

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

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)

burgula *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.

Infravision: A halfling can see in the dark up to

30.

Small Size: Halfhings 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

10 + 9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1

[illegible]

Penalty

Possessions

Item

#

[illegible]

 $d\mathfrak{C}$

 ds

d6

 $d\mathfrak{a}$