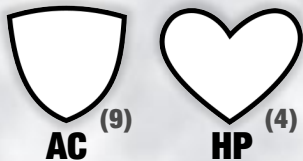


Name: \_\_\_\_\_



Occupation: **Esclave**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	9	0
Agility	8	-1
Stamina	14	1
Personality	10	0
Intelligence	14	1
Luck	11	0

Saves

Reflex	-1
Fortitude	1
Will	0

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

Equipment

Starting Funds: 23 cp  
Pierre à l'aspect étrange  
Chandelle (1 pc)

Weapons

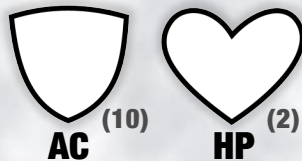
Massue +0 (1d4)

Notes

Lucky Sign: Harsh winter (All attack rolls) (+0)  
Languages: Common, Alignment

**XP**

Name: \_\_\_\_\_



Occupation: **Fauconnier elfe**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	14	1
Agility	11	0
Stamina	8	-1
Personality	18	3
Intelligence	9	0
Luck	10	0

Saves

Reflex	0
Fortitude	-1
Will	3

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

Equipment

Starting Funds: 34 cp  
Faucon  
Sac à dos (2 po)

Weapons

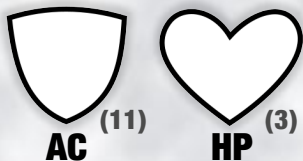
Dague +1 (1d4+1)

Notes

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

**XP**

Name: \_\_\_\_\_



Occupation: **Fromager**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	12	0
Agility	13	1
Stamina	15	1
Personality	16	2
Intelligence	10	0
Luck	13	1

Saves

Reflex	1
Fortitude	1
Will	2

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

Equipment

Starting Funds: 46 cp  
Fromage qui pue  
Miroir à main (10 po)

Weapons

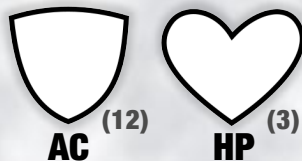
Gourdin +0 (1d4)

Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (+1)  
Languages: Common

**XP**

Name: \_\_\_\_\_



Occupation: **Cordonnier**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	13	1
Agility	13	1
Stamina	14	1
Personality	12	0
Intelligence	13	1
Luck	15	1

Saves

Reflex	1
Fortitude	1
Will	0

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

Equipment

Starting Funds: 24 cp  
Chausse-pied  
Chaîne de 3 mètres (30 po)

Weapons

Poinçon +1 (1d4+1)

Notes

Lucky Sign: Charmed house (Armor Class) (+1)  
Languages: Common, Elf

**XP**