



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

 <sup>(11)</sup> AC  
 <sup>(3)</sup> HP

Occupation: **Pickpocket**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	8	-1
Agility	15	1
Stamina	10	0
Personality	11	0
Intelligence	7	-1
Luck	16	2

Saves

Reflex	1
Fortitude	0
Will	2

Speed **30** Init **1**

Equipment

Starting Funds: 28 cp  
Cassette  
Chaîne de 3 mètres (30 po)

Weapons



Dague -1 (1d4-1)

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (+2)  
Languages: Common

XP

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

 <sup>(11)</sup> AC  
 <sup>(1)</sup> HP

Occupation: **Chasseur**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	13	1
Agility	14	1
Stamina	8	-1
Personality	13	1
Intelligence	12	0
Luck	9	0

Saves

Reflex	1
Fortitude	-1
Will	1

Speed **30** Init **1**

Equipment

Starting Funds: 20 cp  
Fourrure de cerf  
Coffre vide (2 po)

Weapons



Arc court +1 (1d6+1)

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (+0)  
Languages: Common

XP

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

 <sup>(11)</sup> AC  
 <sup>(4)</sup> HP

Occupation: **Fromager**

Alignment:  Law  Neutral  Chaos

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

Saves

Reflex	1
Fortitude	1
Will	0

Speed **30** Init **1**

Equipment

Starting Funds: 22 cp  
Fromage qui pue  
Grappin (1 po)

Weapons



Gourdin +1 (1d4+1)

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (+0)  
Languages: Common

XP

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

 <sup>(10)</sup> AC  
 <sup>(1)</sup> HP

Occupation: **Artisan elfe**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	12	0
Agility	12	0
Stamina	9	0
Personality	15	1
Intelligence	15	1
Luck	13	1

Saves

Reflex	0
Fortitude	0
Will	1

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

Equipment

Starting Funds: 33 cp  
1 livre d'argile  
Coffre vide (2 po)

Weapons

Bâton +1 (1d4+1)

Notes

Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (+1)  
Languages: Common, Kobold

XP