


# Halfling Champion

From CRAWL! No. 10

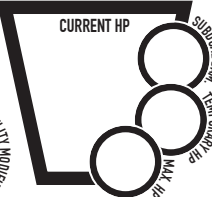
Character's Name \_\_\_\_\_ Player's Name \_\_\_\_\_

Title \_\_\_\_\_ Alignment \_\_\_\_\_ Speed \_\_\_\_\_


Occupation \_\_\_\_\_ XP \_\_\_\_\_ Level \_\_\_\_\_



**Armor Class**



**Hit Points**  
108 HP PER LEVEL



**Critical Hits**  
AND THEIR EFFECTS

**Combat**

Initiative \_\_\_\_\_

Action Dice \_\_\_\_\_

Attack \_\_\_\_\_

Crit Range \_\_\_\_\_

Crit Die \_\_\_\_\_

Crit Table \_\_\_\_\_

<p><b>Strength</b></p> <p>Modifier ____/____</p>	<p>Melee Attack &amp; Damage</p>	
<p><b>Agility</b></p> <p>Modifier ____/____</p>	<p>Missile Attack &amp; Damage</p>	<p><b>Ref Save</b></p>
<p><b>Stamina</b></p> <p>Modifier ____/____</p>	<p>Portrait or Symbol</p>	<p><b>Fort Save</b></p>
<p><b>Personality</b></p> <p>Modifier ____/____</p>	<p><b>Will Save</b></p>	<p><b>Languages</b></p>
<p><b>Intelligence</b></p> <p>Modifier ____/____</p>	<p><b>Lucky Roll</b></p>	
<p><b>Luck</b></p> <p>Modifier ____/____</p>		

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
	<p>Copper _____</p> <p>Silver _____</p> <p>Gold _____</p> <p>Electrum _____</p> <p>Platinum _____</p> <p>Gems/Other _____</p>

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