

Name: _____

AC ⁽¹⁰⁾HP ⁽³⁾Occupation: **Charron**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment

Starting Funds: 30 cp
 Charrette à bras
 Pointe de fer (1 pa)

Weapons

Massue +2 (1d4)

Strength	17	2
Agility	11	0
Stamina	14	1
Personality	12	0
Intelligence	15	1
Luck	5	-2

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (-2)
 Languages: Common, Gnoll

XP

Name: _____

AC ⁽¹¹⁾HP ⁽²⁾Occupation: **Fossoyeur**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	0

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

Equipment

Starting Funds: 28 cp
 Déplantoir
 Outre (5 pa)

Weapons

Pelle +0 (1d4)

Strength	12	0
Agility	13	1
Stamina	13	1
Personality	11	0
Intelligence	9	0
Luck	10	0

Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (+0)
 Languages: Common

XP

Name: _____

AC ⁽⁹⁾HP ⁽¹⁾Occupation: **Boulangier**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 33 cp
 1 livre de farine
 Bâton de 3 mètres (15 pc)

Weapons

Massue +0 (1d4)

Strength	11	0
Agility	6	-1
Stamina	8	-1
Personality	9	0
Intelligence	12	0
Luck	11	0

Notes

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

XP

Name: _____

AC ⁽⁹⁾HP ⁽³⁾Occupation: **Marchand**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	1
Will	-1

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

Equipment

Starting Funds: 21 cp
 4 po 14 pa 27 pc
 Torche (1 pc)

Weapons

Dague -1 (1d4-1)

Strength	7	-1
Agility	7	-1
Stamina	14	1
Personality	8	-1
Intelligence	10	0
Luck	12	0

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+0)
 Languages: Common

XP