

Name: _____



AC (9)



HP (1)

Occupation: **Gongfarmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	-1

Speed **30** Init **-1**

Equipment

Starting Funds: 34 cp
Sack of night soil
Flask - empty (3 cp)

Weapons

Trowel +1 (1d4+1)

Strength	15	1
Agility	7	-1
Stamina	8	-1
Personality	8	-1
Intelligence	5	-2
Luck	13	1

Notes

Lucky Sign: Raised by wolves (Unarmed attack rolls) (+1)
Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation: **Herbalist**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed **30** Init **0**

Equipment

Starting Funds: 20 cp
Herbs (1 lb.)
Flask - empty (3 cp)

Weapons

Club -1 (1d4-1)

Strength	7	-1
Agility	12	0
Stamina	10	0
Personality	7	-1
Intelligence	12	0
Luck	12	0

Notes

Lucky Sign: The raging storm (Spell damage) (+0)
Languages: Common

XP

Name: _____



AC (11)



HP (1)

Occupation: **Cobbler**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	2

Speed **30** Init **1**

Equipment

Starting Funds: 33 cp
Shoehorn
Backpack (2 gp)

Weapons

Awl +0 (1d4)

Strength	10	0
Agility	14	1
Stamina	12	0
Personality	17	2
Intelligence	13	1
Luck	12	0

Notes

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

XP

Name: _____



AC (11)



HP (2)

Occupation: **Tax collector**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed **30** Init **1**

Equipment

Starting Funds: 29 cp
100 cp
Holy water (1 vial) (25 gp)

Weapons

Longsword +0 (1d8)

Strength	10	0
Agility	14	1
Stamina	11	0
Personality	9	0
Intelligence	16	2
Luck	11	0

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (+0)
Languages: Common, Gnoll, Ogre

XP