

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name
Halfling Gypsy

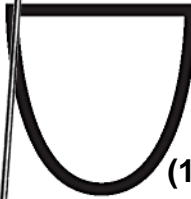
Title
Neutral 15

Occupation


Alignment Speed

Level 2

XP

 (15)

Armor Class

 **Hit Points**
Max: 10

Combat Basics

Initiative: +1

Action dice: 1d20

Attack: +2

Crit die: 1d8

Crit table: III

Weapons

Sling ranged +3 (dmg 1d4+1)
Short sword melee +3 (dmg 1d6+1)
Short sword melee +3 (dmg 1d6+1)

Equipment

Hex doll
Mirror - hand-sized (10 gp)

Treasure

Funds: 36 cp + 265 gp

Armor

Scale Mail (+4)
Check penalty (-4)
Fumble die (d12)

Strength Modifier: +1	14	Melee Attack	+3	Melee Damage	+1
Agility Modifier: +1	15	2 Ref Save	Missile Attack	+3	Missile Damage
Stamina Modifier: +0	11	3 Fort Save	Character Portrait or Symbol		
Personality Modifier: +2	16	3 Will Save			
Luck Modifier: +2	16	Lucky Roll	Lived through famine (Fortitude saving throws) (+2)		
Intelligence Modifier: +1	13	Languages	Common and 1 additional language.		

Halfling Abilities

Infra-vision
Stealth: +6

Lucky

Two-weapon fighting

- Action dice d16+d16
- Crit on nat 16
- Fumble only on 2x 1
- If Agi >16, use normal rules

Notes

