

WEIRD FANTASY ROLE-PLAYING

~ Halfling ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment* 13 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance* 9

DEXTERITY
*AC, Ranged AB,
Initiative* 13 +1

INTELLIGENCE
*Saves vs Magic,
Languages* 13 +1

STRENGTH
*Melee AB,
Open Doors* 13 +1

WISDOM
Saves vs Non-Magic 10

Architecture 1 Bushcraft 3 Climbing 1

Languages 2 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 5 Tinkering 1

Open Doors 2

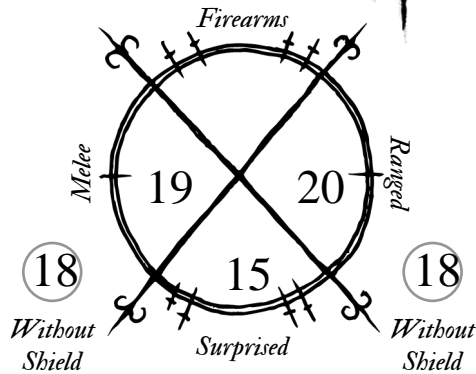
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

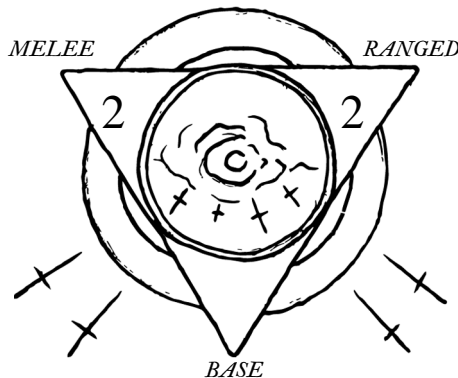
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ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

10 PARALYZE
*Mobility Hazards
(Petrification, Hold, etc.)*

8 POISON
*Instant Death/
KO Situations*

13 BREATH
WEAPON
Area Effects

9 MAGICAL DEVICE
*Spell-Like Effects
from Items*

11 MAGIC
*Spells or
Innate Abilities*

- VS MAGIC
- VS NON-MAGIC

COMBAT OPTIONS

- Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round
- Parry
(no action this round)
○ AC +2 / ○ AC +4
- Press
(Fighters/Dwarfs/Elves)
AB +2, AC -4
- Defensive
(Fighters/Dwarfs/Elves)
AB -4, AC +2

Name	Damage	S	Range	M (-)	L (-)	RoF	AP (S/All)	Shots
Spear	1d6	10		20	60			
Standard Sword	1d8							

Spear	1	
Chain Armor	2	
Standard Sword	3	
day of Rations	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	7	
	8	
	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	
	26	+1 Enc
	27	
	28	
	29	
	30	

[illegible]

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Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

Shield	Backpack
	Sack
	Chalk
	Soap
	Iron Spike

$$I_{gp} = \zeta_{osp} = \zeta_{oocp}$$