

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

AC <sup>(10)</sup>HP <sup>(6)</sup>Occupation: **Fermier**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	2
Will	0

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

Equipment

Starting Funds: 44 cp  
 Poule  
 Torche (1 pc)

Weapons

Fourche +1 (1d8+1)

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

Notes

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

XP

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

AC <sup>(11)</sup>HP <sup>(4)</sup>Occupation: **Fermier**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	0

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

Equipment

Starting Funds: 25 cp  
 Canard  
 Corde (15 mètres) (25 pc)

Weapons

Fourche +0 (1d8)

Strength	12	0
Agility	13	1
Stamina	15	1
Personality	11	0
Intelligence	15	1
Luck	11	0

Notes

Lucky Sign: Fortunate date (Missile fire attack rolls) (+0)  
 Languages: Common, Bugbear

XP

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

AC <sup>(10)</sup>HP <sup>(4)</sup>Occupation: **Teinturier halfling**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment

Starting Funds: 32 cp  
 3 mètres de tissu  
 Pied de biche (2 po)

Weapons

Bâton +0 (1d4)

Strength	9	0
Agility	10	0
Stamina	12	0
Personality	10	0
Intelligence	15	1
Luck	14	1

Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (+1)  
 Languages: Common, Halfling, Elf  
 Halfling ability: Infravision

XP

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

AC <sup>(11)</sup>HP <sup>(1)</sup>Occupation: **Brigand**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 40 cp  
 Armure de cuir (CA +2)  
 Grand sac (12 pc)

Weapons

Épée courte +0 (1d6)

Strength	9	0
Agility	13	1
Stamina	12	0
Personality	14	1
Intelligence	10	0
Luck	13	1

Notes

Lucky Sign: Survived the plague (Magical healing) (+1)  
 Languages: Common

XP