Name: _____

AC (9) **HP** (2)

Occupation: Wizard's apprentice

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	16	2
Agility	8	-1
Stamina	14	1
Personality	14	1
Intelligence	12	0
Luck	14	1

Saves

Reflex	-1
Fortitude	1
Will	1

Speed 30 **Init** -1

Equipment
Starting Funds: 35 cp
Black grimoire
Rations (1 day) (5 cp)

Weapons
Dagger +2 (1d4+2)

Notes
Lucky Sign: Born under the loom (Skill checks, including thief) (+1)
Languages: Common

XP

Name: _____

AC (12) **HP** (4)

Occupation: Beekeeper

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	10	0
Agility	13	1
Stamina	9	0
Personality	8	-1
Intelligence	11	0
Luck	14	1

Saves

Reflex	1
Fortitude	0
Will	-1

Speed 30 **Init** 1

Equipment
Starting Funds: 37 cp
Jar of honey
Oil - 1 flask (2 sp)

Weapons
Staff +0 (1d4)

Notes
Lucky Sign: Charmed house (Armor Class) (+1)
Languages: Common

XP

Name: _____

AC (9) **HP** (3)

Occupation: Guild beggar

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	14	1
Agility	7	-1
Stamina	9	0
Personality	12	0
Intelligence	9	0
Luck	3	-3

Saves

Reflex	-4
Fortitude	0
Will	0

Speed 30 **Init** -1

Equipment
Starting Funds: 24 cp
Crutches
Pole - 10-foot (15 cp)

Weapons
Sling -1 (1d4+1)

Notes
Lucky Sign: Struck by lightning (Reflex saving throws) (-3)
Languages: Common

XP

Name: _____

AC (9) **HP** (1)

Occupation: Jeweler

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	14	1
Agility	8	-1
Stamina	10	0
Personality	10	0
Intelligence	8	-1
Luck	15	1

Saves

Reflex	-1
Fortitude	0
Will	0

Speed 30 **Init** -1

Equipment
Starting Funds: 29 cp
Gem worth 20 gp
Sack (large) (12 cp)

Weapons
Dagger +2 (1d4+2)

Notes
Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (+1)
Languages: Common

XP