sup>(3)</sup> HP

Occupation: **Parsnip Farmer**

Alignment:  Law  Neutral  Chaos

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

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)

Notes

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

**XP**

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

 <sup>(11)</sup> AC  <sup>(2)</sup> HP

Occupation: **Squire**

Alignment:  Law  Neutral  Chaos

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

Saves

Reflex	1
Fortitude	1
Will	1

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

Equipment

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

Weapons

Longsword +0 (1d8)

Notes

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

**XP**