

WEIRD FANTASY ROLE-PLAYING

~ Halfling ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

10

CONSTITUTION
*Hit Points,
Daily Travel Distance*

13 +1

DEXTERITY
*AC, Ranged AB,
Initiative*

12

INTELLIGENCE
*Saves vs Magic,
Languages*

11

STRENGTH
*Melee AB,
Open Doors*

13 +1

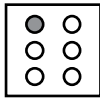
WISDOM
Saves vs Non-Magic

12

Architecture 1



Bushcraft 3



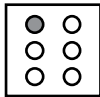
Climbing 1



Languages 1



Search 1



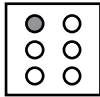
Sleight of Hand 1



Sneak Attack 0



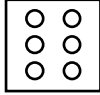
Stealth 5



Tinkering 1



Open Doors 2



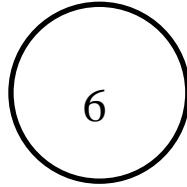
Age / Sex

Current XP

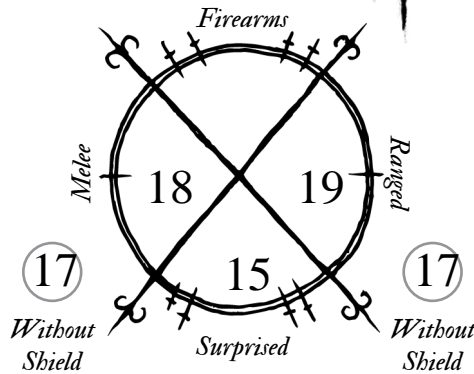
Next Level

MAXIMUM HP

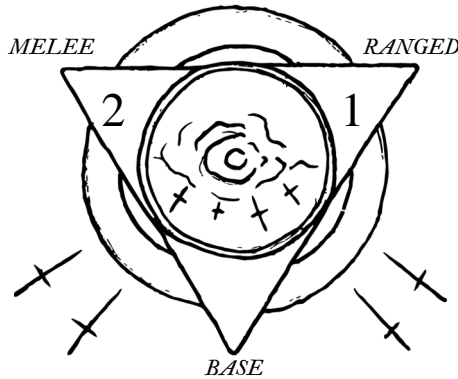
CURRENT HP



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*

12

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 | Firearms | Shots |
|----------|--------|----|-------|--------|--------|-----|----------|-----------|
| Spear | 1d6 | 10 | | 20 | 60 | | | |
| Shortbow | 1d6 | 50 | 300 | 450 | | | | 20 Arrows |

| | | |
|-----------------------|----|--------|
| Spear | 1 | |
| Chain Armor | 2 | |
| day of Rations | 3 | |
| 3 Torches | 4 | |
| Tinderbox | 5 | |
| 50' Rope | 6 | +1 Enc |
| Shortbow | 7 | |
| Quiver With 20 Arrows | 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 | |

| Known | Unknown |
|-------|---------|
| | |

3

| 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 |

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