

Name: _____

 ⁽⁹⁾ AC
 ⁽³⁾ HP

Occupation: Souffleur de verre elfe

Alignment: Law Neutral Chaos

	mod	
Strength	16	2
Agility	7	-1
Stamina	12	0
Personality	13	1
Intelligence	8	-1
Luck	12	0

Saves

Reflex	-1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 22 cp
Billes de verre
Morceau de craie (1 pc)

Weapons



Marteau +2 (1d8+2)

Notes

Lucky Sign: Born under the loom (Skill checks, including thief) (+0)
Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: Fermier

Alignment: Law Neutral Chaos

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

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment

Starting Funds: 42 cp
Chèvre
Fiole vide (3 pc)

Weapons



Fourche +1 (1d8+1)

Notes

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

XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽⁴⁾ HP

Occupation: Marchand

Alignment: Law Neutral Chaos

	mod	
Strength	6	-1
Agility	14	1
Stamina	13	1
Personality	10	0
Intelligence	11	0
Luck	8	-1

Saves

Reflex	1
Fortitude	1
Will	0

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

Equipment

Starting Funds: 37 cp
4 po 14 pa 27 pc
Grand sac (12 pc)

Weapons

Dague -1 (1d4-1)

Notes

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

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽⁵⁾ HP

Occupation: Apiculteur

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	11	0
Stamina	16	2
Personality	16	2
Intelligence	9	0
Luck	15	1

Saves

Reflex	0
Fortitude	2
Will	2

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

Equipment

Starting Funds: 29 cp
Jarre de miel
Fiole d'eau bénite (25 po)

Weapons

Bâton +1 (1d4+1)

Notes

Lucky Sign: Bountiful harvest (Hit points, applies each level) (+1)
Languages: Common

XP