

The Halfling

Halflings are short, often stout, and live in shires, rustic communities that are usually remote from those of larger folk. A few of them have a mildly adventurous spirit, enough to venture forth for a while at least, exploring the world beyond the farms and fields of the local shire.

Halfling Race Abilities

Character Advancement: The only character class available to Halflings is that of the Fighter, and they are typically allowed to advance only as high as 4th level.

Weapon and Armor Restrictions: Like human Fighters, the Halfling has no weapon or armor restrictions.

Fighting Giants: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures such as halflings and dwarves, and only inflict half the normal damage against them.

Deadly Accuracy with Missiles: Halflings receive a +2 “to-hit” when firing missile weapons in combat.

Near Invisibility: When not engaged in combat, Halflings can be quite stealthy, making themselves hard to spot and moving in almost total silence.

Saving Throw: Halflings are somewhat immune to magic, and receive +4 on saving throws vs. magic (even if the “Saving Throw Matrix” is used).

Languages: For campaigns that give each race its own dialect, Halflings should be able to speak with creatures that fit the style of the Referee’s campaign.