

WEIRD FANTASY ROLE-PLAYING

~ Halfling ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

10

CONSTITUTION
*Hit Points,
Daily Travel Distance*

11

DEXTERITY
*AC, Ranged AB,
Initiative*

12

INTELLIGENCE
*Saves vs Magic,
Languages*

5 -2

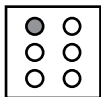
STRENGTH
*Melee AB,
Open Doors*

15 +1

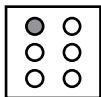
WISDOM
Saves vs Non-Magic

14 +1

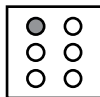
Architecture 1



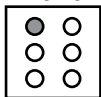
Bushcraft 4



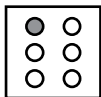
Climbing 1



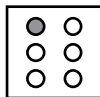
Languages 0



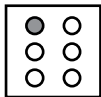
Search 1



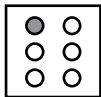
Sleight of Hand 1



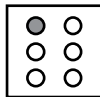
Sneak Attack 0



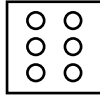
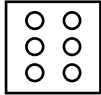
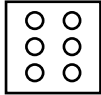
Stealth 5



Tinkering 1



Open Doors 2



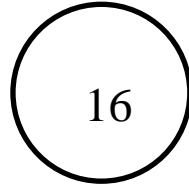
Age / Sex

Current XP

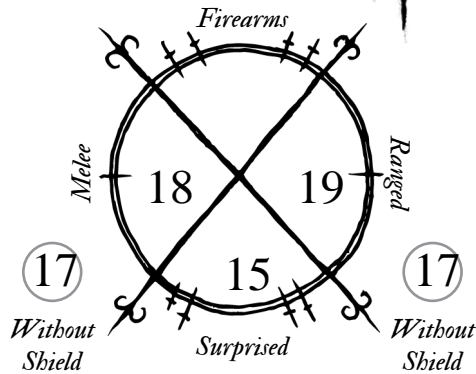
Next Level

MAXIMUM HP

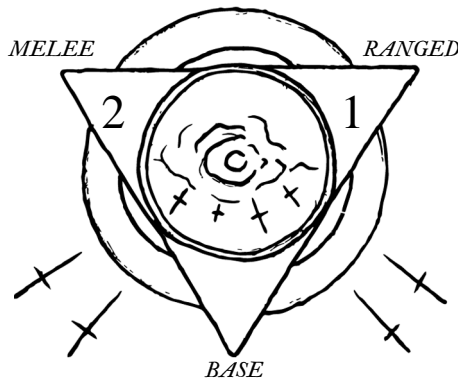
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

5

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

3

POISON
*Instant Death/
KO Situations*

6

BREATH
WEAPON
Area Effects

4

MAGICAL DEVICE
*Spell-Like Effects
from Items*

10

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

Range

Firearms

Name

Damage

S

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	

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

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