

## Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

## Notes

**Dice Chain:**  $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$   
<sup>1</sup>:  $1d12 + (1d2-1 * 12)$ , <sup>2</sup>:  $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

*bu?nf?H*

**Luck:** Having a halfling accompanying an adventuring party is considered lucky. One halfling in the party (chosen at random daily) receives the following abilities for being “lucky:”

- The lucky halfling doubles the bonus of burning luck. For every 1 point of luck expended, the halfling gains +2 to their roll.
- The lucky halfling's luck is restored nightly at a rate equal to their level.
- The lucky halfling can donate their luck to apply a bonus to an ally's roll out of turn.

apply a bonus to an ally's roll out of turn.

**Weapon training:** Halflings prefer to battle with a weapon in each hand. A halfling is trained in the use of the club, crossbow, dagger, handaxe, javelin, shortbow, shortsword, sling, and staff. Halflings usually wear armor.

Two weapon fighting:

- A halfling is always considered to have a minimum agility of 16 when fighting with two weapons. In other words, a halfling uses 1d16/1d16 for their two-weapon attacks unless their agility would cause a better roll.
- A halfling can fight with two equal-sized one handed weapons.
- Halflings can inflict critical hits as normal with either attack.
- When fighting with two weapons, halflings fumble only with both dice roll 1.

**Intravision:** A halfling can see in the dark up to

30.

**Small Size:** Halfings are 2-4 feet tall and less than 70lbs. This small size means they can squeeze into small spaces easily, but they move at 2/3 the rate of the taller races

the taller races

**Stealth:** Halflings receive a bonus to sneak and hide according to their level (see page 62).

*slits*

[illegible]

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*Penalty*

## Possessions

[illegible] $d\omega$  $ds$ *d6* $d\mathfrak{a}$