

Name:

Level:

XP:

STR

Extra Bonuses

AGI

Extra Bonuses

STA

Extra Bonuses

PER

Extra Bonuses

INT

Extra Bonuses

LUC

Extra Bonuses

Monies				
CP	SP	EP	GP	PP

Equipment	

Saving Throws		
Reflex	Will	Fortitude
Reflex Bonus	Willpower Bonus	Fortitude Bonus

Attack	
Melee	Ranged
Add. Attack Mod	
Melee	Ranged

Alignment:

Title:

Occupation:

Lucky Roll:

Languages:

Speed:

Physical Info	
Curr HP	AC
Max HP	Unsteady AC
Hit Die	Bleeding Out
Initiative	Rounds Until Death

Halfling Abilities	
Thieves Guild:	
Crit Die/Table:	Luck Per Rest:
Action Dice:	1st 2nd
<ul style="list-style-type: none"> - Use 1d16 min for each attack when two weapon fighting regardless of AGI, & crit on 16. - Infravision up to 30' - For every 1 point of Luck expended, a halfling gains a +2 to their roll. Additionally, can act as a good luck charm to others. Recovers lvl amount of luck each day. 	

Halfling Skills	Life Skills
Balance (AGI) + Sneak(AGI) + Hide(AGI) Pickpocket(AGI) Climb(STR or AGI)	Search (INT) Smash (STR) Listen (LUC) Jump (AGI)
Check Penalty	d10 untrained/d20 trained

Weapons		
Weapon	Damage	Range Description

Armor				
Armor	AC	CHK	Speed	Fumble
	Bonus	Penalty	Penalty	Die

Notes