

Name: _____

 ⁽¹¹⁾ AC
 ⁽⁵⁾ HP

Occupation: **Miller/baker**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	13	1
Stamina	14	1
Personality	8	-1
Intelligence	12	0
Luck	7	-1

Reflex	1
Fortitude	1
Will	-2

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

Equipment
 Starting Funds: : 35 cp
 Flour (1 lb.)
 Flask - empty (3 cp)

Weapons

Club +0 (1d4)

Notes
 Lucky Sign: Resisted temptation (Willpower saving throws) (-1)
 Languages: Common XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Smuggler/bootlegger**

Alignment: Law Neutral Chaos

	mod	
Strength	15	1
Agility	9	0
Stamina	9	0
Personality	14	1
Intelligence	9	0
Luck	14	1

Reflex	0
Fortitude	0
Will	1

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

Equipment
 Starting Funds: : 37 cp
 Waterproof sack
 Chest - empty (2 gp)

Weapons

Sling +1 (1d4+1)

Notes
 Lucky Sign: Conceived on horseback (Mounted attack rolls) (1)
 Languages: Common XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Orphan**

Alignment: Law Neutral Chaos

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

Reflex	0
Fortitude	0
Will	1

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

Equipment
 Starting Funds: : 39 cp
 Rag doll
 Holy water (1 vial) (25 gp)

Weapons

Club +1 (1d4+1)

Notes
 Languages: Common XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Herder**

Alignment: Law Neutral Chaos

	mod	
Strength	10	0
Agility	11	0
Stamina	11	0
Personality	10	0
Intelligence	6	-1
Luck	11	0

Reflex	0
Fortitude	0
Will	0

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

Equipment
 Starting Funds: : 38 cp
 Herding dog
 Hammer - small (5 sp)

Weapons

Staff +0 (1d4)

Notes
 Languages: Common XP