



Name: _____

 **AC** ⁽¹⁰⁾
 **HP** ⁽⁵⁾

Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	11	0
Stamina	13	1
Personality	11	0
Intelligence	11	0
Luck	12	0

Saves

Reflex	0
Fortitude	1
Will	0

Speed Init

Equipment

Starting Funds: 41 cp
Cart: your dead
Iron spike (1 sp)



Weapons

Club +1 (1d4+1)

Notes

Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (+0)
Languages: Common **XP**

Name: _____

 **AC** ⁽⁹⁾
 **HP** ⁽³⁾

Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	15	1
Agility	8	-1
Stamina	9	0
Personality	16	2
Intelligence	8	-1
Luck	16	2

Saves

Reflex	-1
Fortitude	0
Will	2

Speed Init

Equipment

Starting Funds: 15 cp
Mithril (1 oz.)
Thieves' tools (25 gp)



Weapons

Hammer (as club) +1 (1d4+1)

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (+2)
Languages: Common, Dwarf
Dwarven ability: Infravision **XP**

Name: _____

 **AC** ⁽¹⁰⁾
 **HP** ⁽³⁾

Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	11	0
Stamina	8	-1
Personality	7	-1
Intelligence	11	0
Luck	16	2

Saves

Reflex	0
Fortitude	-1
Will	-1

Speed Init

Equipment

Starting Funds: 36 cp
Mule
Torch (1 cp)



Weapons

Pitchfork (as spear) +1 (1d8+1)

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (+2)
Languages: Common **XP**

Name: _____

 **AC** ⁽¹¹⁾
 **HP** ⁽¹⁾

Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	14	1
Stamina	6	-1
Personality	14	1
Intelligence	10	0
Luck	12	0

Saves

Reflex	1
Fortitude	-1
Will	1

Speed Init

Equipment

Starting Funds: 19 cp
Clay (1 lb.)
Flask - empty (3 cp)

Weapons

Staff +1 (1d4+1)

Notes

Lucky Sign: Birdsong (Number of languages) (+0)
Languages: Common, Elf
Elven traits: Heightened senses, iron vulnerability **XP**