

Name:

Level:
XP:

Alignment:

Title:

Occupation:

Lucky Roll:

Languages:

Speed:

**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

Physical Info

Curr
HP

AC

Max
HPUnsteady
AC

Hit Die

Rounds Until
Death

Initiative

Bleeding Out

Halfling Abilities

Thieves Guild:

Crit Die/Table: / Luck Per Rest:

Action Dice:

1st

2nd

- 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)

Search (INT)

+ Sneak(AGI)

Smash (STR)

+ Hide(AGI)

Listen (LUC)

Pickpocket(AGI)

Jump (AGI)

Climb(STR or AGI)

Check
Penalty

d10 untrained/d20 trained

Weapons

Weapon

Damage Range Description

Armor

Armor

AC CHK Speed Fumble
Bonus Penalty Penalty Die

Saving Throws

Reflex

Will

Fortitude

Reflex
BonusWillpower
BonusFortitude
Bonus

Attack

Melee

Ranged

Add. Attack Mod
Melee Ranged