

Name: _____

AC ⁽¹¹⁾HP ⁽⁴⁾

Occupation:

Tonnelier

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	0

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

Equipment

Starting Funds: 33 cp
Tonneau
Morceau de craie (1 pc)

Weapons

Pied de biche +2 (1d4+2)

Strength	16	2
Agility	15	1
Stamina	14	1
Personality	12	0
Intelligence	9	0
Luck	12	0

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (+0)
Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽²⁾

Occupation:

Cordonnier

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	1

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

Equipment

Starting Funds: 39 cp
Chausse-pied
Coffre vide (2 po)

Weapons

Poinçon +1 (1d4+1)

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

Notes

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

XP

Name: _____

AC ⁽¹²⁾HP ⁽⁵⁾

Occupation:

Vagabond halfling

Alignment:



Law



Neutral



Chaos

Saves

Reflex	2
Fortitude	1
Will	0

Speed **20** Init **2**

Equipment

Starting Funds: 36 cp
Sébile
Chandelle (1 pc)

Weapons

Massue +0 (1d4)

Strength	10	0
Agility	16	2
Stamina	13	1
Personality	10	0
Intelligence	15	1
Luck	12	0

Notes

Lucky Sign: Speed of the cobra (Initiative) (+0)
Languages: English, Halfling, Alignment
Halfling ability: Infravision

XP

Name: _____

AC ⁽¹²⁾HP ⁽³⁾

Occupation:

Bouffon

Alignment:



Law



Neutral



Chaos

Saves

Reflex	2
Fortitude	0
Will	-1

Speed **30** Init **2**

Equipment

Starting Funds: 33 cp
Tenue en soie
Lanterne (10 po)

Weapons

Fléchette +1 (1d4+1)

Strength	14	1
Agility	16	2
Stamina	10	0
Personality	7	-1
Intelligence	14	1
Luck	8	-1

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (-1)
Languages: Common, Alignment

XP