

Name: _____



AC (10)



HP (3)

Occupation:

Bedeau

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 38 cp
 Symbole religieux
 Bâton de 3 mètres (15 pc)

Weapons

Bâton +1 (1d4+1)

Strength	14	1
Agility	10	0
Stamina	12	0
Personality	11	0
Intelligence	13	1
Luck	10	0

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (+0)
 Languages: Common, Ogre

XP

Name: _____



AC (8)



HP (2)

Occupation:

Diseur de bonne aventure

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	1
Will	-1

Speed 30 Init -2

Equipment

Starting Funds: 37 cp
 Jeu de tarot
 Petit sac (8 pc)

Weapons

Dague +1 (1d4+1)

Strength	13	1
Agility	5	-2
Stamina	14	1
Personality	7	-1
Intelligence	12	0
Luck	9	0

Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (+0)
 Languages: Common

XP

Name: _____



AC (9)



HP (1)

Occupation:

Nain : fabricant de coffre

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	0

Speed 30 Init -1

Equipment

Starting Funds: 22 cp
 5kg de bois
 Pied de biche (2 po)

Weapons

Ciseau à bois -1 (1d4+1)

Strength	15	1
Agility	7	-1
Stamina	8	-1
Personality	9	0
Intelligence	8	-1
Luck	5	-2

Notes

Lucky Sign: The bull (Melee attack rolls) (-2)
 Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation:

Sage elfe

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 32 cp
 Parchemin et plume
 Petit sac (8 pc)

Weapons

Dague +1 (1d4+1)

Strength	13	1
Agility	12	0
Stamina	10	0
Personality	7	-1
Intelligence	10	0
Luck	5	-2

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (-2)
 Languages: Common

XP