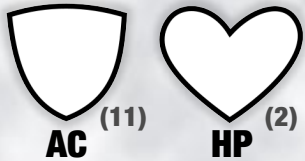


Name: _____



Occupation: **Tailleur halfling**

Alignment: Law Neutral Chaos

Strength	11	0
Agility	15	1
Stamina	12	0
Personality	11	0
Intelligence	12	0
Luck	16	2

Saves

Reflex	1
Fortitude	2
Will	0

Speed **20** Init **1**

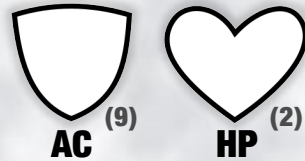
Equipment
Starting Funds: 34 cp
3 tenues de bonne facture
Coffre vide (2 po)

Weapons

Ciseaux +0 (1d4)

Notes
Lucky Sign: Lived through famine (Fortitude saving throws) (+2)
Languages: Common, Halfling
Halfling ability: Infravision
XP

Name: _____



Occupation: **Tonnelier**

Alignment: Law Neutral Chaos

Strength	10	0
Agility	7	-1
Stamina	10	0
Personality	16	2
Intelligence	10	0
Luck	10	0

Saves

Reflex	-1
Fortitude	0
Will	2

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

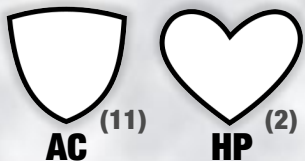
Equipment
Starting Funds: 32 cp
Tonneau
Rossignols (25 po)

Weapons

Pied de biche +0 (1d4)

Notes
Lucky Sign: Warrior's arm (Critical hit tables) (+0)
Languages: Common
XP

Name: _____



Occupation: **Nain : apothicaire**

Alignment: Law Neutral Chaos

Strength	12	0
Agility	13	1
Stamina	11	0
Personality	16	2
Intelligence	8	-1
Luck	12	0

Saves

Reflex	1
Fortitude	0
Will	2

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

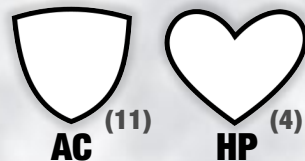
Equipment
Starting Funds: 31 cp
Flasque métallique
Petit sac (8 pc)

Weapons

Gourdin +0 (1d4)

Notes
Lucky Sign: Raised by wolves (Unarmed attack rolls) (+0)
Languages: Common
XP

Name: _____



Occupation: **Chasseur**

Alignment: Law Neutral Chaos

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

Saves

Reflex	1
Fortitude	0
Will	1

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

Equipment
Starting Funds: 36 cp
Fourrure de cerf
Petit marteau (5 pa)

Weapons

Arc court +0 (1d6)

Notes
Lucky Sign: Bountiful harvest (Hit points, applies each level) (+1)
Languages: Common, Alignment
XP