

Name: _____

AC (11)



HP (5)

Occupation: Miller/baker**Alignment:**

Law



Neutral



Chaos

Strength

	mod
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:** _____

AC (10)



HP (2)

Occupation: Smuggler/bootlegger**Alignment:**

Law



Neutral



Chaos

Strength

	mod
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:** _____

AC (10)



HP (2)

Occupation: Orphan**Alignment:**

Law



Neutral



Chaos

Strength

	mod
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:** _____

AC (10)



HP (2)

Occupation: Herder**Alignment:**

Law



Neutral



Chaos

Strength

	mod
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