

Name: _____

AC ⁽¹⁰⁾HP ⁽⁴⁾Occupation: **Beekeeper**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	2

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

Equipment

Starting Funds: 41 cp
Jar of honey
Waterskin (5 sp)

Weapons

Staff +0 (1d4)

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+0)
Languages: Common

XP

Name: _____

AC ⁽⁹⁾HP ⁽³⁾Occupation: **Cheesemaker**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 39 cp
Stinky cheese
Chain 10' (30 gp)

Weapons

Cudgel (as staff) -1 (1d4-1)

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (+0)
Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽³⁾Occupation: **Ditch digger**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment

Starting Funds: 38 cp
Fine dirt (1 lb.)
Holy water (1 vial) (25 gp)

Weapons

Shovel (as staff) +0 (1d4)

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (+0)
Languages: Common

XP

Name: _____

AC ⁽¹¹⁾HP ⁽²⁾Occupation: **Trapper**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 31 cp
Badger pelt
Mirror - hand-sized (10 gp)

Weapons

Sling +2 (1d4+2)

Notes

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

XP