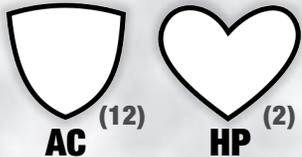


Name: _____



Occupation: **Apiculteur**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	17	2
Stamina	15	1
Personality	17	2
Intelligence	11	0
Luck	11	0

Saves

Reflex	2
Fortitude	1
Will	2

Speed **30** Init **2**

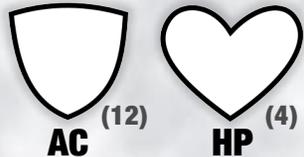
Equipment
Starting Funds: 23 cp
Jarre de miel
Bâton de 3 mètres (15 pc)

Weapons

Bâton -1 (1d4-1)

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

Name: _____



Occupation: **Fermier**

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	16	2
Stamina	15	1
Personality	16	2
Intelligence	13	1
Luck	15	1

Saves

Reflex	2
Fortitude	1
Will	2

Speed **30** Init **2**

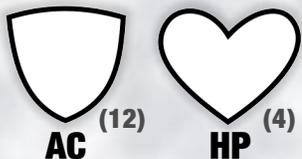
Equipment
Starting Funds: 33 cp
Mouton
Grand sac (12 pc)

Weapons

Fourche +1 (1d8+1)

Notes
Lucky Sign: Hawkeye (Missile fire damage rolls) (+1)
Languages: Common, Hobgoblin **XP**

Name: _____



Occupation: **Guérisseur**

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	16	2
Stamina	10	0
Personality	14	1
Intelligence	11	0
Luck	5	-2

Saves

Reflex	2
Fortitude	0
Will	1

Speed **30** Init **2**

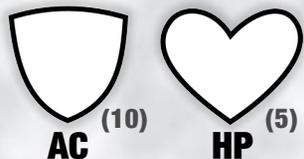
Equipment
Starting Funds: 22 cp
1 fiole d'eau bénite (1D4 points de dégâts)
Coffre vide (2 po)

Weapons

Massue +1 (1d4+1)

Notes
Lucky Sign: Fortunate date (Missile fire attack rolls) (-2)
Languages: Common **XP**

Name: _____



Occupation: **Apiculteur**

Alignment: Law Neutral Chaos

	mod	
Strength	17	2
Agility	12	0
Stamina	16	2
Personality	12	0
Intelligence	11	0
Luck	13	1

Saves

Reflex	0
Fortitude	2
Will	0

Speed **30** Init **0**

Equipment
Starting Funds: 30 cp
Jarre de miel
Petit sac (8 pc)

Weapons

Bâton +2 (1d4+2)

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