



HALFLING

Halflings appear as small humans and are also known as Hobbits. They are a mostly happy folk living on the outskirts of human society and are generally more interested in farming and sampling ales than the more serious concerns of the world around them. They often live in small dwellings carved out of the inside of a large mound in the rolling hill areas they love to inhabit. Their appearance is much like a tiny human, though males generally have more hair upon their hands and feet

Average Height 3'8"
Average Weight 90 lbs

Strength	3d6	(Stamina maximum 18%, Muscle maximum 18%)
Dexterity	4d6	(Balance maximum 20, Aim maximum 19)
Constitution	3d6	(Health maximum 18, Fitness maximum 18)
Intelligence	3d6	(Reason maximum 18, Knowledge maximum 18)
Wisdom	4d6	(Intuition maximum 20, Willpower maximum 19)
Charisma	3d6	(Leadership maximum 18, Appearance maximum 18)
Perception	3d6	(18 maximum)
Luck	4d6	(19 maximum)

RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Halfling will have the * abilities at 59cp with 11cp free)

10cp	+1 to Balance subability	5cp	Lesser Nightvision (50 yards)
10cp	+1 to Aim subability	10cp	Nightvision (100 yards)
10cp	+1 to Intuition subability	15cp	Greater Nightvision (full vision range)
*10cp	+1 to Willpower subability	5cp	Awareness (Surprised 1 in 8)
15cp	+2 to Balance subability (cannot combine)	5cp	Lesser Good Fortune (+1 on all saves)
15cp	+2 to Intuition subability (cannot combine)	15cp	Greater Good Fortune (+2 on all saves)
*10cp	+1 to Luck stat	5cp	Keen Hearing (+1/+5%; DM)
5cp	Lesser Spell Resist (+1 sv/5 pts of CON)	5cp	Keen Vision (+1/+5%; DM)
15cp	Greater Spell Resist (+1 sv/3 pts of CON)	5cp	Knife Bonus (+1 to hit with Knives)
10cp	Defensive Bonus (-2 AC; Small&Quick)	5cp	Crossbow Bonus (+1 to hit with Crossbows)
5cp	Minor Resistance (50% Immune to Charm)	5cp	Animal Empathy (DM)
10cp	Major Resistance (90% Immune to Charm)	4cp	Move Silently Proficiency
4cp	Danger Sense Proficiency	2cp	Hiding Proficiency
2cp	Direction Sense Proficiency	4cp	Herbalist Proficiency
2cp	Modern Lang: Common	2cp	Drinking Proficiency
2cp	Literacy: Common	2cp	Trade Skill: Brewing