

## Player:

<b>Name:</b>			<b>Title:</b>		<b>Alignment:</b>	
<b>Occupation:</b>			<b>Class:</b>		<b>Gender:</b>	<b>Level:</b>
<b>Strength:</b>	/	<b>mod:</b>	<b>HD:</b>	<b>Hit points:</b>	/	<b>EXP:</b>
<b>Agility:</b>	/	<b>mod:</b>	<b>Ref save:</b>		<b>Speed:</b>	
<b>Stamina:</b>	/	<b>mod:</b>	<b>Fort save:</b>		<b>Action dice:</b>	
<b>Personality:</b>	/	<b>mod:</b>	<b>Will save:</b>		<b>Attack bonus:</b>	
<b>Intelligence:</b>	/	<b>mod:</b>	<b>Languages:</b>		<b>Crit die:</b>	
<b>Luck:</b>	/	<b>mod:</b>			<b>Crit table:</b>	

<b>Weapon</b>	<b>Initiative roll</b>	<b>Attack roll</b>	<b>Damage</b>	<b>Armor</b>
				<b>Armor class:</b>
				<b>Check penalty:</b>
				<b>Fumble die:</b>

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

<b>Halfling Graverobber Abilities</b>				
<b>Backstab:</b>	<b>Find trap:</b>	+ AGI mod.	<b>Pick lock:</b>	+ AGI mod.
<b>Sneak &amp; Hide:</b>	<b>Disable trap:</b>	+ AGI mod.	<b>Read languages:</b>	+ INT mod.
<b>Small size: base speed 20', fit into places.</b>	<b>Sworn Enemy:</b>			<b>Infravision:</b>
<b>Two-weapon fighting:</b>	- Action dice: 1d16+1d16 with two one-handed small weapons. - Crit on natural 16, fumble only on 2x natural 1. - If AGI 18 or more, use normal rules.			Range of 60'.  <b>Sneak DCs:</b> Grass: DC 5 Stone: DC10 Wood: DC15 Gravel: DC 20
<b>Lucky:</b>	- Each point spent equals 2 points on roll, can't share luck with others. - Luck regenerates LVL points/day.			<b>Hide DCs:</b> Night: DC 5 Moonlight: DC 10 Day w/ cover: DC 15 Day w/o cover: DC 20

<b>Notes</b>	<b>Loot &amp; Gear</b>
<b>Birth augur:</b>	