

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 Abilities

CHARACTER ADVANCEMENT

Halflings can choose between two classes, the Fighter or Thief (if used) and they are typically allowed to advance as high as 4th as a fighter and 6th as a thief.

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. The success of this ability is determined by the Referee, or a die roll can be used, with a roll of 1-5 on a d6 indicating success.

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.

