

Name: _____



Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	15	1
Agility	15	1
Stamina	7	-1
Personality	11	0
Intelligence	6	-1
Luck	4	-2

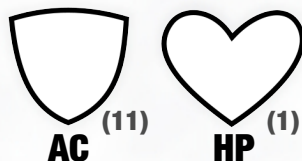
Saves
 Reflex 1
 Fortitude -1
 Will 0
 Speed 30 Init 1

Equipment
 Starting Funds: 38 cp
 Spyglass
 Sack (large) (12 cp)

Weapons
 Dagger +1 (1d4+1)

Notes
 Lucky Sign: Four-leafed clover (Find secret doors) (-2)
 Languages: Common XP

Name: _____



Occupation:

Alignment: Law Neutral Chaos

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

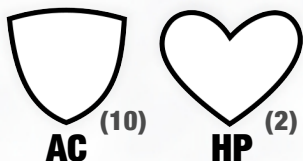
Saves
 Reflex 1
 Fortitude -1
 Will 0
 Speed 20 Init 1

Equipment
 Starting Funds: 21 cp
 Fabric (3 yards)
 Rope - 50' (25 cp)

Weapons
 Staff -1 (1d4-1)

Notes
 Lucky Sign: Path of the bear (Melee damage rolls) (+0)
 Languages: Common, Halfling
 Halfling ability: Infravision XP

Name: _____



Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	17	2
Agility	10	0
Stamina	10	0
Personality	11	0
Intelligence	13	1
Luck	8	-1

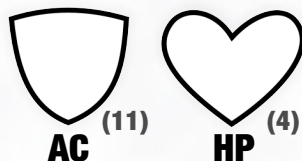
Saves
 Reflex 0
 Fortitude 0
 Will 0
 Speed 30 Init 0

Equipment
 Starting Funds: 27 cp
 Hide armor
 Mirror - hand-sized (10 gp)

Weapons
 Longsword +2 (1d8+2)

Notes
 Lucky Sign: Birdsong (Number of languages) (-1)
 Languages: Common XP

Name: _____



Occupation:

Alignment: Law Neutral Chaos

	mod	
Strength	5	-2
Agility	13	1
Stamina	15	1
Personality	8	-1
Intelligence	13	1
Luck	13	1

Saves
 Reflex 1
 Fortitude 1
 Will -1
 Speed 20 Init 1

Equipment
 Starting Funds: 28 cp
 Steel vial
 Oil - 1 flask (2 sp)

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

Notes
 Lucky Sign: Path of the bear (Melee damage rolls) (+1)
 Languages: Common, Dwarf, Alignment
 Dwarven ability: Infravision XP