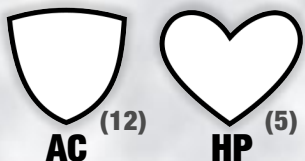


Name: _____



Occupation: **Bedeau**

Alignment: Law Neutral Chaos

	mod	
Strength	16	2
Agility	16	2
Stamina	11	0
Personality	8	-1
Intelligence	10	0
Luck	13	1

Saves

Reflex	2
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 39 cp
Symbole religieux
Petit marteau (5 pa)

Weapons

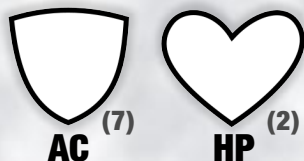
Bâton +2 (1d4+2)

Notes

Lucky Sign: Bountiful harvest (Hit points, applies each level) (+1)
Languages: Common

XP

Name: _____



Occupation: **Brigand**

Alignment: Law Neutral Chaos

	mod	
Strength	17	2
Agility	3	-3
Stamina	13	1
Personality	8	-1
Intelligence	13	1
Luck	14	1

Saves

Reflex	-3
Fortitude	1
Will	-1

Speed **30** Init **-3**

Equipment

Starting Funds: 28 cp
Armure de cuir (CA +2)
Coffre vide (2 po)

Weapons

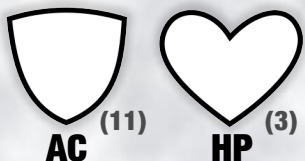
Épée courte +3 (1d6+2)

Notes

Lucky Sign: The bull (Melee attack rolls) (+1)
Languages: Common, Gnoll

XP

Name: _____



Occupation: **Souffleur de verre elfe**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	14	1
Stamina	8	-1
Personality	11	0
Intelligence	13	1
Luck	17	2

Saves

Reflex	1
Fortitude	1
Will	0

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

Equipment

Starting Funds: 20 cp
Billes de verre
Grappin (1 po)

Weapons

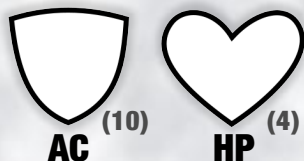
Marteau -1 (1d8-1)

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+2)
Languages: Common, Hobgoblin

XP

Name: _____



Occupation: **Souffleur de verre elfe**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	11	0
Stamina	13	1
Personality	8	-1
Intelligence	8	-1
Luck	12	0

Saves

Reflex	0
Fortitude	1
Will	-1

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

Equipment

Starting Funds: 27 cp
Billes de verre
Miroir à main (10 po)

Weapons

Marteau +0 (1d8)

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (+0)
Languages: Common

XP