



Name: Bundy the Boastful

 **AC** ⁽¹⁰⁾
 **HP** ⁽¹⁾

Occupation: Dwarven mushroom-farmer

Alignment:
 Law
 Neutral
 Chaos

		mod
Strength	15	1
Agility	9	0
Stamina	8	-1
Personality	12	0
Intelligence	14	1
Luck	14	1

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 20 **Init** 0

Equipment

Starting Funds: 26 cp
Sack
Flint and steel (15 cp)
3 Torches

Weapons



Staff +2(1d4+1)

Notes

Lucky Sign: Harsh winter (All attack rolls) (+1)
Languages: Common, Dwarf, Alignment, Bugbear
Dwarven ability: Infravision

XP

Name: Rodney du Stutterinslay

 **AC** ⁽¹⁰⁾
 **HP** ⁽⁴⁾

Occupation: Squire

Alignment:
 Law
 Neutral
 Chaos

		mod
Strength	11	0
Agility	10	0
Stamina	13	1
Personality	5	-2
Intelligence	9	0
Luck	11	0

Saves

Reflex	0
Fortitude	1
Will	-2

Speed 30 **Init** 0

Equipment

Starting Funds: 27 cp
Steel helmet
Holy symbol (25 gp)
3 Torches

Weapons

Longsword +0(1d8)

Notes



Lucky Sign: Survived the plague (Magical healing) (+0)
Languages: Common

XP

Name: Geoffray Lupin



Name: Changdragore "Chip" Adzizens

 **AC** ⁽¹¹⁾
 **HP** ⁽¹⁾

Occupation: Dwarven stonemason

Alignment:
 Law
 Neutral
 Chaos

		mod
Strength	11	0
Agility	15	1
Stamina	5	-2
Personality	10	0
Intelligence	15	1
Luck	11	0

Saves

Reflex	1
Fortitude	-2
Will	0

Speed 20 **Init** 1

Equipment

Starting Funds: 42 cp
Fine stone (10 lbs)
Rations (1 day) (5 cp)
50' Rope

Weapons

Hammer (as club) +0(1d4)

Notes

Lucky Sign: Birdsong (Number of languages) (+0)
Languages: Common, Dwarf, Goblin, Alignment
Dwarven ability: Infravision

XP