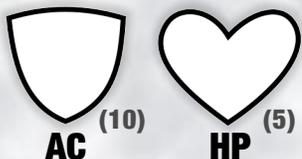


Name: _____



Occupation: **Brigand**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	9	0
Stamina	13	1
Personality	6	-1
Intelligence	16	2
Luck	10	0

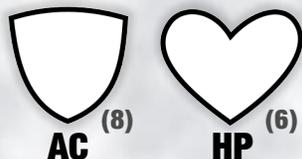
Saves
Reflex 0 **Speed** 30 **Init** 0
Fortitude 1
Will -1

Equipment
 Starting Funds: 41 cp
 Armure de cuir (CA +2)
 Sac à dos (2 po)

Weapons
Épée courte -1 (1d6-1)

Notes
 Lucky Sign: Guardian angel (Savings throws to escape traps) (+0)
 Languages: Common, Alignment, Gnome **XP**

Name: _____



Occupation: **Serrurier**

Alignment: Law Neutral Chaos

	mod	
Strength	11	0
Agility	5	-2
Stamina	17	2
Personality	11	0
Intelligence	15	1
Luck	13	1

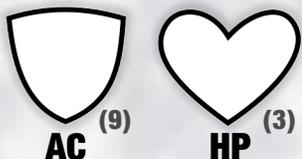
Saves
Reflex -2 **Speed** 30 **Init** -2
Fortitude 2
Will 0

Equipment
 Starting Funds: 42 cp
 Outils de bonne qualité
 Grappin (1 po)

Weapons
Dague +0 (1d4)

Notes
 Lucky Sign: Unholy house (Corruption rolls) (+1)
 Languages: Common, Orc **XP**

Name: _____



Occupation: **Fabricant de cordes**

Alignment: Law Neutral Chaos

	mod	
Strength	15	1
Agility	8	-1
Stamina	8	-1
Personality	8	-1
Intelligence	4	-2
Luck	15	1

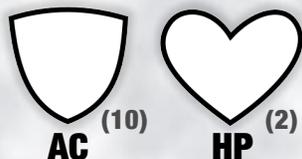
Saves
Reflex -1 **Speed** 30 **Init** -1
Fortitude -1
Will -1

Equipment
 Starting Funds: 38 cp
 30 mètres de corde
 Mirroir à main (10 po)

Weapons
Couteau +1 (1d4+1)

Notes
 Lucky Sign: Fortunate date (Missile fire attack rolls) (+1)
 Languages: Common **XP**

Name: _____



Occupation: **Esclave**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	12	0
Stamina	14	1
Personality	7	-1
Intelligence	16	2
Luck	11	0

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

Equipment
 Starting Funds: 29 cp
 Pierre à l'aspect étrange
 Rossignols (25 po)

Weapons
Massue +0 (1d4)

Notes
 Lucky Sign: Speed of the cobra (Initiative) (+0)
 Languages: Common, Alignment, Ogre **XP**