

Name: _____



Occupation: **Chasseur**

Alignment: Law Neutral Chaos

	mod	
Strength	18	3
Agility	8	-1
Stamina	12	0
Personality	11	0
Intelligence	12	0
Luck	12	0

Saves

Reflex	-1
Fortitude	0
Will	0

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

Equipment

Starting Funds: 41 cp
Fourrure de cerf
Rossignols (25 pc)

Weapons

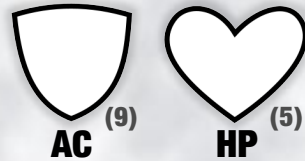
Arc court +3 (1d6+3)

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (+0)
Languages: Common

XP

Name: _____



Occupation: **Gardien de caravane**

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	8	-1
Stamina	17	2
Personality	11	0
Intelligence	12	0
Luck	7	-1

Saves

Reflex	-2
Fortitude	1
Will	-1

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

Equipment

Starting Funds: 45 cp
1 mètre de toile de lin
Briquet (15 pc)

Weapons

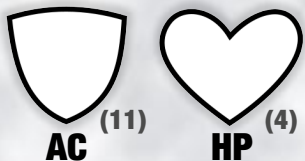
Épée courte +1 (1d6+1)

Notes

Lucky Sign: Lucky sign (Saving throws) (-1)
Languages: Common

XP

Name: _____



Occupation: **Fermier**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	13	1
Stamina	11	0
Personality	8	-1
Intelligence	11	0
Luck	10	0

Saves

Reflex	1
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 27 cp
Poule
Pointe de fer (1 pa)

Weapons

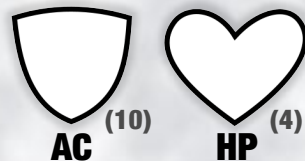
Fourche +0 (1d8)

Notes

Lucky Sign: Survived the plague (Magical healing) (+0)
Languages: Common

XP

Name: _____



Occupation: **Bedeau**

Alignment: Law Neutral Chaos

	mod	
Strength	11	0
Agility	10	0
Stamina	14	1
Personality	11	0
Intelligence	11	0
Luck	9	0

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment

Starting Funds: 28 cp
Symbole religieux
Corde (15 mètres) (25 pc)

Weapons

Bâton +0 (1d4)

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+0)
Languages: Common

XP