

WEIRD FANTASY ROLE-PLAYING

~ Halfling ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

9

CONSTITUTION
*Hit Points,
Daily Travel Distance*

14

+1

DEXTERITY
*AC, Ranged AB,
Initiative*

9

INTELLIGENCE
*Saves vs Magic,
Languages*

8

-1

STRENGTH
*Melee AB,
Open Doors*

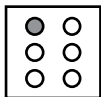
14

+1

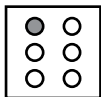
WISDOM
Saves vs Non-Magic

11

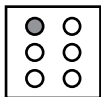
Architecture 1



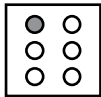
Bushcraft 3



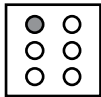
Climbing 1



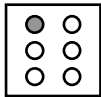
Languages 0



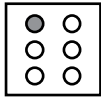
Search 1



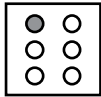
Sleight of Hand 1



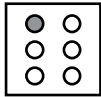
Sneak Attack 0



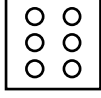
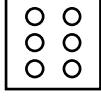
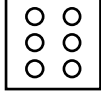
Stealth 5



Tinkering 1



Open Doors 2



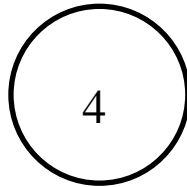
Age / Sex

Current XP

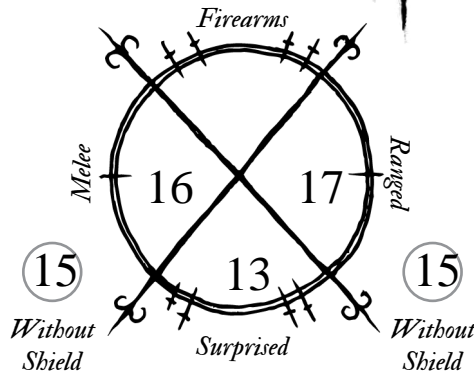
Next Level

MAXIMUM HP

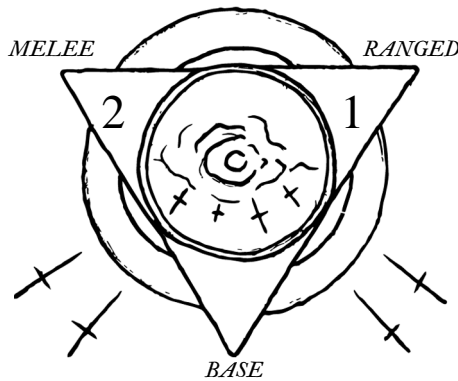
CURRENT HP



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*

13

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			
Dagger	1d4	10		20	30			
Short bow	1d6	50		300	450			20 Arrows

Spear	1	
Dagger	2	
Leather Armor	3	
day of Rations	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	7	
Short bow	8	
Quiver With 20 Arrows	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
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2

Plate/Full Armor: +2 Encumbrance

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

NON-ENCUMBERING

Backpack

Sack

Chalk

Soap

Iron Spike

GP:

SP:

CP: 1

GEMS:

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