



Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Fossoyeur**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	10	0
Stamina	15	1
Personality	11	0
Intelligence	13	1
Luck	12	0

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

Equipment
 Starting Funds: 42 cp
 Déplantoir
 Symbole religieux (25 po)



Weapons
 Pelle +0 (1d4)

Notes

Lucky Sign: Fortunate date (Missile fire attack rolls) (+0)
 Languages: Common, Orc

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽⁵⁾ HP

Occupation: **Serrurier**

Alignment: Law Neutral Chaos

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

Saves
 Reflex **0** Speed **35** Init **0**
 Fortitude **1**
 Will **0**

Equipment
 Starting Funds: 48 cp
 Outils de bonne qualité
 Grand sac (12 pc)



Weapons
 Dague +0 (1d4)

Notes

Lucky Sign: Wild child (Speed, each +1 = +5' speed) (+1)
 Languages: Common, Alignment

XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽³⁾ HP

Occupation: **Fossoyeur**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	13	1
Stamina	15	1
Personality	14	1
Intelligence	12	0
Luck	10	0

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

Equipment
 Starting Funds: 25 cp
 Déplantoir
 Petit marteau (5 pa)

Weapons
 Pelle +0 (1d4)

Notes

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

XP

Name: _____

 ⁽⁹⁾ AC
 ⁽⁵⁾ HP

Occupation: **Chandelier elfe**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	8	-1
Stamina	14	1
Personality	14	1
Intelligence	10	0
Luck	5	-2

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

Equipment
 Starting Funds: 24 cp
 20 chandelles
 Petit sac (8 pc)

Weapons
 Ciseaux +0 (1d4)

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (-2)
 Languages: Common

XP