

Player:

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

Weapon	Initiative roll	Attack roll	Damage	Armor
				Armor class:
				Check penalty:
				Fumble die:

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.

Halfling Abilities		
Infravision: Range of 30'.	Small size: Base speed 20', fit into places.	Sneak & Hide: <small>(+AGI mod.)</small>
Two-weapon fighting:	<ul style="list-style-type: none"> - Always dual wielding as if AGI 17: both hands -1d (1d20 = 2 x 1d16) when fighting with 2 small one handed weapons.. If AGI 18 use normal rules. - Crit on natural 16, fumble only on 2x natural 1. 	Sneak DCs: Grass: DC 5 Stone: DC10 Wood: DC15 Gravel: DC 20
Lucky:	<ul style="list-style-type: none"> - Each point spent equals 2 points on roll. - Luck regenerates points equal to level per day. - Can share Luck with others. 	Hide DCs: Night: DC 5 Moonlight: DC 10 Day w/ cover: DC 15 Day w/o cover: DC 20

Notes	Loot & Gear
Birth augur:	