# Set 1

## 1 Ganran son of Teruhira, The Town Guard

Strength: 16 Mod: 2 HP: 4  
Agility: 14 Mod: 1 AC: 11  
Stamina: 9 Mod: 0  
Personality: 7 Mod: -1 SAVES:  
Intelligence: 11 Mod: 0 Fortitude: 0 Reflex: 1 Will: -1  
Luck: 13 Mod: 1 Init bonus: 1  
  
EQUIPMENT  
Short Sword  
Flask, empty  
Chain 10ft  
44 copper pieces  
  
Birth Augur(luck bonus): Pack hunter: Attack and damage rolls for 0-level starting weapon  
  
Quirk: Can't handle alcohol

## 2 Alfron Michitsune, The Elven Falconer

Strength: 10 Mod: 0 HP: 4  
Agility: 12 Mod: 1 AC: 11  
Stamina: 11 Mod: 0  
Personality: 10 Mod: 0 SAVES:  
Intelligence: 8 Mod: -1 Fortitude: 0 Reflex: 1 Will: 0  
Luck: 9 Mod: 0 Init bonus: 1  
  
EQUIPMENT  
Knife  
Oil, 1 flask  
Falcon  
32 copper pieces  
  
Birth Augur(luck bonus): Speed of the cobra: Initiative  
  
Quirk: Smokes constantly

## 3 Phil the Bald, The Monkey Traveller

Strength: 15 Mod: 1 HP: 4  
Agility: 10 Mod: 0 AC: 10  
Stamina: 12 Mod: 1  
Personality: 14 Mod: 1 SAVES:  
Intelligence: 6 Mod: -1 Fortitude: 1 Reflex: 0 Will: 1  
Luck: 5 Mod: -2 Init bonus: 0  
  
EQUIPMENT  
Staff  
Torch  
Small sack  
18 copper pieces  
  
Birth Augur(luck bonus): Born under the loom: Skill checks (including thief skills)  
  
Quirk: Can't handle alcohol

## 4 Xando Kujo, The Rice-farmer

Strength: 14 Mod: 1 HP: 3  
Agility: 5 Mod: -2 AC: 8  
Stamina: 16 Mod: 2  
Personality: 8 Mod: -1 SAVES:  
Intelligence: 12 Mod: 1 Fortitude: 2 Reflex: -2 Will: -1  
Luck: 15 Mod: 1 Init bonus: -2  
  
EQUIPMENT  
Sickle (knife)  
Hammer, small  
Large Sack  
41 copper pieces  
  
Birth Augur(luck bonus): Survived a spider bite: Saving throws against poison  
  
Quirk: Doesn't know what sex is

# Set 2

## 1 Yuson the Bald, The Monkey Actor

Strength: 7 Mod: -1 HP: 4  
Agility: 14 Mod: 1 AC: 11  
Stamina: 9 Mod: 0  
Personality: 8 Mod: -1 SAVES:  
Intelligence: 16 Mod: 2 Fortitude: 0 Reflex: 1 Will: -1  
Luck: 16 Mod: 2 Init bonus: 1  
  
EQUIPMENT  
Staff  
Oil, 1 flask  
Monkey Mask  
42 copper pieces  
  
Birth Augur(luck bonus): Raised by wolves: Unarmed attack rolls  
  
Quirk: Can instantly count small objects like rainman

## 2 Samagald Kagekazu, The Promising Student

Strength: 10 Mod: 0 HP: 5  
Agility: 8 Mod: -1 AC: 9  
Stamina: 13 Mod: 1  
Personality: 16 Mod: 2 SAVES:  
Intelligence: 14 Mod: 1 Fortitude: 1 Reflex: -1 Will: 2  
Luck: 14 Mod: 1 Init bonus: -1  
  
EQUIPMENT  
Sling + 3 rocks  
Thieves’ tools  
History Tome  
20 copper pieces  
  
Birth Augur(luck bonus): Survived a spider bite: Saving throws against poison  
  
Quirk: Always carries a cumbersome straw mattress due to his back problems

## 3 Phildalf Kujo, The Army Recruiter

Strength: 9 Mod: 0 HP: 1  
Agility: 10 Mod: 0 AC: 10  
Stamina: 8 Mod: -1  
Personality: 13 Mod: 1 SAVES:  
Intelligence: 15 Mod: 1 Fortitude: -1 Reflex: 0 Will: 1  
Luck: 11 Mod: 0 Init bonus: 0  
  
EQUIPMENT  
Spear  
Flask, empty  
Shield  
37 copper pieces  
  
Birth Augur(luck bonus): The bull: Melee attack rolls  
  
Quirk: Never has sympathy for monsters

## 4 Ikewise Kujo, The Deserter

Strength: 14 Mod: 1 HP: 1  
Agility: 12 Mod: 1 AC: 11  
Stamina: 7 Mod: -1  
Personality: 14 Mod: 1 SAVES:  
Intelligence: 15 Mod: 1 Fortitude: -1 Reflex: 1 Will: 1  
Luck: 10 Mod: 0 Init bonus: 1  
  
EQUIPMENT  
Spear  
Backpack  
Lacquered helmet  
29 copper pieces  
  
Birth Augur(luck bonus): Righteous heart: Turn unholy checks  
  
Quirk: Dwarf-Fan

# Set 3

## 1 Frodo Shigetoki, The Orphan

Strength: 15 Mod: 1 HP: 2  
Agility: 13 Mod: 1 AC: 11  
Stamina: 15 Mod: 1  
Personality: 8 Mod: -1 SAVES:  
Intelligence: 10 Mod: 0 Fortitude: 1 Reflex: 1 Will: -1  
Luck: 14 Mod: 1 Init bonus: 1  
  
EQUIPMENT  
Club  
Mirror  
Begging bowl  
36 copper pieces  
  
Birth Augur(luck bonus): Born on the battlefield: Damage rolls  
  
Quirk: Has a fake eye

## 2 Ikeagon Sukeyasu, The Monkey Musician

Strength: 10 Mod: 0 HP: 2  
Agility: 14 Mod: 1 AC: 11  
Stamina: 9 Mod: 0  
Personality: 11 Mod: 0 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: 0 Reflex: 1 Will: 0  
Luck: 5 Mod: -2 Init bonus: 1  
  
EQUIPMENT  
Flute (club)  
Pole, 10-foot  
Smaller monkey dancer (1hp)  
39 copper pieces  
  
Birth Augur(luck bonus): Wild child: Speed (each +1/-1 = +5’/-5’ speed)  
  
Quirk: Infamous arena fighter known for his dirty tactics

## 3 Phileron son of Sukeyasu, The Manhunter

Strength: 16 Mod: 2 HP: 5  
Agility: 10 Mod: 0 AC: 10  
Stamina: 12 Mod: 1  
Personality: 14 Mod: 1 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: 1 Reflex: 0 Will: 1  
Luck: 6 Mod: -1 Init bonus: 0  
  
EQUIPMENT  
Short Sword  
Pole, 10-foot  
Manacles  
41 copper pieces  
  
Birth Augur(luck bonus): Righteous heart: Turn unholy checks  
  
Quirk: Good at finding Bush-tucka

## 4 Keimichi son of Michitsune, The 3rd Rank Family Noble

Strength: 13 Mod: 1 HP: 3  
Agility: 8 Mod: -1 AC: 9  
Stamina: 13 Mod: 1  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 10 Mod: 0 Fortitude: 1 Reflex: -1 Will: 1  
Luck: 7 Mod: -1 Init bonus: -1  
  
EQUIPMENT  
Ornate Scabbard(as club)  
Hammer, small  
notes for 100gp debt  
25 copper pieces  
  
Birth Augur(luck bonus): Path of the bear: Melee damage rolls  
  
Quirk: Secretly rich, has 1d6+4 gold stowed away somewhere

# Set 4

## 1 Ikehiki Naotomo, The Herbalist

Strength: 11 Mod: 0 HP: 3  
Agility: 8 Mod: -1 AC: 9  
Stamina: 12 Mod: 1  
Personality: 13 Mod: 1 SAVES:  
Intelligence: 13 Mod: 1 Fortitude: 1 Reflex: -1 Will: 1  
Luck: 7 Mod: -1 Init bonus: -1  
  
EQUIPMENT  
Sickle (knife)  
Sack, large  
Small bag of herbs  
25 copper pieces  
  
Birth Augur(luck bonus): Four-leafed clover: Find secret doors  
  
Quirk: Dog like sensitivity to smells

## 2 Samko Sukeyasu, The Deserter

Strength: 18 Mod: 3 HP: 3  
Agility: 14 Mod: 1 AC: 11  
Stamina: 12 Mod: 1  
Personality: 9 Mod: 0 SAVES:  
Intelligence: 9 Mod: 0 Fortitude: 1 Reflex: 1 Will: 0  
Luck: 13 Mod: 1 Init bonus: 1  
  
EQUIPMENT  
Spear  
Iron spikes, 5  
Lacquered helmet  
24 copper pieces  
  
Birth Augur(luck bonus): Speed of the cobra: Initiative  
  
Quirk: Never-nude

## 3 Alfeger Shigetoki, The Rat Catcher

Strength: 10 Mod: 0 HP: 2  
Agility: 9 Mod: 0 AC: 10  
Stamina: 11 Mod: 0  
Personality: 11 Mod: 0 SAVES:  
Intelligence: 16 Mod: 2 Fortitude: 0 Reflex: 0 Will: 0  
Luck: 5 Mod: -2 Init bonus: 0  
  
EQUIPMENT  
A two pronged stick (staff)  
Mirror  
Leather apron, gloves and pointy hat.  
38 copper pieces  
  
Birth Augur(luck bonus): The bull: Melee attack rolls  
  
Quirk: Very bad with any kind of directions

## 4 Keiron son of Yokohama, The Spirit medium

Strength: 12 Mod: 1 HP: 2  
Agility: 8 Mod: -1 AC: 9  
Stamina: 8 Mod: -1  
Personality: 12 Mod: 1 SAVES:  
Intelligence: 10 Mod: 0 Fortitude: -1 Reflex: -1 Will: 1  
Luck: 12 Mod: 1 Init bonus: -1  
  
EQUIPMENT  
Staff  
Chest  
Incense  
32 copper pieces  
  
Birth Augur(luck bonus): Raised by wolves: Unarmed attack rolls  
  
Quirk: Loves to wear helmets