



Name: _____

 ⁽⁹⁾ AC
 ⁽¹⁾ HP

Occupation: Sage elfe

Alignment: Law Neutral Chaos

	mod	
Strength	16	2
Agility	7	-1
Stamina	5	-2
Personality	9	0
Intelligence	13	1
Luck	18	3



Saves
 Reflex **-1** Speed **30** Init **-1**
 Fortitude **-2**
 Will **0**

Equipment
 Starting Funds: 36 cp
 Parchemin et plume
 Fiole d'eau bénite (25 po)

Weapons
 Dague +2 (1d4+5)

Notes
 Lucky Sign: Path of the bear (Melee damage rolls) (+3)
 Languages: Common, Alignment XP

Name: _____

 ⁽⁹⁾ AC
 ⁽²⁾ HP

Occupation: Forestier elfe

Alignment: Law Neutral Chaos

	mod	
Strength	6	-1
Agility	8	-1
Stamina	10	0
Personality	16	2
Intelligence	8	-1
Luck	10	0



Saves
 Reflex **-1** Speed **30** Init **-1**
 Fortitude **0**
 Will **2**

Equipment
 Starting Funds: 21 cp
 1 livre d'herbes
 Fiole vide (3 pc)

Weapons
 Bâton -1 (1d4-1)

Notes
 Lucky Sign: Lived through famine (Fortitude saving throws) (+0)
 Languages: Common XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽⁴⁾ HP

Occupation: Nain : forgeron

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	9	0
Stamina	12	0
Personality	6	-1
Intelligence	9	0
Luck	16	2



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

Equipment
 Starting Funds: 32 cp
 1 once de mithril (=28g)
 Pointe de fer (1 pa)

Weapons
 Marteau -1 (1d8-1)

Notes
 Lucky Sign: Warrior's arm (Critical hit tables) (+2)
 Languages: Common XP

Name: _____

 ⁽⁹⁾ AC
 ⁽¹⁾ HP

Occupation: Fermier

Alignment: Law Neutral Chaos

	mod	
Strength	11	0
Agility	6	-1
Stamina	6	-1
Personality	10	0
Intelligence	3	-3
Luck	13	1

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

Equipment
 Starting Funds: 26 cp
 Mulet
 Corde (15 mètres) (25 pc)

Weapons
 Fourche +0 (1d8)

Notes
 Lucky Sign: Four-leafed clover (Find secret doors) (+1)
 Languages: Common XP