Roll Mode: 3d6 | HP Mode: normal

Name: _____ **Level:**

AC 13 **HP** 20

Class: Cleric **Occupation:** Plumber

Speed 30 **Init** –

Alignment: ☐ Law ☒ Neutral ☐ Chaos

		mod
Strength	9	–
Agility	12	–
Stamina	13	+1
Personality	16	+2
Intelligence	9	–
Luck	12	–

Saves

Reflex	–
Fortitude	+2
Will	+3

Attack Info

Attack Mod	1
Crit Die/Table	1d8/III
Action Dice	d20

Weapons

Club+1 (1d4+1)
Sling+1 (1d4)
Lead Pipe +1 (1d5+1)

Armor

Character Details

Grandstanding +4

Language: English

Lucky roll: Spell Dam+0

Signature Move:

Spellcheck D20+4

1- DARKness
1- Bless
1- Holy Sanctuary
1- Protection from Evil
1- Word of Command

Spell Check

Equipment

Holy Symbol
2 vials holy water

Roll Mode: 3d6 | HP Mode: max

Name: _____ **Level:**

AC: 14 HP: 20

Class: Warrior **Occupation:** Farmer

Speed 30 **Init** 3 **Alignment:** [X] Law [ ] Neutral [ ] Chaos

		mod
Strength	14	+1
Agility	13	+1
Stamina	9	–
Personality	9	–
Intelligence	12	–
Luck	16	+2

Saves

Reflex	+2
Fortitude	+1
Will	+0

Attack Info

Attack Mod	d4
Crit Die/Table	1d14/III
Action Dice	1d20

Weapons

Longbow d4+1 (1d6 + 2 + Deed) ← Luck
↳ 30 arrows
↳ Drops init die to 1d16

Longsword d4+1 (1d8+1+Deed)

Armor

Studded Leather (+3, −2, Fumble d8)

Character Details

Lucky Sish: Missile Damage rolls +2

Grandstanding: +2

Language: English

Signature Move: _____

Lucky Weapon: _____

Equipment

Quiver w. 30 arrows
Sunglasses
Sports water bottle

Roll Mode: 3d6 | HP Mode: normal

Name: _____ **Level:**

AC 16 **HP** 21

Class: Warrior **Occupation:** Fork Lift Driver

Speed 25 **Init** +2 **Alignment:** Law / Neutral / Chaos

		mod
Strength	16	+2
Agility	12	–
Stamina	9	–
Personality	9	–
Intelligence	10	–
Luck	10	–

Saves

Reflex	+1
Fortitude	+1
Will	0

Attack Info

Attack Mod	1d4
Crit Die/Table	1d14 / III
Action Dice	1d20

Weapons

Two-Handed Sword d4+2 (1d10+2+Deed roll)
↳ Drops Init to 1d16

Crossbow d4 (1d6+Deed Roll)
↳ 24 Bolts

Armor

Banded Mail +6 (-6 check penalty, Fumble d16

Armor Check penalty -6)

Character Details

Lucky Sign: Damage Rolls (+0)

Deed Die: 1d4

Crit: 19-20

Signature Move: _____

Grandstanding: +2

Equipment

Quiver w 24 Bolts
Steel mirror
Autograph pen
3 energy Drinks

Roll Mode: 3d6 | HP Mode: normal

Name: _____ **Level:**

AC 13 **HP** 12

Class: Thief **Occupation:** Barista

Speed 30 **Init** +1 **Alignment:** Law / Neutral / Chaos

		mod
Strength	11	0
Agility	13	+1
Stamina	12	0
Personality	12	0
Intelligence	9	0
Luck	15	+1

Saves

Reflex	2
Fortitude	1
Will	0

Attack Info

Attack Mod	+1
Crit Die/Table	1d12/11
Action Dice	1d20

Weapons

Dagger +1 (dam 1d4)
↳ Dammage 1d10 on BACKSTAB

Sling +2 (1d4)
↳ 30 Sling Bullets
Combat Flashlight +1 (1d4)

Armor

Leatha +2 (check -1, Fumble 1d8)

Backstab	+5
Sneak Silently	+5
Hide in Shadow	+3
Pick pockets	+1
Climb Sheer Surfaces	+3
Pick Lock	+3
Find Trap	+3
Disable Trap	+1
Forge Document	—
Disguise Self	+5
Read Languages	—
Handle Poison	+5
Cast spell from Scroll	1d10

Character Details

Grandstanding +2

Signature Move _____

Lucky Sign: Fumbles (+1)

Thief Luck: 1d4 for each point expended

Equipment

Thieves Tools
Backpack
Crowbar
Goggles
Sports watch
Multipurpose knife

Roll Mode: 3d6 | HP Mode: normal

Name: _____ **Level:**

AC 10 **HP** 13

Class: WIZARD **Occupation:** Musician

Speed 30 **Init** 0 **Alignment:** ☐ Law ☐ Neutral ☑ Chaos

		mod
Strength	10	0
Agility	9	0
Stamina	13	+1
Personality	12	0
Intelligence	15	+1
Luck	7	-1

Saves

Reflex	+1
Fortitude	+1
Will	+1

Attack Info

Attack Mod	1
Crit Die/Table	1d6/1
Action Dice	1d20

Weapons

Shortsword +1 (1d6)

Shortbow +1 (1d6)
↳ 24 Arrows + Quiver

Armor

Unarmored Fumble 1d4

Spellcheck: D20+3
1 - Cantrip
1 - ColorSpray
1 - Magic Missle
1 - MAgic Shield

Character Details

Grandstanding +2

Signature Move: _____

Lucky Sign: Magical healing -1

Spellburn

Equipment

Backpack
Journal + Pen
Musical Instrument:
HARMONICA

Roll Mode: 3d6 | HP Mode: normal

Name: _____ **Level:**

AC 14 **HP** 10

Class: Elf **Occupation:** Full Time ELF

Speed 25' **Init** -1 **Alignment:** Law / Neutral / Chaos

		mod
Strength	12	0
Agility	8	-1
Stamina	9	0
Personality	13	+1
Intelligence	15	+1
Luck	17	+2

Saves

Reflex	0
Fortitude	+1
Will	+2

Attack Info

Attack Mod	1
Crit Die/Table	1d8/II
Action Dice	1d20

Weapons

Longbow +2 (1d6)
↳ 24 Arrows
↳ 2-handed, Init 1d16

Longsword +3 (1d8)

Armor

Chainmail +5 (check -5, Fumble 1d12)

Character Details

Lucky Sign - all attack rolls (+2)

Grandstanding - +3

Signature Move -

Spellcheck: 1d20+3

Patron Bond

Invoke Patron

Color Spray

Flaming Hands -1

Magic Shield

Rope Work:

Equipment

Backpack
Waterskin
Quiver
2 daggers

Roll Mode: 3d6 | HP Mode: normal

Name: _____ **Level:**

AC 16 **HP** 12

Class: Halflins **Occupation:** Paramedic

Speed 25 **Init** +1 **Alignment:** ☐ Law ☑ Neutral ☐ Chaos

		mod
Strength	9	–
Agility	13	+1
Stamina	9	–
Personality	11	–
Intelligence	13	+1
Luck	16	+2

Saves

Reflex	2
Fortitude	1
Will	1

Attack Info

Attack Mod	2
Crit Die/Table	1d8 / III
Action Dice	1d20

Weapons

Short sword +2 (1d6+2)
↳ 1 attack 1d20 or
2 attacks 1d16 & 1d16

Sling +3 (1d3+2)
– 30 sling Bullets

Armor

Chainmail (+5, check –5, Fumble D12)

sneak & hide +5

Character Details

Lucky Sign: Damage +2

Languages: common, halflins, + _____

Grandstanding +2

Signature Move: _____

Equipment

Backpack
First Aid kit
WATERSKIN
Swiss Army knife
50' Rope
Grapple

Roll Mode: 3d6 | HP Mode: normal

Name: _____ **Level:**

AC 18 **HP** 16

Class: Dwarf **Occupation:** Auto Mechanic

Speed 20 **Init** 1 **Alignment:** [X] Law [ ] Neutral [ ] Chaos

		mod
Strength	17	+2
Agility	13	+1
Stamina	14	+1
Personality	9	–
Intelligence	9	–
Luck	8	-1

Saves

Reflex	2
Fortitude	2
Will	1

Attack Info

Attack Mod	d4
Crit Die/Table	1d12/III
Action Dice	1d20

Weapons

Warhamma d4+2 (1d8+Deed Die+2)

Crossbow d4+1 (1d6+Deed Die)
↳ case w. 24 Bolts

Armor

Half Plate+Shield (+7, -7, Fumble d16)

Character Details

Lucky Sign: Corruption (-1)

Grandstanding: +2

Signature Move: _____

Languages: Common, Dwarf, _____

Shield Bash: 1d14 + 1d4+2 (1d4+Deed Die + 2)

Infravision:

Equipment

Backpack
3 torches
Tinderbox
Holysymbol

Roll Mode: 3d6 | HP Mode: normal

Name: _____ **Level:**

AC 16 **HP** 17

Class: Cleric **Occupation:** History Teacher

Speed 25 **Init** 1 **Alignment:** ☐ Law ☐ Neutral ☒ Chaos

		mod
Strength	5	-2
Agility	14	+1
Stamina	14	+1
Personality	14	+1
Intelligence	9	+0
Luck	13	-1

Saves

Reflex	1
Fortitude	2
Will	2

Attack Info

Attack Mod	+1
Crit Die/Table	1d8/
Action Dice	

Weapons

Longbow +2 (1d6 DAM)
↳ Drops init to 1d16

Handaxe -1 (1d6-1)

Armor

Chainmail (+5 AC, Checkpenalty -5

Character Details

Grandstanding +3

Lang: English +1

Signature Move:

Spell Check 1d20+3
1- Holy Sanctuary
1- Paralysis
1- Resist cold/heat
1- Protection f. Evil
1- Word of Command

Equipment

Holy Symbol
2 vials holy water
Notebook + pen
Backpack
Zippo
50' rope + grappling hook
Antique Binoculars
Goggles