

Dungeon Crawl Classics Halfling Character Sheet

Name	Gender	Occupation	Alignment
Level	Class	Title	Player
Action Dice	Crit Die/Table	Birth Augur/Lucky Roll	

Armour Class
(Base)
Hit Points
(Max)

Init Sneak and Hide Attack Bonus

Languages

Trained Weapon/Trade Goods

Drawing or Sigil

Ref Save Will Save
Fort Save Speed

Experience Points
Next Lv:

- Strength
- Agility
- Stamina
- Personality
- Intelligence
- Luck

Melee To-hit Dmg
Missile

Armour

AC Bonus Check Pen Speed Pen Fumble

Weapons **Damage**

Equipment

Treasure

Halfling Abilities

Infravision
Two-weapon Fighting
Good Luck Charm

Notes