

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

**Name**  
Halfling Gypsy

**Occupation**

**Title**  
Neutral 20

**Alignment**  
1

**Speed**

**Level** **XP**

**Armor Class**

**Hit Points**  
Max: 7

## Combat Basics

**Initiative:** +0

**Action dice:** 1d20

**Attack:** +1

**Crit die:** 1d8

**Crit table:** III

## Weapons

Sling ranged +1 (dmg 1d4)  
Handaxe melee +1 (dmg 1d6)  
Handaxe melee +1 (dmg 1d6)

## Equipment

Hex doll  
Flask - empty (3 cp)

## Treasure

Funds: 22 cp + 23 gp

## Armor

Leather (+2)  
Check penalty (-1)  
Fumble die (d8)

## Strength

12

Modifier: +0

## Melee Attack

+1

## Melee Damage

+0

## Agility

12

Modifier: +0

1

Ref  
Save

## Missile Attack

+1

## Missile Damage

+0

## Stamina

13

Modifier: +1

2

Fort  
Save

## Character Portrait or Symbol

## Personality

9

Modifier: +0

1

Will  
Save

## Luck

12

Modifier: +0

## Lucky Roll

Pack hunter (Attack/damage rolls for 0-level weapon) (+0)

## Intelligence

12

Modifier: +0

## Languages

Common, Halfling, Alignment

## Halfling Abilities

### Infra-vision

**Stealth:** +2

**Lucky**

### Two-weapon fighting

- Action dice d16+d16
- Crit on nat 16
- Fumble only on 2x 1
- If Agi >16, use normal rules

## Notes

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# Halfling