

**Name:** JANKO

 <sup>(10)</sup> **AC**
 <sup>(1)</sup> **HP**

**Occupation:** Gongfarmer

**Alignment:**  Law  Neutral  Chaos

	mod	
<b>Strength</b>	14	1
<b>Agility</b>	11	0
<b>Stamina</b>	5	-2
<b>Personality</b>	7	-1
<b>Intelligence</b>	5	-2
<b>Luck</b>	7	-1

**Saves**

<b>Reflex</b>	0
<b>Fortitude</b>	-2
<b>Will</b>	-1

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

**Equipment**

Starting Funds: 23 cp  
Sack of night soil  
Pole - 10-foot (15 cp)

**Weapons**

Trowel (as dagger) +1 (1d4+1)

**Notes**

Lucky Sign: Fortunate date (Missile fire attack rolls) (-1)  
Languages: Common

**XP**

**Name:** JANKO

 <sup>(9)</sup> **AC**
 <sup>(1)</sup> **HP**

**Occupation:** Hunter

**Alignment:**  Law  Neutral  Chaos

	mod	
<b>Strength</b>	13	1
<b>Agility</b>	8	-1
<b>Stamina</b>	5	-2
<b>Personality</b>	12	0
<b>Intelligence</b>	12	0
<b>Luck</b>	10	0

**Saves**

<b>Reflex</b>	-1
<b>Fortitude</b>	-2
<b>Will</b>	0

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

**Equipment**

Starting Funds: 46 cp  
Deer pelt  
Rope - 50' (25 cp)

**Weapons**



Shortbow -1 (1d6)

**Notes**

Lucky Sign: Struck by lightning (Reflex saving throws) (+0)  
Languages: Common

**XP**

**Name:** JANKO

 <sup>(9)</sup> **AC**
 <sup>(4)</sup> **HP**

**Occupation:** Halfling trader

**Alignment:**  Law  Neutral  Chaos

	mod	
<b>Strength</b>	8	-1
<b>Agility</b>	6	-1
<b>Stamina</b>	12	0
<b>Personality</b>	9	0
<b>Intelligence</b>	12	0
<b>Luck</b>	9	0

**Saves**

<b>Reflex</b>	-1
<b>Fortitude</b>	0
<b>Will</b>	0

**Speed** 20 **Init** -1

**Equipment**

Starting Funds: 27 cp  
20 sp  
Grappling hook (1 gp)

**Weapons**



Short sword -1 (1d6-1)

**Notes**

Lucky Sign: Struck by lightning (Reflex saving throws) (+0)  
Languages: Common, Halfling  
Halfling ability: Infravision

**XP**

**Name:** JANKO

 <sup>(11)</sup> **AC**
 <sup>(2)</sup> **HP**

**Occupation:** Dwarven herder

**Alignment:**  Law  Neutral  Chaos

	mod	
<b>Strength</b>	11	0
<b>Agility</b>	14	1
<b>Stamina</b>	11	0
<b>Personality</b>	8	-1
<b>Intelligence</b>	8	-1
<b>Luck</b>	11	0

**Saves**

<b>Reflex</b>	1
<b>Fortitude</b>	0
<b>Will</b>	-1

**Speed** 20 **Init** 1

**Equipment**

Starting Funds: 46 cp  
Sow  
Chest - empty (2 gp)

**Weapons**

Staff +0 (1d4)

**Notes**

Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (+0)  
Languages: Common, Dwarf  
Dwarven ability: Infravision

**XP**