

Name: _____

 ⁽⁹⁾ AC
 ⁽³⁾ HP

Occupation: **Fermier**

Alignment: Law Neutral Chaos

	mod	
Strength	6	-1
Agility	8	-1
Stamina	12	0
Personality	9	0
Intelligence	7	-1
Luck	7	-1

Saves

Reflex	-1
Fortitude	0
Will	0

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

Equipment

Starting Funds: 26 cp
Mulet
Nourriture (1 journée) (5 pc)

Weapons



Fourche -2 (1d8-1)

Notes

Lucky Sign: The bull (Melee attack rolls) (-1)
Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Marchand**

Alignment: Law Neutral Chaos

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

Saves

Reflex	0
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 33 cp
4 po 14 pa 27 pc
Lanterne (10 po)

Weapons



Dague -1 (1d4-1)

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (-1)
Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Fermier**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	10	0
Stamina	10	0
Personality	13	1
Intelligence	14	1
Luck	8	-1

Saves

Reflex	0
Fortitude	0
Will	1

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

Equipment

Starting Funds: 19 cp
Femelle
Petit sac (8 pc)

Weapons



Fourche +0 (1d8)

Notes

Lucky Sign: The Broken Star (Fumbles) (-1)
Languages: Common, Ogre

XP

Name: _____

 ⁽⁸⁾ AC
 ⁽²⁾ HP

Occupation: **Palefrenier**

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	4	-2
Stamina	6	-1
Personality	12	0
Intelligence	10	0
Luck	15	1

Saves

Reflex	-2
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 35 cp
Bride
Fiole vide (3 pc)

Weapons

Bâton -1 (1d4-1)

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (+1)
Languages: Common

XP