



Name: _____

 ⁽¹⁰⁾ AC
 ⁽³⁾ HP

Occupation: **Bûcheron**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	12	0
Stamina	16	2
Personality	14	1
Intelligence	17	2
Luck	6	-1

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

Equipment
 Starting Funds: 37 cp
 Fagot de bois
 Outre (5 pa)

Weapons
Hachette -1 (1d6-1)

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (-1)
 Languages: Common, Elf, Alignment

XP

Name: _____

 ⁽⁹⁾ AC
 ⁽²⁾ HP

Occupation: **Marchand**

Alignment: Law Neutral Chaos

	mod	
Strength	18	3
Agility	7	-1
Stamina	10	0
Personality	12	0
Intelligence	13	1
Luck	18	3

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

Equipment
 Starting Funds: 36 cp
 4 po 14 pa 27 pc
 Grand sac (12 pc)


Weapons
Dague +6 (1d4+3)

Notes

Lucky Sign: Harsh winter (All attack rolls) (+3)
 Languages: Common, Alignment

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽⁶⁾ HP

Occupation: **Charron**

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	10	0
Stamina	16	2
Personality	13	1
Intelligence	11	0
Luck	13	1

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

Equipment
 Starting Funds: 31 cp
 Charrette à bras
 Petit marteau (5 pa)



Weapons
Massue +1 (1d4+1)

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+1)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽⁴⁾ HP

Occupation: **Cordonnier**

Alignment: Law Neutral Chaos

	mod	
Strength	11	0
Agility	12	0
Stamina	10	0
Personality	16	2
Intelligence	11	0
Luck	15	1

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

Equipment
 Starting Funds: 33 cp
 Chaussure-pied
 Fiole vide (3 pc)

Weapons
Poinçon +0 (1d4)

Notes

Lucky Sign: Survived the plague (Magical healing) (+1)
 Languages: Common

XP