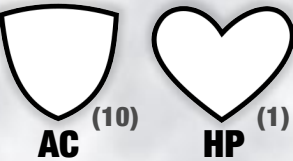


Name: Perhael Elaethan



AC (10) HP (1)

Strength	14	1
Agility	11	0
Stamina	8	-1
Personality	5	-2
Intelligence	5	-2
Luck	10	0

Notes

Lucky Sign: Speed of the cobra (Initiative) (+0)
Languages: Common
Elven traits: Heightened senses, iron vulnerability

XP

Occupation: Elven barrister

Alignment: Law Neutral Chaos

Saves Reflex 0 Fortitude -1 Will -2 Speed 30 Init 0

Equipment Starting Funds: 30 cp Book Backpack (2 gp)

Weapons Quill (as dart) +0 (1d4+1)

Name: Booth Beswick



AC (10) HP (3)

Strength	7	-1
Agility	10	0
Stamina	8	-1
Personality	7	-1
Intelligence	8	-1
Luck	13	1

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+1)
Languages: Common

XP

Occupation: Ditch digger

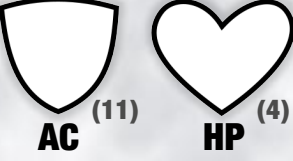
Alignment: Law Neutral Chaos

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

Equipment Starting Funds: 20 cp Fine dirt (1 lb.) Holy water (1 vial) (25 gp)

Weapons Shovel (as staff) -1 (1d4-1)

Name: Abney Aspinwall



AC (11) HP (4)

Strength	12	0
Agility	13	1
Stamina	13	1
Personality	10	0
Intelligence	5	-2
Luck	14	1

Notes

Lucky Sign: Survived the plague (Magical healing) (+1)
Languages: Common

XP

Occupation: Dock worker

Alignment: Law Neutral Chaos

Saves Reflex 1 Fortitude 1 Will 0 Speed 30 Init 1

Equipment Starting Funds: 26 cp 1 late RPG book Lantern (10 gp)

Weapons Pole (as staff) +0 (1d4)

Name: Dilton Enfield



AC (9) HP (5)

Strength	14	1
Agility	7	-1
Stamina	13	1
Personality	10	0
Intelligence	11	0
Luck	6	-1

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (-1)
Languages: Common

XP

Occupation: Hunter

Alignment: Law Neutral Chaos

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

Equipment Starting Funds: 22 cp Deer pelt Sack (large) (12 cp)

Weapons Shortbow -1 (1d6-1)