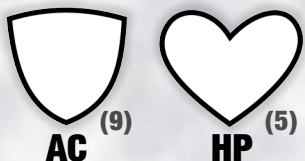


Name: _____



Occupation: **Scribe**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	8	-1
Stamina	15	1
Personality	10	0
Intelligence	9	0
Luck	9	0

Saves

Reflex	-1
Fortitude	1
Will	0

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

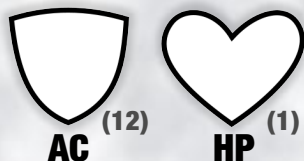
Equipment
Starting Funds: 24 cp
10 parchemins vierges
Corde (15 mètres) (25 pc)

Weapons

Plume +0 (1d4)

Notes
Lucky Sign: Lucky sign (Saving throws) (+0)
Languages: Common XP

Name: _____



Occupation: **Nain : mineur**

Alignment: Law Neutral Chaos

	mod	
Strength	16	2
Agility	14	1
Stamina	9	0
Personality	8	-1
Intelligence	11	0
Luck	15	1

Saves

Reflex	1
Fortitude	0
Will	-1

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

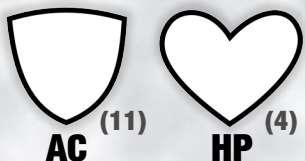
Equipment
Starting Funds: 24 cp
Lanterne
Miroir à main (10 po)

Weapons

Pioche +2 (1d4+2)

Notes
Lucky Sign: Charmed house (Armor Class) (+1)
Languages: Common XP

Name: _____



Occupation: **Apprenti magicien**

Alignment: Law Neutral Chaos

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

Saves

Reflex	1
Fortitude	0
Will	0

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

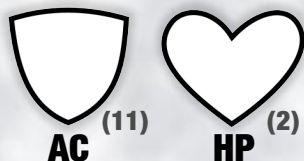
Equipment
Starting Funds: 36 cp
Grimoire noir
Corde (15 mètres) (25 pc)

Weapons

Dague -1 (1d4-1)

Notes
Lucky Sign: Survived a spider bite (Saving throws against poison) (+0)
Languages: Common XP

Name: _____



Occupation: **Chasseur**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	14	1
Stamina	13	1
Personality	13	1
Intelligence	16	2
Luck	7	-1

Saves

Reflex	1
Fortitude	1
Will	1

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

Equipment
Starting Funds: 31 cp
Fourrure de cerf
Nourriture (1 journée) (5 pc)

Weapons

Arc court -1 (1d6-2)

Notes
Lucky Sign: Path of the bear (Melee damage rolls) (-1)
Languages: Common, Gnoll, Hobgoblin XP