

Name: _____



AC (9)



HP (5)

Occupation:

Nain : cultivateur de champi.

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	2
Will	0

Speed 30 Init -1

Equipment

Starting Funds: 34 cp
Sac
Fiole vide (3 pc)

Weapons

Pelle +0 (1d4)

Strength	12	0
Agility	7	-1
Stamina	17	2
Personality	12	0
Intelligence	13	1
Luck	9	0

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (+0)
Languages: Common, Goblin

XP

Name: _____



AC (11)



HP (1)

Occupation:

Souffleur de verre elfe

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-2
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 34 cp
Billes de verre
Petit sac (8 pc)

Weapons

Marteau +1 (1d8+1)

Strength	15	1
Agility	13	1
Stamina	4	-2
Personality	10	0
Intelligence	12	0
Luck	13	1

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (+1)
Languages: Common

XP

Name: _____



AC (11)



HP (4)

Occupation:

Nain : mineur

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	2

Speed 30 Init 1

Equipment

Starting Funds: 49 cp
Lanterne
Morceau de craie (1 pc)

Weapons

Pioche +0 (1d4)

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

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (+1)
Languages: Common, Bugbear

XP

Name: _____



AC (11)



HP (2)

Occupation:

Gardien de caravane

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 31 cp
1 mètre de toile de lin
Symbole religieux (25 po)

Weapons

Épée courte +0 (1d6)

Strength	10	0
Agility	14	1
Stamina	15	1
Personality	11	0
Intelligence	16	2
Luck	9	0

Notes

Lucky Sign: Speed of the cobra (Initiative) (+0)
Languages: Common, Hobgoblin, Ogre

XP