



Name: _____

 ⁽⁹⁾ AC
 ⁽¹⁾ HP

Occupation: **Elven forester**

Alignment: Law Neutral Chaos

	mod	
Strength	16	2
Agility	7	-1
Stamina	6	-1
Personality	9	0
Intelligence	11	0
Luck	12	0

Saves
 Reflex **-1** Speed **30** Init **-1**
 Fortitude **-1**
 Will **0**

Equipment

Starting Funds: 38 cp
 Herbs (1 lb.)
 Flint and steel (15 cp)

Weapons



Staff +2 (1d4+2)

Notes

Lucky Sign: Lucky sign (Saving throws) (+0)
 Languages: Common, Elf
 Elven traits: Heightened senses, iron vulnerability

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽¹⁾ HP

Occupation: **Rice Farmer**

Alignment: Law Neutral Chaos

	mod	
Strength	10	0
Agility	10	0
Stamina	7	-1
Personality	11	0
Intelligence	12	0
Luck	15	1

Saves
 Reflex **0** Speed **30** Init **0**
 Fortitude **-1**
 Will **0**

Equipment

Starting Funds: 36 cp
 Hen
 Candle (1 cp)

Weapons



Pitchfork (as spear) +0 (1d8+1)

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (+1)
 Languages: Common

XP

Name: _____

 ⁽⁹⁾ AC
 ⁽²⁾ HP

Occupation: **Minstrel**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	8	-1
Stamina	9	0
Personality	10	0
Intelligence	11	0
Luck	14	1

Saves
 Reflex **-1** Speed **30** Init **-1**
 Fortitude **0**
 Will **1**

Equipment

Starting Funds: 33 cp
 Ukulele
 Mirror - hand-sized (10 gp)

Weapons



Dagger +0 (1d4)

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (+1)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽³⁾ HP

Occupation: **Elven glassblower**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	11	0
Stamina	12	0
Personality	11	0
Intelligence	13	1
Luck	10	0

Saves
 Reflex **0** Speed **30** Init **0**
 Fortitude **0**
 Will **0**

Equipment

Starting Funds: 32 cp
 Glass beads
 Torch (1 cp)

Weapons

Hammer (as club) +0 (1d4)

Notes

Lucky Sign: Righteous heart (Turn unholy checks) (+0)
 Languages: Common, Elf, Troglodyte
 Elven traits: Heightened senses, iron vulnerability

XP