

Name: \_\_\_\_\_



AC (12)



HP (2)

Occupation: **Fermier**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	2
Fortitude	1
Will	1

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

Equipment

Starting Funds: 32 cp  
Poule  
Coffre vide (2 po)

Weapons

Fourche +1 (1d8)

Strength	11	0
Agility	16	2
Stamina	14	1
Personality	15	1
Intelligence	11	0
Luck	13	1

Notes

Lucky Sign: Harsh winter (All attack rolls) (+1)  
Languages: Common

XP

Name: \_\_\_\_\_



AC (11)



HP (5)

Occupation: **Diseur de bonne aventure**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	2
Will	1

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

Equipment

Starting Funds: 29 cp  
Jeu de tarot  
Pointe de fer (1 pa)

Weapons

Dague +1 (1d4+1)

Strength	14	1
Agility	15	1
Stamina	17	2
Personality	13	1
Intelligence	12	0
Luck	16	2

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+2)  
Languages: Common

XP

Name: \_\_\_\_\_



AC (11)



HP (3)

Occupation: **Contrebandier**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	1

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

Equipment

Starting Funds: 27 cp  
Sac étanche  
Symbole religieux (25 po)

Weapons

Fronde -1 (1d4-1)

Strength	7	-1
Agility	15	1
Stamina	13	1
Personality	14	1
Intelligence	12	0
Luck	13	1

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (+1)  
Languages: Common

XP

Name: \_\_\_\_\_



AC (10)



HP (2)

Occupation: **Vagabond halfling**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

Speed **20** Init **0**

Equipment

Starting Funds: 35 cp  
Sébile  
Bâton de 3 mètres (15 pc)

Weapons

Massue +2 (1d4+2)

Strength	17	2
Agility	10	0
Stamina	13	1
Personality	9	0
Intelligence	15	1
Luck	11	0

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (+0)  
Languages: Common, Halfling, Bugbear  
Halfling ability: Infravision

XP