## DUNGEONS & DRAGONS

## 4th Level Halfling

CHARACTER NAME

LEVEL & CLASS

ABILITIES		ATTACKING TO HIT	Roll d20
Strength	8	Armor Class 2 (Plate Armor & Shield)	15 or more
Constitution	13	Armor Class 3 (Plate Armor)	14 or more
Dexterity	15	Armor Class 4 (Chain Mail & Shield)	13 or more
Intelligence	10	Armor Class 5 (Chain Mail)	12 or more
Wisdom	12	Armor Class 6 (Leather & Shield)	11 or more
Charisma	11	Armor Class 7 (Leather Armor)	10 or more
		Armor Class 8 (Shield Only)	9 or more
LANGUAGES		Armor Class 9 (No Armor or Shield)	8 or more
Common			
Neutrality		SAVING THROWS	Roll d20
Halfling		Death Ray or Poison	8 or more
		Wands, Polymorph or Paralyzation	9 or more
ALIGNMENT		Turn To Stone	10 or more
Neutrality		Dragon Breath	10 or more
		Staves & Spells	12 or more
EXPERIENCE			
75,000		SPELLS	None
IIIT DOINTO		ODEOLAL ADULTIES	
HIT POINTS		SPECIAL ABILITIES	
14 hit points		Fire any missile (bow, sling, etc.) at +2 to	hit.
		EQUIPMENT & TREASURE	Weight

## DUNGEONS & DRAGONS