

Name: _____



AC (10)



HP (4)

Occupation: **Boulangier**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 16 cp
1 livre de farine
Chandelle (1 pc)

Weapons

Massue -1 (1d4-1)

Strength	6	-1
Agility	11	0
Stamina	12	0
Personality	7	-1
Intelligence	6	-1
Luck	13	1

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (+1)
Languages: Common

XP

Name: _____



AC (10)



HP (4)

Occupation: **Fermier**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	1

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

Equipment

Starting Funds: 28 cp
Mouton
Pointe de fer (1 pa)

Weapons

Fourche +1 (1d8)

Strength	13	1
Agility	11	0
Stamina	10	0
Personality	13	1
Intelligence	11	0
Luck	8	-1

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (-1)
Languages: Common

XP

Name: _____



AC (8)



HP (3)

Occupation: **Fermier**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 33 cp
Poule
Rossignols (25 po)

Weapons

Fourche +0 (1d8)

Strength	9	0
Agility	5	-2
Stamina	6	-1
Personality	13	1
Intelligence	5	-2
Luck	5	-2

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (-2)
Languages: Common

XP

Name: _____



AC (9)



HP (4)

Occupation: **Orphelin**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	1

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

Equipment

Starting Funds: 36 cp
Poupée de chiffon
Petit marteau (5 pa)

Weapons

Massue -1 (1d4-1)

Strength	8	-1
Agility	7	-1
Stamina	14	1
Personality	13	1
Intelligence	9	0
Luck	17	2

Notes

Lucky Sign: Raised by wolves (Unarmed attack rolls) (+2)
Languages: Common

XP