

Name: \_\_\_\_\_



Occupation: **Aigrefin**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	18	3
Agility	12	0
Stamina	8	-1
Personality	15	1
Intelligence	13	1
Luck	15	1

Saves

Reflex	0
Fortitude	-1
Will	1

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

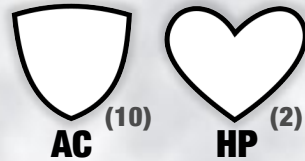
Equipment  
Starting Funds: 36 cp  
Cape de bonne facture  
Miroir à main (10 po)

Weapons

Dague +3 (1d4+3)

Notes  
Lucky Sign: Guardian angel (Savings throws to escape traps) (+1)  
Languages: Common, Halfling **XP**

Name: \_\_\_\_\_



Occupation: **Mendiant**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	15	1
Agility	10	0
Stamina	10	0
Personality	13	1
Intelligence	12	0
Luck	17	2

Saves

Reflex	2
Fortitude	2
Will	3

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

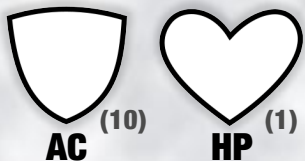
Equipment  
Starting Funds: 35 cp  
Béquilles  
Torche (1 pc)

Weapons

Fronde +1 (1d4+1)

Notes  
Lucky Sign: Lucky sign (Saving throws) (+2)  
Languages: Common **XP**

Name: \_\_\_\_\_



Occupation: **Sage elfe**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	12	0
Agility	11	0
Stamina	8	-1
Personality	9	0
Intelligence	10	0
Luck	9	0

Saves

Reflex	0
Fortitude	-1
Will	0

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

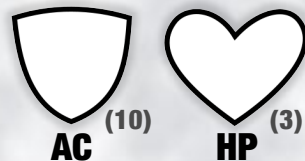
Equipment  
Starting Funds: 22 cp  
Parchemin et plume  
Chandelle (1 pc)

Weapons

Dague +0 (1d4)

Notes  
Lucky Sign: The bull (Melee attack rolls) (+0)  
Languages: Common **XP**

Name: \_\_\_\_\_



Occupation: **Pelleur**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	14	1
Agility	12	0
Stamina	11	0
Personality	16	2
Intelligence	11	0
Luck	14	1

Saves

Reflex	1
Fortitude	0
Will	2

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

Equipment  
Starting Funds: 25 cp  
1 livre de terreau 1er choix  
Sac à dos (2 po)

Weapons

Pelle +1 (1d4+1)

Notes  
Lucky Sign: Struck by lightning (Reflex saving throws) (+1)  
Languages: Common **XP**