

Name: _____



AC (9)



HP (2)

Occupation: **Fermier**

Alignment: Law Neutral Chaos

	mod	
Strength	6	-1
Agility	6	-1
Stamina	11	0
Personality	14	1
Intelligence	10	0
Luck	7	-1

Saves
Reflex -1 **Speed** 30 **Init** -1
Fortitude 0
Will 1

Equipment
 Starting Funds: 25 cp
 Femelle
 Petit marteau (5 pa)

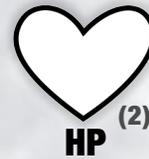
Weapons
Fourche -1 (1d8-2)

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

Name: _____



AC (9)



HP (2)

Occupation: **Noble**

Alignment: Law Neutral Chaos

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

Saves
Reflex -1 **Speed** 30 **Init** -1
Fortitude 0
Will 0

Equipment
 Starting Funds: 43 cp
 Anneau d'or d'une valeur de 10 po
 Bâton de 3 mètres (15 pc)

Weapons
Épée longue +0 (1d8)

Notes
 Lucky Sign: Speed of the cobra (Initiative) (+0)
 Languages: Common
 XP

Name: _____



AC (10)



HP (1)

Occupation: **Tisserand**

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	12	0
Stamina	9	0
Personality	11	0
Intelligence	15	1
Luck	8	-1

Saves
Reflex 0 **Speed** 30 **Init** 0
Fortitude 0
Will 0

Equipment
 Starting Funds: 24 cp
 Tenue de bonne qualité
 Fiole d'eau bénite (25 po)

Weapons
Dague -1 (1d4-1)

Notes
 Lucky Sign: Birdsong (Number of languages) (-1)
 Languages: Common
 XP

Name: _____



AC (10)



HP (3)

Occupation: **Pelleur**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	12	0
Stamina	12	0
Personality	5	-2
Intelligence	6	-1
Luck	7	-1

Saves
Reflex 0 **Speed** 30 **Init** 0
Fortitude 0
Will -2

Equipment
 Starting Funds: 43 cp
 1 livre de terreau 1er choix
 Nourriture (1 journée) (5 pc)

Weapons
Pelle -1 (1d4-1)

Notes
 Lucky Sign: Righteous heart (Turn unholy checks) (-1)
 Languages: Common
 XP