

Name: _____



AC (10)



HP (4)

Occupation:

Garnement

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 27 cp
Sébile
Chandelle (1 pc)

Weapons

Bout de bois +0 (1d4)

Strength	11	0
Agility	9	0
Stamina	13	1
Personality	14	1
Intelligence	17	2
Luck	18	3

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (+3)
Languages: Common, Hobgoblin, Ogre

XP

Name: _____



AC (11)



HP (4)

Occupation:

Herboriste

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 29 cp
1 livre d'herbes
Chaîne de 3 mètres (30 po)

Weapons

Massue +1 (1d4+1)

Strength	13	1
Agility	15	1
Stamina	15	1
Personality	12	0
Intelligence	7	-1
Luck	16	2

Notes

Lucky Sign: Fortunate date (Missile fire attack rolls) (+2)
Languages: Common

XP

Name: _____



AC (11)



HP (2)

Occupation:

Fermier

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-1
Will	2

Speed 30 Init 1

Equipment

Starting Funds: 25 cp
Poule
Grappin (1 po)

Weapons

Fourche +0 (1d8)

Strength	12	0
Agility	13	1
Stamina	6	-1
Personality	17	2
Intelligence	8	-1
Luck	10	0

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (+0)
Languages: Common

XP

Name: _____



AC (9)



HP (1)

Occupation:

Fermier

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	1

Speed 30 Init -1

Equipment

Starting Funds: 45 cp
Femelle
Bâton de 3 mètres (15 pc)

Weapons

Fourche +1 (1d8+2)

Strength	14	1
Agility	8	-1
Stamina	11	0
Personality	13	1
Intelligence	12	0
Luck	13	1

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (+1)
Languages: Common

XP