Dungeon Crawl Classics
Halfling Character Sheet

Name	Occupation	Alignment

Drawing or Sigil

Level	Title

Base

Armour Class

Hit Points

Max

Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Weapon	Damage

Weapon	Damage

Weapon	Damage

Armour	
	AC Bonus:
	Check Pen:
	Speed Pen:
	Fumble:

Init	
Speed	
Melee	
Range	

Action Dice	
Crit die/table	

Sneak and hide	
Fumble die	

Ref	
Fort	
Will	

Lucky sign

Zero Level Trained Weapon

Special Abilities

Two-weapon fighting:

Ability to fight with two equal-sized one-handed weapons

When two-weapon fighting:

i) a natural 16 is a crit & automatic hit

ii) fumbles only occur when two 1s are rolled

Infravision: 30′ in total darkness

Good Luck Charm:

i) Gains 2x the luck bonus for every point of Luck the Halfling expends

ii) Regains used Luck points up to the Halfling's level each night

ii) Halfling can burn their luck points for their ally's rolls

Equipment

Wealth

Languages

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Halfling Character Sheet Designed by Mark Tasaka 2017