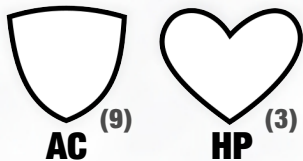


Name: _____



Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	14	1
Agility	8	-1
Stamina	15	1
Personality	12	0
Intelligence	14	1
Luck	11	0

Saves
 Reflex Speed Init
 Fortitude
 Will

Equipment
 Starting Funds: 32 cp
 Candles (20)
 Holy symbol (25 gp)

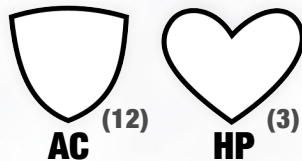
Weapons
 Scissors (as dagger) +1 (1d4+1)

Notes

Lucky Sign: Harsh winter (All attack rolls) (+0)
 Languages: Common, Elf, Orc
 Elven traits: Heightened senses, iron vulnerability

XP

Name: _____



Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	16	2
Stamina	12	0
Personality	10	0
Intelligence	13	1
Luck	9	0

Saves
 Reflex Speed Init
 Fortitude
 Will

Equipment
 Starting Funds: 30 cp
 Fine suit of clothes
 Flint and steel (15 cp)

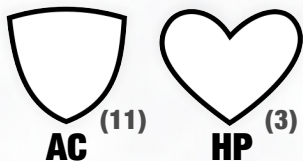
Weapons
 Dagger +1 (1d4+1)

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+0)
 Languages: Common, Minotaur

XP

Name: _____



Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	10	0
Agility	13	1
Stamina	6	-1
Personality	9	0
Intelligence	6	-1
Luck	9	0

Saves
 Reflex Speed Init
 Fortitude
 Will

Equipment
 Starting Funds: 36 cp
 Jar of honey
 Lantern (10 gp)

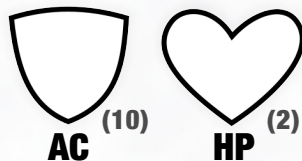
Weapons
 Staff +0 (1d4)

Notes

Lucky Sign: Unholy house (Corruption rolls) (+0)
 Languages: Common

XP

Name: _____



Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	5	-2
Agility	11	0
Stamina	11	0
Personality	10	0
Intelligence	11	0
Luck	12	0

Saves
 Reflex Speed Init
 Fortitude
 Will

Equipment
 Starting Funds: 53 cp
 1 late RPG book
 Chalk - 1 piece (1 cp)

Weapons
 Pole (as staff) -2 (1d4-2)

Notes

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

XP