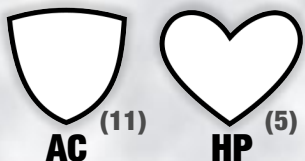


Name: _____



Occupation: **Orphan**

Alignment: Law Neutral Chaos

Strength	14	1
Agility	13	1
Stamina	16	2
Personality	14	1
Intelligence	13	1
Luck	13	1

Saves

Reflex	1
Fortitude	2
Will	1

Speed **35** Init **1**

Equipment
Starting Funds: 28 cp
Rag doll
Rations (1 day) (5 cp)

Weapons

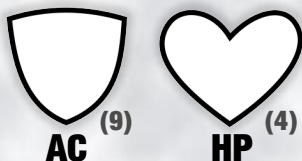
Club +1 (1d4+1)

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (+1)
Languages: Common, Alignment

XP

Name: _____



Occupation: **Herder**

Alignment: Law Neutral Chaos

Strength	13	1
Agility	7	-1
Stamina	13	1
Personality	15	1
Intelligence	10	0
Luck	10	0

Saves

Reflex	-1
Fortitude	1
Will	1

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

Equipment
Starting Funds: 30 cp
Herding dog
Waterskin (5 sp)

Weapons

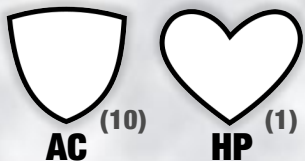
Staff +1 (1d4+1)

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (+0)
Languages: Common

XP

Name: _____



Occupation: **Radish Farmer**

Alignment: Law Neutral Chaos

Strength	16	2
Agility	11	0
Stamina	10	0
Personality	12	0
Intelligence	10	0
Luck	7	-1

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment
Starting Funds: 25 cp
Goat
Flint and steel (15 cp)

Weapons

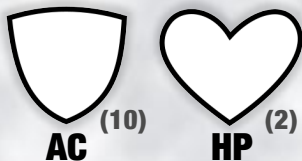
Pitchfork (as spear) +2 (1d8+2)

Notes

Lucky Sign: Bountiful harvest (Hit points, applies each level) (-1)
Languages: Common

XP

Name: _____



Occupation: **Hunter**

Alignment: Law Neutral Chaos

Strength	12	0
Agility	9	0
Stamina	10	0
Personality	11	0
Intelligence	17	2
Luck	13	1

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment
Starting Funds: 41 cp
Deer pelt
Holy water (1 vial) (25 gp)

Weapons

Shortbow +0 (1d6)

Notes

Lucky Sign: The bull (Melee attack rolls) (+1)
Languages: Common, Bugbear, Alignment

XP