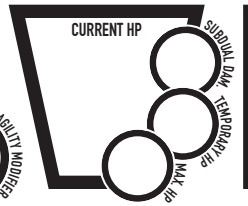
Halfling
Dungeon Crawl Classics

Character's Name | **Player's Name**

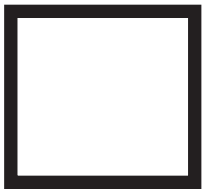
Title | **Alignment** | **Speed**

Occupation | **XP** | **Level**

Armor Class



Hit Points
1D6 HP PER LEVEL



Critical Hits
AND THEIR EFFECTS

Combat

Initiative	____
Action Dice	____
Attack	____
Crit Range	____
Crit Die	____
Crit Table	____

Weapons

Weapon	Damage	Range	Hand	Notes
Unarmed Attack	1d3 + STR	NA	L/R	Unarmed attacks inflict subdual damage.

Armor

Armor	AC Bonus	Check Penalty	Speed	Fumble Die

Equipment

Treasure

Copper	
Silver	
Gold	
Electrum	
Platinum	
Gems/Other	

Strength — Modifier ____/____ — TEMP.

Agility — Modifier ____/____ — TEMP.

Stamina — Modifier ____/____ — TEMP.

Personality — Modifier ____/____ — TEMP.

Intelligence — Modifier ____/____ — TEMP.

Luck — Modifier ____/____ — TEMP.

Ref Save — TEMP.

Fort Save — TEMP.

Will Save — TEMP.

Melee Attack & Damage

Missile Attack & Damage

Portrait or Symbol

Languages

Lucky Roll

Halfling Abilities

Infravision: **See in the dark up to 30 feet.**

Small Size: **May crawl into narrow passages and holes.**

Slow: **Base movement speed of 20 feet.**

Stealth: **Sneaking & hiding bonus of _____.**

Two-weapon Fighting:

- **Action dice d16 + d16.**
- **Fights with two equal-sized weapons.**
- **Crit and automatic hit on natural 16. If Agility score is higher, use normal rules for two-weapon fighting.**
- **Fumble result only when both dice results are 1's.**

Good Luck Charm:

- **For every point of Luck expended, gain +2 to the roll.**
- **Regain lost Luck equal to level each night, up to maximum Luck score.**
- **Expend Luck to aid an ally. The Halfling's Luck modifier can be applied to any rolls made by the ally.**

Notes