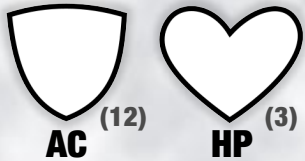


Name: _____



Occupation: **Joueur**

Alignment: Law Neutral Chaos

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

Saves

Reflex	2
Fortitude	2
Will	0

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

Equipment
Starting Funds: 37 cp
Dés
Sac à dos (2 po)

Weapons

Massue +1 (1d4+1)

Notes
Lucky Sign: Struck by lightning (Reflex saving throws) (+0)
Languages: Common, Goblin **XP**

Name: _____



Occupation: **Nain : tailleur de pierre**

Alignment: Law Neutral Chaos

Strength	13	1
Agility	15	1
Stamina	17	2
Personality	14	1
Intelligence	10	0
Luck	10	0

Saves

Reflex	1
Fortitude	2
Will	1

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

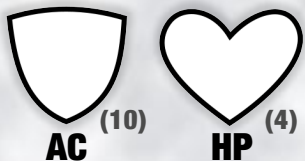
Equipment
Starting Funds: 30 cp
5kg de pierre de qualité
Pointe de fer (1 pa)

Weapons

Marteau +1 (1d8+1)

Notes
Lucky Sign: The Broken Star (Fumbles) (+0)
Languages: Common **XP**

Name: _____



Occupation: **Sage elfe**

Alignment: Law Neutral Chaos

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

Saves

Reflex	0
Fortitude	1
Will	1

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

Equipment
Starting Funds: 32 cp
Parchemin et plume
Rossignols (25 po)

Weapons

Dague +1 (1d4+1)

Notes
Lucky Sign: The Broken Star (Fumbles) (+1)
Languages: Common **XP**

Name: _____



Occupation: **Écuyer**

Alignment: Law Neutral Chaos

Strength	12	0
Agility	11	0
Stamina	8	-1
Personality	6	-1
Intelligence	15	1
Luck	12	0

Saves

Reflex	0
Fortitude	-1
Will	-1

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

Equipment
Starting Funds: 19 cp
Casque métallique
Petit marteau (5 pa)

Weapons

Épée longue +0 (1d8)

Notes
Lucky Sign: Wild child (Speed, each +1 = +5' speed) (+0)
Languages: Common, Orc **XP**