

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name
Halfling Dyer

Occupation

Title
Neutral 20

Alignment **Speed**
2

Level **XP**

Armor Class

Hit Points
Max: 11

Combat Basics

Initiative: +0

Action dice: 1d20

Attack: +2

Crit die: 1d8

Crit table: III

Weapons

Staff melee +3 (dmg 1d4+1)
Short sword melee +3 (dmg 1d6+1)
Short sword melee +3 (dmg 1d6+1)

Treasure

Funds: None

Equipment

Fabric (3 yards)
Grappling hook (1 gp)

Armor

Studded Leather (+3)
Check penalty (-2)
Fumble die (d8)

Strength

13

Modifier: +1

Melee Attack

+3

Melee Damage

+1

Agility

11

Modifier: +0

1

Ref Save

Missile Attack

+2

Missile Damage

+0

Stamina

10

Modifier: +0

1

Fort Save

Character Portrait or Symbol

Personality

9

Modifier: +0

1

Will Save

Luck

14

Modifier: +1

Lucky Roll

Born under the loom (Skill checks, including thief) (+1)

Intelligence

11

Modifier: +0

Languages

Common and 1 additional language.

Halfling Abilities

Infra-vision

Stealth: +3

Lucky

Two-weapon fighting

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

Notes

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Halfling