

Level: 2 

Diagram showing two values: **AC** (13) and **HP** (11). The AC value is represented by a shield icon, and the HP value is represented by a heart icon.

Class: Halfling

Occupation: Wayfarer

Speed **30** **Init** **+0**

Alignment:  **Law**  **Neutral**  **Chaos**

	mod	
Strength	13	+1
Agility	10	+0
Stamina	12	+0
Personality	11	+0
Intelligence	12	+0
Luck	15	+1

Saves		Attack Info	
Reflex	+2	Attack Mod	+2
Fortitude	+1	Crit Die/Table	1d8/ III
Will	+1	Action Dice	1d20

Weapons	
	Fighting Stick +3 (dam 1d4+1)
	Fighting Stick +3 (dam 1d4+1)
	Sling +2 (dam 1d4, 40'/80'/120')

Armor
Studded leather (+3, penalty -2, Fumble d8)

Character Details

Lucky Sign: Reflex Saves (+1, figured above)
Languages: Common, Halfling
Halfling abilities: infravision, 2- weapon fighting
Stealth +5

[illegible]

Equipment

pouch w 30 sling stones
city make mess kit
bedroll
Pipe + tobacco
Tinderbox
jar of good mustard
3 days rations
wineskin
waterskin