

Name: _____

 ⁽¹¹⁾ AC
 ⁽³⁾ HP

Occupation: **Gongfarmer**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	13	1
Stamina	11	0
Personality	10	0
Intelligence	7	-1
Luck	10	0

Saves

Reflex	1
Fortitude	0
Will	0

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

Equipment

Starting Funds: 47 cp
Sack of night soil
Mirror - hand-sized (10 gp)

Weapons

Trowel (as dagger) -1 (1d4-1)

Notes

Lucky Sign: Fortunate date (Missile fire attack rolls) (+0)
Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽³⁾ HP

Occupation: **Elven falconer**

Alignment: Law Neutral Chaos

	mod	
Strength	15	1
Agility	10	0
Stamina	16	2
Personality	8	-1
Intelligence	10	0
Luck	11	0

Saves

Reflex	0
Fortitude	2
Will	-1

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

Equipment

Starting Funds: 32 cp
Falcon
Flask - empty (3 cp)

Weapons

Dagger +1 (1d4+1)

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (+0)
Languages: Common, Elf, Pixie
Elven traits: Heightened senses, iron vulnerability

XP

Name: _____

 ⁽⁸⁾ AC
 ⁽³⁾ HP

Occupation: **Wizard's apprentice**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	5	-2
Stamina	13	1
Personality	11	0
Intelligence	16	2
Luck	12	0

Saves

Reflex	-2
Fortitude	1
Will	0

Speed **30** Init **-2**

Equipment

Starting Funds: 29 cp
Black grimoire
Waterskin (5 sp)

Weapons

Dagger -1 (1d4-1)

Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (+0)
Languages: Common, Bugbear, Elf

XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽²⁾ HP

Occupation: **Corn Farmer**

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	13	1
Stamina	13	1
Personality	11	0
Intelligence	3	-3
Luck	16	2

Saves

Reflex	1
Fortitude	1
Will	0

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

Equipment

Starting Funds: 26 cp
Mule
Holy water (1 vial) (25 gp)

Weapons

Pitchfork (as spear) -1 (1d8-1)

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (+2)
Languages: Common

XP