



Name: _____

 ⁽¹⁰⁾ AC
 ⁽⁴⁾ HP

Occupation: **Gitan halfling**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	11	0
Stamina	11	0
Personality	15	1
Intelligence	9	0
Luck	11	0

Saves
Reflex 0 **Speed** 20 **Init** 0
Fortitude 0
Will 1

Equipment
 Starting Funds: 32 cp
 Dague
 Grappin (1 po)



Weapons
Fronde -1 (1d4-1)

Notes

Lucky Sign: Raised by wolves (Unarmed attack rolls) (+0)
 Languages: English, Halfling
 Halfling ability: Infravision

XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽²⁾ HP

Occupation: **Forestier elfe**

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	15	1
Stamina	11	0
Personality	10	0
Intelligence	12	0
Luck	11	0

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

Equipment
 Starting Funds: 43 cp
 1 livre d'herbes
 Grand sac (12 pc)



Weapons
Bâton -1 (1d4-1)

Notes

Lucky Sign: Bountiful harvest (Hit points, applies each level) (+0)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Serf**

Alignment: Law Neutral Chaos

	mod	
Strength	15	1
Agility	9	0
Stamina	6	-1
Personality	7	-1
Intelligence	17	2
Luck	8	-1

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

Equipment
 Starting Funds: 35 cp
 Pendentif
 Grand sac (12 pc)



Weapons
Bâton +0 (1d4+1)

Notes

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

XP

Name: _____

 ⁽¹²⁾ AC
 ⁽³⁾ HP

Occupation: **Bedeau**

Alignment: Law Neutral Chaos

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

Saves
Reflex 2 **Speed** 30 **Init** 2
Fortitude 1
Will 0

Equipment
 Starting Funds: 28 cp
 Symbole religieux
 Sac à dos (2 po)

Weapons
Bâton +0 (1d4)

Notes

Lucky Sign: Lucky sign (Saving throws) (+0)
 Languages: Common

XP