



Name: _____

 ⁽¹⁰⁾ AC
 ⁽⁴⁾ HP

Occupation: **Nain : forgeron**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	10	0
Stamina	12	0
Personality	13	1
Intelligence	10	0
Luck	12	0

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

Equipment
 Starting Funds: 16 cp
 1 once de mithril (=28g)
 Briquet (15 pc)



Weapons
Marteau +0 (1d8)

Notes

Lucky Sign: Birdsong (Number of languages) (+0)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Ménestrel**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	11	0
Stamina	9	0
Personality	10	0
Intelligence	12	0
Luck	10	0

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

Equipment
 Starting Funds: 25 cp
 Un instrument de musique
 Mirroir à main (10 po)


Weapons
Dague +0 (1d4)

Notes

Lucky Sign: Seventh son (Spell checks) (+0)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽³⁾ HP

Occupation: **Gadourad**

Alignment: Law Neutral Chaos

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

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

Equipment
 Starting Funds: 29 cp
 Sac de « fertilisant »
 Chaîne de 3 mètres (30 po)



Weapons
Truelle -1 (1d4-1)

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (-1)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽³⁾ HP

Occupation: **Guérisseur**

Alignment: Law Neutral Chaos

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

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

Equipment
 Starting Funds: 39 cp
 1 fiole d'eau bénite (1D4 points de dégâts)
 Outre (5 pa)

Weapons
Massue +0 (1d4)

Notes

Lucky Sign: Lucky sign (Saving throws) (-1)
 Languages: Common

XP