Player:

Name:		**Title:**		**Alignment:**	
Occupation:		**Class:**		**Gender:**	**Level:**
Strength: / **mod:**		**HD:**	**Hit points:** /		**EXP:**
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 Berserker Abilities			
Improved 2-weapon fighting: No penalties for fighting with 2 weapons (as if AGI 18).			**Berserker Feats:** Spend d3 STA.
Infravision: Range of 30'.	**Small size:** Base speed 20', fit into places.		**Rush:** 2x move & charge.
Lucky loser: Double value for spent Luck if under half HP (can't share LCK).			**Unstoppable:** +5 Will & Fort saves.
Brutal deeds of arms: No finesse, only mayhem!		**Deed die:**	**Mayhem:** Extra attacks on -1d.

Deed Notes

Notes	Loot & Gear
Birth augur:	