# Set 1

## 1 Ganron Hino, The Roadmender overseer

Strength: 10 Mod: 0 HP: 4  
Agility: 8 Mod: -1 AC: 9  
Stamina: 15 Mod: 1  
Personality: 14 Mod: 1 SAVES:  
Intelligence: 14 Mod: 1 Fortitude: 1 Reflex: -1 Will: 1  
Luck: 9 Mod: 0 Init bonus: -1  
  
EQUIPMENT  
Scourge (as whip) 1d4  
Sack, large  
A god gifted smug look, a permanent sunburn.  
18 copper pieces  
  
Birth Augur(luck bonus): Survived the plague: Magical healing\*  
  
Quirk: Scarred all over

## 2 Samoe Banana, The Monkey Monk

Strength: 15 Mod: 1 HP: 3  
Agility: 10 Mod: 0 AC: 10  
Stamina: 11 Mod: 0  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 8 Mod: -1 Fortitude: 0 Reflex: 0 Will: 1  
Luck: 9 Mod: 0 Init bonus: 0  
  
EQUIPMENT  
Sling 1d4  
Pole, 10-foot  
2 Meter long wrapped robe  
46 copper pieces  
  
Birth Augur(luck bonus): Lived through famine: Fortitude saving throws  
  
Quirk: Albino

## 3 Eishino the Sizeless, The Herald

Strength: 9 Mod: 0 HP: 2  
Agility: 15 Mod: 1 AC: 11  
Stamina: 12 Mod: 1  
Personality: 7 Mod: -1 SAVES:  
Intelligence: 12 Mod: 1 Fortitude: 1 Reflex: 1 Will: -1  
Luck: 5 Mod: -2 Init bonus: 1  
  
EQUIPMENT  
2 meter long brass instrument (club) 1d4  
Torch  
The standard of a royal house  
19 copper pieces  
  
Birth Augur(luck bonus): Resisted temptation: Willpower saving throws  
  
Quirk: Mushroom Fan

## 4 Mared Nyima, The Bamboo worker

Strength: 14 Mod: 1 HP: 2  
Agility: 9 Mod: 0 AC: 10  
Stamina: 10 Mod: 0  
Personality: 15 Mod: 1 SAVES:  
Intelligence: 8 Mod: -1 Fortitude: 0 Reflex: 0 Will: 1  
Luck: 10 Mod: 0 Init bonus: 0  
  
EQUIPMENT  
Handsaw (as knife) 1d4  
Torch  
Bamboo flute  
37 copper pieces  
  
Birth Augur(luck bonus): Bountiful harvest: Hit points (applies at each level)  
  
Quirk: Childhood friend became a wizard

# Set 2

## 1 Ryvasius Lemon, The Monkey Lamplighter

Strength: 13 Mod: 1 HP: 3  
Agility: 10 Mod: 0 AC: 10  
Stamina: 8 Mod: -1  
Personality: 8 Mod: -1 SAVES:  
Intelligence: 10 Mod: 0 Fortitude: -1 Reflex: 0 Will: -1  
Luck: 5 Mod: -2 Init bonus: 0  
  
EQUIPMENT  
Torch-staff 1d4  
Oil, 1 flask  
Small ladder  
46 copper pieces  
  
Birth Augur(luck bonus): Struck by lightning: Reflex saving throws  
  
Quirk: Horrible body odour

## 2 Keiwise Hirahoka, The Birdcatcher

Strength: 10 Mod: 0 HP: 1  
Agility: 18 Mod: 3 AC: 13  
Stamina: 6 Mod: -1  
Personality: 7 Mod: -1 SAVES:  
Intelligence: 14 Mod: 1 Fortitude: -1 Reflex: 3 Will: -1  
Luck: 13 Mod: 1 Init bonus: 3  
  
EQUIPMENT  
Staff 1d4  
Thieves’ tools  
Wicker cage with 4 small birds  
28 copper pieces  
  
Birth Augur(luck bonus): Conceived on horseback: Mounted attack rolls  
  
Quirk: Obsessed with creams and other cosmetic items

## 3 Sakona Jin, The Kabuki Actor

Strength: 11 Mod: 0 HP: 3  
Agility: 11 Mod: 0 AC: 10  
Stamina: 9 Mod: 0  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 10 Mod: 0 Fortitude: 0 Reflex: 0 Will: 1  
Luck: 8 Mod: -1 Init bonus: 0  
  
EQUIPMENT  
Knife 1d4  
Rations 1 day  
Demon mask  
40 copper pieces  
  
Birth Augur(luck bonus): Unholy house: Corruption rolls  
  
Quirk: Is compiling a beastiary

## 4 Darad Cloaksabre, The Dwarven Engraver

Strength: 15 Mod: 1 HP: 2  
Agility: 6 Mod: -1 AC: 9  
Stamina: 8 Mod: -1  
Personality: 9 Mod: 0 SAVES:  
Intelligence: 12 Mod: 1 Fortitude: -1 Reflex: -1 Will: 0  
Luck: 9 Mod: 0 Init bonus: -1  
  
EQUIPMENT  
Chisel (knife) 1d4  
Sack, small  
Crowbar  
18 copper pieces  
  
Birth Augur(luck bonus): Resisted temptation: Willpower saving throws  
  
Quirk: Hides an unhealing wound

# Set 3

## 1 Ande Magar, The Spear-Fisher

Strength: 12 Mod: 1 HP: 3  
Agility: 10 Mod: 0 AC: 10  
Stamina: 9 Mod: 0  
Personality: 10 Mod: 0 SAVES:  
Intelligence: 12 Mod: 1 Fortitude: 0 Reflex: 0 Will: 0  
Luck: 7 Mod: -1 Init bonus: 0  
  
EQUIPMENT  
Fishingspear  
Pole, 10-foot  
Fishbasket  
35 copper pieces  
  
Birth Augur(luck bonus): Born on the battlefield: Damage rolls  
  
Quirk: Gambling addict (won't refuse bets)

## 2 Zhehand, The Elven Courtier

Strength: 5 Mod: -2 HP: 1  
Agility: 9 Mod: 0 AC: 10  
Stamina: 7 Mod: -1  
Personality: 13 Mod: 1 SAVES:  
Intelligence: 12 Mod: 1 Fortitude: -1 Reflex: 0 Will: 1  
Luck: 14 Mod: 1 Init bonus: 0  
  
EQUIPMENT  
Knife 1d4  
Chalk  
Elven Lute  
43 copper pieces  
  
Birth Augur(luck bonus): Born under the loom: Skill checks (including thief skills)  
  
Quirk: Hides an unhealing wound

## 3 Penron Romsdal, The Mochi Maker

Strength: 11 Mod: 0 HP: 2  
Agility: 8 Mod: -1 AC: 9  
Stamina: 10 Mod: 0  
Personality: 9 Mod: 0 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: 0 Reflex: -1 Will: 0  
Luck: 14 Mod: 1 Init bonus: -1  
  
EQUIPMENT  
Mochi Hammer 1d6  
Sack, large  
Bag of lightly cooked rice  
26 copper pieces  
  
Birth Augur(luck bonus): Speed of the cobra: Initiative  
  
Quirk: Flagellant, hurts himself as punishment for immorality

## 4 Mitsurist Mittermeyer, The Promising Student

Strength: 10 Mod: 0 HP: 2  
Agility: 8 Mod: -1 AC: 9  
Stamina: 9 Mod: 0  
Personality: 11 Mod: 0 SAVES:  
Intelligence: 12 Mod: 1 Fortitude: 0 Reflex: -1 Will: 0  
Luck: 6 Mod: -1 Init bonus: -1  
  
EQUIPMENT  
Sling + 3 rocks 1d4  
Rope, 50’  
History Tome  
31 copper pieces  
  
Birth Augur(luck bonus): Fortunate date: Missile fire attack rolls  
  
Quirk: Paragon of alignment

# Set 4

## 1 Bunshi the Forgetable, The Herald

Strength: 15 Mod: 1 HP: 4  
Agility: 10 Mod: 0 AC: 10  
Stamina: 9 Mod: 0  
Personality: 14 Mod: 1 SAVES:  
Intelligence: 13 Mod: 1 Fortitude: 0 Reflex: 0 Will: 1  
Luck: 8 Mod: -1 Init bonus: 0  
  
EQUIPMENT  
2 meter long brass instrument (club) 1d4  
Holy water, 1 vial  
The standard of a royal house  
24 copper pieces  
  
Birth Augur(luck bonus): Born on the battlefield: Damage rolls  
  
Quirk: Long-jump champion

## 2 Xaneron the Quick, The Rat Catcher

Strength: 11 Mod: 0 HP: 3  
Agility: 13 Mod: 1 AC: 11  
Stamina: 7 Mod: -1  
Personality: 6 Mod: -1 SAVES:  
Intelligence: 10 Mod: 0 Fortitude: -1 Reflex: 1 Will: -1  
Luck: 10 Mod: 0 Init bonus: 1  
  
EQUIPMENT  
A two pronged stick (staff) 1d4  
Iron spikes, 5  
Leather apron, gloves and pointy hat.  
33 copper pieces  
  
Birth Augur(luck bonus): Path of the bear: Melee damage rolls  
  
Quirk: It's not enough that he should succeed, others should fail.

## 3 Snahandneron, The Elven Craftsman

Strength: 12 Mod: 1 HP: 2  
Agility: 14 Mod: 1 AC: 11  
Stamina: 7 Mod: -1  
Personality: 6 Mod: -1 SAVES:  
Intelligence: 8 Mod: -1 Fortitude: -1 Reflex: 1 Will: -1  
Luck: 11 Mod: 0 Init bonus: 1  
  
EQUIPMENT  
Oddly shaped carving knife 1d4  
Sack, small  
Ornate wooden necklace  
33 copper pieces  
  
Birth Augur(luck bonus): Wild child: Speed (each +1/-1 = +5’/-5’ speed)  
  
Quirk: Can whistle extremely loudly

## 4 Dafled Onesea, The Dwarven Blacksmith

Strength: 15 Mod: 1 HP: 3  
Agility: 10 Mod: 0 AC: 10  
Stamina: 9 Mod: 0  
Personality: 9 Mod: 0 SAVES:  
Intelligence: 17 Mod: 2 Fortitude: 0 Reflex: 0 Will: 0  
Luck: 7 Mod: -1 Init bonus: 0  
  
EQUIPMENT  
Smiths Hammer (as club) 1d4  
Hammer, small  
Tongs  
33 copper pieces  
  
Birth Augur(luck bonus): Born under the loom: Skill checks (including thief skills)  
  
Quirk: High-jump champion

# Set 5

## 1 Oldstein Bronzesabre, The Dwarven Bodyguard

Strength: 17 Mod: 2 HP: 6  
Agility: 5 Mod: -2 AC: 8  
Stamina: 18 Mod: 3  
Personality: 8 Mod: -1 SAVES:  
Intelligence: 14 Mod: 1 Fortitude: 3 Reflex: -2 Will: -1  
Luck: 13 Mod: 1 Init bonus: -2  
  
EQUIPMENT  
Spear 1d8  
Thieves’ tools  
Human Shield (a disgrace to dwarves)  
31 copper pieces  
  
Birth Augur(luck bonus): Seventh son: Spell checks  
  
Quirk: Dwarf-Fan

## 2 Daiagald Hammock, The Monkey Monk

Strength: 8 Mod: -1 HP: 4  
Agility: 9 Mod: 0 AC: 10  
Stamina: 10 Mod: 0  
Personality: 9 Mod: 0 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: 0 Reflex: 0 Will: 0  
Luck: 9 Mod: 0 Init bonus: 0  
  
EQUIPMENT  
Sling 1d4  
Holy water, 1 vial  
2 Meter long wrapped robe  
34 copper pieces  
  
Birth Augur(luck bonus): Resisted temptation: Willpower saving throws  
  
Quirk: Plays a Sport nobody else understands

## 3 Hukei Yamada Bome, The Pot Seller

Strength: 10 Mod: 0 HP: 4  
Agility: 11 Mod: 0 AC: 10  
Stamina: 13 Mod: 1  
Personality: 17 Mod: 2 SAVES:  
Intelligence: 8 Mod: -1 Fortitude: 1 Reflex: 0 Will: 2  
Luck: 8 Mod: -1 Init bonus: 0  
  
EQUIPMENT  
Club 1d4  
Oil, 1 flask  
sack of small clay crafts 2d3  
22 copper pieces  
  
Birth Augur(luck bonus): Harsh winter: All attack rolls  
  
Quirk: Dog like sensitivity to smells

## 4 Anttagi Beer, The Monkey Wildling

Strength: 11 Mod: 0 HP: 5  
Agility: 7 Mod: -1 AC: 9  
Stamina: 15 Mod: 1  
Personality: 11 Mod: 0 SAVES:  
Intelligence: 13 Mod: 1 Fortitude: 1 Reflex: -1 Will: 0  
Luck: 15 Mod: 1 Init bonus: -1  
  
EQUIPMENT  
Stone shank (knife) 1d4  
Mirror  
A crudely carved ivory statue trying to resemble some monkey  
51 copper pieces  
  
Birth Augur(luck bonus): Unholy house: Corruption rolls  
  
Quirk: Afraid of Bugs

# Set 6

## 1 Okieger BagginsShinobi, The Court Painter

Strength: 6 Mod: -1 HP: 1  
Agility: 16 Mod: 2 AC: 12  
Stamina: 8 Mod: -1  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 11 Mod: 0 Fortitude: -1 Reflex: 2 Will: 1  
Luck: 16 Mod: 2 Init bonus: 2  
  
EQUIPMENT  
Foldable ezel(club) 1d4  
Flask, empty  
set of brushes  
29 copper pieces  
  
Birth Augur(luck bonus): Pack hunter: Attack and damage rolls for 0-level starting weapon  
  
Quirk: Loves Bugs

## 2 Alrist Tsuda, The Endentured Servant

Strength: 9 Mod: 0 HP: 3  
Agility: 10 Mod: 0 AC: 10  
Stamina: 13 Mod: 1  
Personality: 15 Mod: 1 SAVES:  
Intelligence: 8 Mod: -1 Fortitude: 1 Reflex: 0 Will: 1  
Luck: 11 Mod: 0 Init bonus: 0  
  
EQUIPMENT  
Large Hoe (club) 1d4  
Oil, 1 flask  
Loincloth, remove all coins  
25 copper pieces  
  
Birth Augur(luck bonus): Conceived on horseback: Mounted attack rolls  
  
Quirk: Undeveloped conjoined twin

## 3 Snazerald, The Elven Craftsman

Strength: 17 Mod: 2 HP: 5  
Agility: 16 Mod: 2 AC: 12  
Stamina: 14 Mod: 1  
Personality: 17 Mod: 2 SAVES:  
Intelligence: 14 Mod: 1 Fortitude: 1 Reflex: 2 Will: 2  
Luck: 10 Mod: 0 Init bonus: 2  
  
EQUIPMENT  
Oddly shaped carving knife 1d4  
Flask, empty  
Ornate wooden necklace  
37 copper pieces  
  
Birth Augur(luck bonus): Seventh son: Spell checks  
  
Quirk: Talks about natural elements as if they're people

## 4 Xantrand Yoshi, The Barber

Strength: 14 Mod: 1 HP: 3  
Agility: 14 Mod: 1 AC: 11  
Stamina: 10 Mod: 0  
Personality: 10 Mod: 0 SAVES:  
Intelligence: 4 Mod: -2 Fortitude: 0 Reflex: 1 Will: 0  
Luck: 11 Mod: 0 Init bonus: 1  
  
EQUIPMENT  
Scissors (daggers) 1d4  
Hammer, small  
A collection of differently colored human hair  
31 copper pieces  
  
Birth Augur(luck bonus): Righteous heart: Turn unholy checks  
  
Quirk: Sneezes around hairy animals

# Set 7

## 1 Conmichi the Forgetable, The Army Recruiter

Strength: 12 Mod: 1 HP: 3  
Agility: 12 Mod: 1 AC: 11  
Stamina: 11 Mod: 0  
Personality: 17 Mod: 2 SAVES:  
Intelligence: 6 Mod: -1 Fortitude: 0 Reflex: 1 Will: 2  
Luck: 15 Mod: 1 Init bonus: 1  
  
EQUIPMENT  
Spear 1d8  
Iron spikes, 5  
Shield  
33 copper pieces  
  
Birth Augur(luck bonus): Path of the bear: Melee damage rolls  
  
Quirk: Has a family of ten children and is desperate for a good reason to leave them behind

## 2 Salazeraldgerald, The Elven Courtier

Strength: 7 Mod: -1 HP: 2  
Agility: 4 Mod: -2 AC: 8  
Stamina: 8 Mod: -1  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: -1 Reflex: -2 Will: 1  
Luck: 17 Mod: 2 Init bonus: -2  
  
EQUIPMENT  
Knife 1d4  
Backpack  
Elven Lute  
30 copper pieces  
  
Birth Augur(luck bonus): Raised by wolves: Unarmed attack rolls  
  
Quirk: Loves Mochi

## 3 Onmichi the Unlucky, The Endentured Servant

Strength: 13 Mod: 1 HP: 4  
Agility: 10 Mod: 0 AC: 10  
Stamina: 14 Mod: 1  
Personality: 9 Mod: 0 SAVES:  
Intelligence: 11 Mod: 0 Fortitude: 1 Reflex: 0 Will: 0  
Luck: 9 Mod: 0 Init bonus: 0  
  
EQUIPMENT  
Large Hoe (club) 1d4  
Sack, large  
Loincloth, remove all coins  
38 copper pieces  
  
Birth Augur(luck bonus): Birdsong: Number of languages  
  
Quirk: Very bad with any kind of directions

## 4 Keideki Climbing, The Monkey Hot-springer

Strength: 11 Mod: 0 HP: 2  
Agility: 5 Mod: -2 AC: 8  
Stamina: 12 Mod: 1  
Personality: 10 Mod: 0 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: 1 Reflex: -2 Will: 0  
Luck: 14 Mod: 1 Init bonus: -2  
  
EQUIPMENT  
Bucket on a stick (club) 1d4  
Holy water, 1 vial  
2 towels  
37 copper pieces  
  
Birth Augur(luck bonus): Path of the bear: Melee damage rolls  
  
Quirk: Never has sympathy for monsters

# Set 8

## 1 Daiko Ide, The Animal Trainer

Strength: 12 Mod: 1 HP: 6  
Agility: 7 Mod: -1 AC: 9  
Stamina: 17 Mod: 2  
Personality: 10 Mod: 0 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: 2 Reflex: -1 Will: 0  
Luck: 13 Mod: 1 Init bonus: -1  
  
EQUIPMENT  
Staff 1d4  
Chain, 10’  
Giant Snout Beetle  
35 copper pieces  
  
Birth Augur(luck bonus): Fox’s cunning: Find/disable traps  
  
Quirk: Sneezes around hairy animals

## 2 Madeo Sato, The Temple attendant (servant)

Strength: 7 Mod: -1 HP: 2  
Agility: 12 Mod: 1 AC: 11  
Stamina: 8 Mod: -1  
Personality: 14 Mod: 1 SAVES:  
Intelligence: 7 Mod: -1 Fortitude: -1 Reflex: 1 Will: 1  
Luck: 12 Mod: 1 Init bonus: 1  
  
EQUIPMENT  
Broom (as staff) 1d4  
Chest  
prayers inscribed in wooden slats tied with rope  
24 copper pieces  
  
Birth Augur(luck bonus): Bountiful harvest: Hit points (applies at each level)  
  
Quirk: Hiding an accent that comes out at low HP

## 3 Beend Snowback, The Dwarven Army Reserve

Strength: 11 Mod: 0 HP: 2  
Agility: 7 Mod: -1 AC: 9  
Stamina: 11 Mod: 0  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 10 Mod: 0 Fortitude: 0 Reflex: -1 Will: 1  
Luck: 8 Mod: -1 Init bonus: -1  
  
EQUIPMENT  
Handaxe 1d4  
Lantern  
Clay Jug of Dwarven Ale  
39 copper pieces  
  
Birth Augur(luck bonus): Fox’s cunning: Find/disable traps  
  
Quirk: Gambling addict (won't refuse bets)

## 4 Darmanderpagi, The Elven Mystic

Strength: 15 Mod: 1 HP: 1  
Agility: 15 Mod: 1 AC: 11  
Stamina: 7 Mod: -1  
Personality: 5 Mod: -2 SAVES:  
Intelligence: 13 Mod: 1 Fortitude: -1 Reflex: 1 Will: -2  
Luck: 15 Mod: 1 Init bonus: 1  
  
EQUIPMENT  
Knife with snake handle 1d4  
Sack, small  
Smelling salts  
19 copper pieces  
  
Birth Augur(luck bonus): The Broken Star: Fumbles\*\*  
  
Quirk: Gambling addict (won't refuse bets)

# Set 9

## 1 Arsrad Barreltree, The Dwarven Musician

Strength: 11 Mod: 0 HP: 2  
Agility: 12 Mod: 1 AC: 11  
Stamina: 11 Mod: 0  
Personality: 16 Mod: 2 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: 0 Reflex: 1 Will: 2  
Luck: 10 Mod: 0 Init bonus: 1  
  
EQUIPMENT  
Greathorn (as club) 1d4  
Mirror  
Costume decorated with microline rings and obsidian spikes  
33 copper pieces  
  
Birth Augur(luck bonus): Born on the battlefield: Damage rolls  
  
Quirk: Problems with authority

## 2 Yored Naotomo, The Town Prostitute

Strength: 10 Mod: 0 HP: 2  
Agility: 13 Mod: 1 AC: 11  
Stamina: 8 Mod: -1  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 15 Mod: 1 Fortitude: -1 Reflex: 1 Will: 1  
Luck: 12 Mod: 1 Init bonus: 1  
  
EQUIPMENT  
Knife 1d4  
Chain, 10’  
Strong soap  
37 copper pieces  
  
Birth Augur(luck bonus): Raised by wolves: Unarmed attack rolls  
  
Quirk: Secretly rich, has 1d6+4 gold stowed away somewhere

## 3 Geirrron Teruhira, The Trapper

Strength: 10 Mod: 0 HP: 3  
Agility: 11 Mod: 0 AC: 10  
Stamina: 13 Mod: 1  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: 1 Reflex: 0 Will: 1  
Luck: 11 Mod: 0 Init bonus: 0  
  
EQUIPMENT  
Skinning knife 1d4  
Holy symbol  
Small animal trap  
20 copper pieces  
  
Birth Augur(luck bonus): The raging storm: Spell damage  
  
Quirk: Keeps Diary (but its extremely depressing and pessimistic)

## 4 Pentoshi the Blessed, The Rice-farmer

Strength: 15 Mod: 1 HP: 1  
Agility: 8 Mod: -1 AC: 9  
Stamina: 10 Mod: 0  
Personality: 11 Mod: 0 SAVES:  
Intelligence: 13 Mod: 1 Fortitude: 0 Reflex: -1 Will: 0  
Luck: 9 Mod: 0 Init bonus: -1  
  
EQUIPMENT  
Large Hoe (club) 1d4  
Grappling hook  
Onigiri x5  
41 copper pieces  
  
Birth Augur(luck bonus): The raging storm: Spell damage  
  
Quirk: Darth Sidius (Knite: cheerfully evil)

# Set 10

## 1 Kesnaxus Earthsword, The Dwarven Weaponcrafter

Strength: 13 Mod: 1 HP: 3  
Agility: 12 Mod: 1 AC: 11  
Stamina: 12 Mod: 1  
Personality: 11 Mod: 0 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: 1 Reflex: 1 Will: 0  
Luck: 8 Mod: -1 Init bonus: 1  
  
EQUIPMENT  
Axe 1d4  
Rope, 50’  
Mass production mold for a simple handaxe  
30 copper pieces  
  
Birth Augur(luck bonus): Path of the bear: Melee damage rolls  
  
Quirk: Likes to play practical tricks on his fellows

## 2 Shigeki Apple, The Monkey Musician

Strength: 5 Mod: -2 HP: 3  
Agility: 13 Mod: 1 AC: 11  
Stamina: 8 Mod: -1  
Personality: 7 Mod: -1 SAVES:  
Intelligence: 14 Mod: 1 Fortitude: -1 Reflex: 1 Will: -1  
Luck: 11 Mod: 0 Init bonus: 1  
  
EQUIPMENT  
Flute (club) 1d4  
Pole, 10-foot  
Smaller monkey dancer (1hp)  
15 copper pieces  
  
Birth Augur(luck bonus): Birdsong: Number of languages  
  
Quirk: Smells of new money +2d6 gold, makes bad financial decisions

## 3 Mitsuhippus Kham, The Tanner

Strength: 13 Mod: 1 HP: 6  
Agility: 13 Mod: 1 AC: 11  
Stamina: 16 Mod: 2  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 10 Mod: 0 Fortitude: 2 Reflex: 1 Will: 1  
Luck: 9 Mod: 0 Init bonus: 1  
  
EQUIPMENT  
Bullwhip 1d4  
Lantern  
Several racks for hides  
44 copper pieces  
  
Birth Augur(luck bonus): Path of the bear: Melee damage rolls  
  
Quirk: Gambling addict (won't refuse bets)

## 4 Conzumi Jewels, The Monkey Dancer

Strength: 5 Mod: -2 HP: 5  
Agility: 10 Mod: 0 AC: 10  
Stamina: 15 Mod: 1  
Personality: 9 Mod: 0 SAVES:  
Intelligence: 8 Mod: -1 Fortitude: 1 Reflex: 0 Will: 0  
Luck: 14 Mod: 1 Init bonus: 0  
  
EQUIPMENT  
Knife1d4   
Lantern  
2x colourful fans  
46 copper pieces  
  
Birth Augur(luck bonus): Unholy house: Corruption rolls  
  
Quirk: Thinks his worst stat is his best stat

# Set 11

## 1 Yuagon Tsuda, The Animal Trainer

Strength: 4 Mod: -2 HP: 2  
Agility: 10 Mod: 0 AC: 10  
Stamina: 9 Mod: 0  
Personality: 11 Mod: 0 SAVES:  
Intelligence: 13 Mod: 1 Fortitude: 0 Reflex: 0 Will: 0  
Luck: 10 Mod: 0 Init bonus: 0  
  
EQUIPMENT  
Wooden Sword (club) 1d4  
Lantern  
Dog  
24 copper pieces  
  
Birth Augur(luck bonus): Survived a spider bite: Saving throws against poison  
  
Quirk: Doesn't know what sex is

## 2 Yunaron the Heavensent, The Traveling Wizards Apprentice

Strength: 11 Mod: 0 HP: 1  
Agility: 14 Mod: 1 AC: 11  
Stamina: 4 Mod: -2  
Personality: 18 Mod: 3 SAVES:  
Intelligence: 14 Mod: 1 Fortitude: -2 Reflex: 1 Will: 3  
Luck: 12 Mod: 1 Init bonus: 1  
  
EQUIPMENT  
Staff 1d4  
Holy water, 1 vial  
Scrollcase  
32 copper pieces  
  
Birth Augur(luck bonus): Fox’s cunning: Find/disable traps  
  
Quirk: Exclusively drinks alcohol (water only in an emergency)

## 3 Bedegard Blisstroll, The Dwarven Musician

Strength: 10 Mod: 0 HP: 3  
Agility: 15 Mod: 1 AC: 11  
Stamina: 9 Mod: 0  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: 0 Reflex: 1 Will: 1  
Luck: 15 Mod: 1 Init bonus: 1  
  
EQUIPMENT  
Greathorn (as club) 1d4  
Torch  
Costume decorated with microline rings and obsidian spikes  
30 copper pieces  
  
Birth Augur(luck bonus): Hawkeye: Missile fire damage rolls  
  
Quirk: Often just wanders off

## 4 Yoki Sato, The Mochi Maker

Strength: 15 Mod: 1 HP: 1  
Agility: 10 Mod: 0 AC: 10  
Stamina: 9 Mod: 0  
Personality: 13 Mod: 1 SAVES:  
Intelligence: 15 Mod: 1 Fortitude: 0 Reflex: 0 Will: 1  
Luck: 10 Mod: 0 Init bonus: 0  
  
EQUIPMENT  
Mochi Hammer 1d6  
Lantern  
Bag of lightly cooked rice  
24 copper pieces  
  
Birth Augur(luck bonus): Survived the plague: Magical healing\*  
  
Quirk: Long-jump champion

# Set 12

## 1 Cleozumi Children, The Monkey Fisher

Strength: 8 Mod: -1 HP: 4  
Agility: 8 Mod: -1 AC: 9  
Stamina: 9 Mod: 0  
Personality: 16 Mod: 2 SAVES:  
Intelligence: 10 Mod: 0 Fortitude: 0 Reflex: -1 Will: 2  
Luck: 12 Mod: 1 Init bonus: -1  
  
EQUIPMENT  
Knife 1d4  
Crowbar  
Small fishing rod  
38 copper pieces  
  
Birth Augur(luck bonus): Conceived on horseback: Mounted attack rolls  
  
Quirk: Always takes the blame for his companions

## 2 Junshino Yang, The Dyer

Strength: 12 Mod: 1 HP: 4  
Agility: 13 Mod: 1 AC: 11  
Stamina: 15 Mod: 1  
Personality: 13 Mod: 1 SAVES:  
Intelligence: 8 Mod: -1 Fortitude: 1 Reflex: 1 Will: 1  
Luck: 8 Mod: -1 Init bonus: 1  
  
EQUIPMENT  
Great stirring spoon (club) 1d4  
Crowbar  
2x bottles of dye  
39 copper pieces  
  
Birth Augur(luck bonus): Lived through famine: Fortitude saving throws  
  
Quirk: Is promised to marry the ugliest girl in town

## 3 Orytiza, The Elven Specialist Chef

Strength: 15 Mod: 1 HP: 2  
Agility: 12 Mod: 1 AC: 11  
Stamina: 15 Mod: 1  
Personality: 11 Mod: 0 SAVES:  
Intelligence: 6 Mod: -1 Fortitude: 1 Reflex: 1 Will: 0  
Luck: 14 Mod: 1 Init bonus: 1  
  
EQUIPMENT  
Delicate fork (knife) 1d4  
Lantern  
Elven bread  
41 copper pieces  
  
Birth Augur(luck bonus): Bountiful harvest: Hit points (applies at each level)  
  
Quirk: Childhood friend became a wizard

## 4 Caekoto the Branded, The Town Prostitute

Strength: 12 Mod: 1 HP: 2  
Agility: 9 Mod: 0 AC: 10  
Stamina: 5 Mod: -2  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 13 Mod: 1 Fortitude: -2 Reflex: 0 Will: 1  
Luck: 12 Mod: 1 Init bonus: 0  
  
EQUIPMENT  
Knife 1d4  
Iron spikes, 5  
Strong soap  
30 copper pieces  
  
Birth Augur(luck bonus): Four-leafed clover: Find secret doors  
  
Quirk: High-jump champion