

Halfling Champion

From CRAWL! No. 10

Character's Name _____ Player's Name _____

Title _____ Alignment _____ Speed _____

Occupation _____ XP _____ Level _____

| | | | |
|---------------------------|---|---|--|
| <p>Armor Class</p> | <p>Hit Points 108 HP PER LEVEL</p> | <p>Critical Hits AND THEIR EFFECTS</p> | <p>Combat</p> <p>Initiative _____ Action Dice _____ Attack _____ Crit Range _____ Crit Die _____ Crit Table _____</p> |
|---------------------------|---|---|--|

| | | |
|--|--|---|
| <p>Strength</p> <p>Modifier ____/____</p> | | <p>Melee Attack & Damage</p> |
| <p>Agility</p> <p>Modifier ____/____</p> | | <p>Ref Save</p> |
| <p>Stamina</p> <p>Modifier ____/____</p> | | <p>Fort Save</p> |
| <p>Personality</p> <p>Modifier ____/____</p> | | <p>Will Save</p> |
| <p>Intelligence</p> <p>Modifier ____/____</p> | | <p>Languages</p> |
| <p>Luck</p> <p>Modifier ____/____</p> | | <p>Lucky Roll</p> |

| Weapons | | | | |
|----------------|-----------|-------|------|---|
| Weapon | Damage | Range | Hand | Notes |
| Unarmed Attack | 1d3 + STR | NA | L/R | Unarmed attacks inflict subdual damage. |
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| Armor | | | | | |
|-------|----------|---------------|-------|--------|-----|
| Armor | AC Bonus | Check Penalty | Speed | Fumble | Die |
| | | | | | |
| | | | | | |

| Equipment | Treasure |
|-----------|------------------|
| | Copper _____ |
| | Silver _____ |
| | Gold _____ |
| | Electrum _____ |
| | Platinum _____ |
| | Gems/Other _____ |

| Halfling Champion Abilities | Notes |
|--|-------|
| <p>Halfling Traits</p> <p><i>Infravision:</i> See in the dark up to 30 feet. <i>Small size:</i> May crawl into narrow passages and holes. <i>Slow:</i> Base movement speed of 20 feet. <i>Stealth:</i> Sneaking & hiding bonus of ____ .</p> <p>Two-weapon fighting:</p> <ul style="list-style-type: none"> Action dice d16 + d16. Fights with two equal-sized weapons. Crit and automatic hit on natural 16. <p>If Agility score is higher, use normal rules for two-weapon fighting.</p> <ul style="list-style-type: none"> Fumble result only when both dice results are 1's. <p>Champion Abilities</p> <p><i>Mighty Deeds of Arms:</i> As a Warrior</p> <p><i>Two-handed weapons:</i> May use longswords, warhammers, and heavy axes two-handed without a penalty.</p> <p>Inspirational Luck</p> <ul style="list-style-type: none"> For every point of Luck expended, gain +2 to the roll. Regain lost Luck equal to level each night, up to maximum Luck score. Out of initiative, the Champion may burn 1 Luck and apply their Mighty Deed of Arms die to any ally's attack roll. The ally also gets to perform the Mighty Deed as declared by the Champion. | |