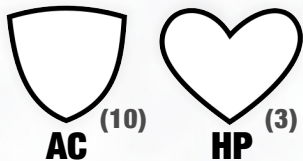


Name: _____



Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	9	0
Stamina	8	-1
Personality	13	1
Intelligence	10	0
Luck	11	0

Saves
 Reflex Speed Init
 Fortitude
 Will

Equipment
 Starting Funds: 40 cp
 Spyglass
 Sack (large) (12 cp)

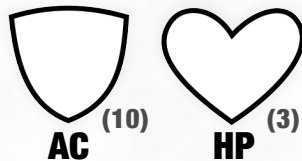
Weapons
 Shortbow +0 (1d6)

Notes

Lucky Sign: Lucky sign (Saving throws) (+0)
 Languages: Common, Elf
 Elven traits: Heightened senses, iron vulnerability

XP

Name: _____



Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	10	0
Agility	11	0
Stamina	12	0
Personality	9	0
Intelligence	8	-1
Luck	11	0

Saves
 Reflex Speed Init
 Fortitude
 Will

Equipment
 Starting Funds: 25 cp
 Ukulele
 Sack (large) (12 cp)

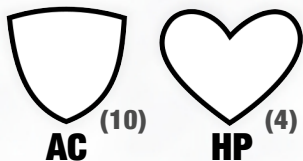
Weapons
 Dagger +0 (1d4)

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (+0)
 Languages: Common

XP

Name: _____



Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	11	0
Stamina	13	1
Personality	11	0
Intelligence	18	3
Luck	11	0

Saves
 Reflex Speed Init
 Fortitude
 Will

Equipment
 Starting Funds: 36 cp
 Black grimoire
 Holy water (1 vial) (25 gp)

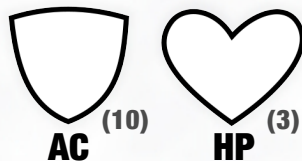
Weapons
 Dagger +0 (1d4)

Notes

Lucky Sign: Harsh winter (All attack rolls) (+0)
 Languages: Common, Orc, Gnomish, Alignment

XP

Name: _____



Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	11	0
Stamina	14	1
Personality	9	0
Intelligence	12	0
Luck	7	-1

Saves
 Reflex Speed Init
 Fortitude
 Will

Equipment
 Starting Funds: 33 cp
 5 gp 10 sp 200 cp
 Hammer - small (5 sp)

Weapons
 Short sword -1 (1d6-1)

Notes

Lucky Sign: Survived the plague (Magical healing) (-1)
 Languages: Common, Halfling
 Halfling ability: Infravision

XP