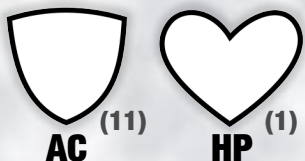


Name: _____



Occupation: **Pelleteur**

Alignment: Law Neutral Chaos

Strength	13	1
Agility	14	1
Stamina	11	0
Personality	10	0
Intelligence	12	0
Luck	11	0

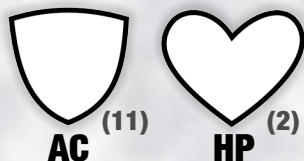
Saves: Reflex 1, Fortitude 0, Will 0
Speed 30 Init 1

Equipment
Starting Funds: 19 cp
1 livre de terreau 1er choix
Fiole d'eau bénite (25 po)

Weapons
Pelle +1 (1d4+1)

Notes
Lucky Sign: Four-leafed clover (Find secret doors) (+0)
Languages: Common
XP

Name: _____



Occupation: **Tonnelier**

Alignment: Law Neutral Chaos

Strength	6	-1
Agility	14	1
Stamina	12	0
Personality	7	-1
Intelligence	12	0
Luck	8	-1

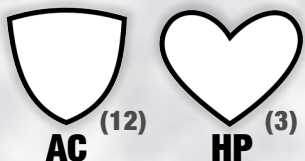
Saves: Reflex 1, Fortitude 0, Will -1
Speed 30 Init 1

Equipment
Starting Funds: 42 cp
Tonneau
Petit marteau (5 pa)

Weapons
Pied de biche -1 (1d4-1)

Notes
Lucky Sign: Fortunate date (Missile fire attack rolls) (-1)
Languages: Common
XP

Name: _____



Occupation: **Fermier**

Alignment: Law Neutral Chaos

Strength	16	2
Agility	16	2
Stamina	8	-1
Personality	5	-2
Intelligence	9	0
Luck	15	1

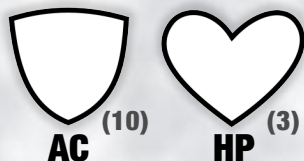
Saves: Reflex 2, Fortitude -1, Will -2
Speed 30 Init 2

Equipment
Starting Funds: 33 cp
Oie
Bâton de 3 mètres (15 pc)

Weapons
Fourche +2 (1d8+2)

Notes
Lucky Sign: Raised by wolves (Unarmed attack rolls) (+1)
Languages: Common
XP

Name: _____



Occupation: **Navigateur elfe**

Alignment: Law Neutral Chaos

Strength	4	-2
Agility	10	0
Stamina	11	0
Personality	12	0
Intelligence	14	1
Luck	9	0

Saves: Reflex 0, Fortitude 0, Will 0
Speed 30 Init 0

Equipment
Starting Funds: 39 cp
Longue-vue
Sac à dos (2 po)

Weapons
Arc court -2 (1d6-2)

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