

THE HALFLING OUTRIDER PLAYBOOK

Back in the halfling lands, you were one of the warriors of your people. You patrolled the borders of your homeland on your trusty pony, watching for bands of barbarians, goblins, and meddling big folk. Now you have journeyed far from home on adventures of your own.

You were the strongest and most athletic of your people. Your Constitution begins at 12, your Dexterity begins at 10, your Strength begins at 6, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	What did your old gaffer do?	Gain
1	Your family tilled the land and grew famous mushrooms.	+2 Wis, +1 Str, 1 Con, Skill: Farming
2	Your mother and father baked the best bread in the land.	+1 Con, +1 Int, +1 Wis, +1 Cha, Skill: Cooking
3	Your father was the mayor of a large village.	+2 Cha, +1 Str, +1 Int, +1 Wis
4	Your mother brewed the famous southern ale, and other halflings always came to visit.	+2 Dex, +1 Int, +1 Wis, Skill: Brewing
5	The fields around your family's lands are famous for the finest smoking leaf.	+2 Con, +2 Dex, +1 Cha
6	Your family has been, for generations, lords of a great halfling hall.	+2 Cha, +1 Dex, +1 Wis, Skill: Command
7	Every generation, someone in your family has an adventure.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Cha
8	Your grandfather was a bard, traveling from inn to inn singing tales.	+2 Cha, +1 Int, +1 Dex, a performance skill of your choice
9	Your mother was an apiarist, raising bees and cultivating their honey.	+2 Wis, +1 Dex, +1 Con, Skill: Animal Lore
10	Your father, your brothers, and all your cousins raise great hounds for the hunters.	+2 Str, +1 Con, +1 Wis, Skill: Animal Lore
11	You come from a family of eccentric inventors, never quite trusted by your neighbors.	+3 Int, +1 Dex, +1 Con
12	Your father kept the ferry. You come from a long line of boatmen.	+2 Con, +1 Str, +1 Int, Skill: Boating



1d8	What possessed you to leave your comfortable home?	Gain
1	You need to find your fortune.	+2 Int, +1 Str
2	You joined a band of dwarves traveling far from your home.	+2 Cha, +1 Con
3	You were cast out for doing something strange.	+1 Con, +1 Int, +1 Wis
4	You found a treasure map and couldn't resist.	+1 Str, +1 Dex, +1 Int
5	Goblins destroyed your home.	+2 Str, +1 Wis
6	Some human traders came to your village and you were overwhelmed by curiosity.	+2 Cha, +1 Dex
7	One night, you glimpsed a band of passing elves and knew you had to follow them.	+2 Wis, +1 Dex
8	Your feet simply carried you away.	+2 Con, +1 Dex

1d8	When you left your own people, you found it difficult to live with humans. However, the other characters became your fast friends. Who else became your friend?	Gain
1	The innkeep loves your company and your stories.	+2 Cha, +1 Int
2	The hunters taught you much human woodcraft, and learned much of yours.	+2 Dex, +1 Wis
3	You made fast friends with a local merchant.	+1 Dex, +1 Int, +1 Cha
4	Because of your size, you became the town's favorite babysitter (you prefer the term "childherd").	+2 Str, +1 Cha
5	Grandmother Weaver said you were not the first halfling she had met.	+2 Wis, +1 Dex
6	The brewmaster regularly has you sample his ales.	+2 Con, +1 Int
7	You tried to prove your worth by serving with the human militia.	+2 Str, +1 Con
8	The local humans drafted you to serve as their local judge. You've met everybody on their worst day.	+2 Wis, +1 Int



You rode far from home and left behind the life you knew. You become a level 1 Warrior-Rogue. You gain the class abilities *Weapon Specialization* and *Fortune's Favor*, and the skill *Direction Sense*. The tables below will give you all your bonus skills and further define your class abilities. **What have you and your pony been through?**

1d6	What did you learn best on the road?	Gain
1	The way past any obstacle.	+3 Str, Skill: Athletics
2	How to avoid dangerous bandits and goblins.	+3 Dex, Skill: Stealth
3	The way to wherever you were going.	+3 Wis, Skill: Direction Sense
4	An even greater bond with your steed.	+3 Dex, Skill: Riding
5	Hard riding and long roads.	+3 Con, Skill: Riding
6	How to learn and keep secrets.	+3 Cha, Skill: Gossip

1d6	What do your enemies fear most about you?	Gain
1	The keen edge of your stout blade. Your Weapon Specialization class ability is with the Short Sword.	+2 Con, specialization to left
2	A swift arrow shot from afar. Your Weapon Specialization class ability is with the Bow.	+2 Dex, specialization to left
3	A silent death and a well-placed knife in their backs. Your Weapon Specialization class ability is with the Dagger.	+2 Dex, specialization to left
4	The shrill wind in your sling. Your Weapon Specialization class ability is with the Sling.	+2 Dex, specialization to left
5	The bite of your axe. Your Weapon Specialization class ability is with the Hand Axe.	+2 Str, specialization to left
6	A quick thrust from your broad-headed spear. Your Weapon Specialization class ability is with the Spear.	+2 Con, specialization to left



1d6	What has happened to you since you have settled among these strange humans? <i>The player to your right was there with you.</i>	Gain
1	One of the village men laughed at your small size and challenged you to an archery contest. He didn't stand a chance. <i>The friend to your right took part in the contest as well and learned a thing or two, and gains +1 Dex.</i>	+2 Dex
2	The ghost of a long-forgotten murder victim began haunting the peaceful people of the village. You had to lead the spirit to its rest in the graveyard. <i>The friend to your right helped you uncover the ancient story, and gains +1 Int.</i>	+2 Int
3	In the deep of winter, mysterious wizard from distant lands tempted you to go with him on a long journey, but you decided to stay instead. <i>The friend to your right was invited as well, and gains +1 Wis.</i>	+2 Wis
4	A tribe of friendly kobolds (a rare thing indeed) saw you in the forest while you were wandering far and took you for a friend. <i>The friend to your right often ventures to their warren with you, and gains +1 Con.</i>	+2 Con
5	A wicked ruffian in the village tried to take your pony from you, but then thought better of it. <i>The friend to your right held back his thuggish friend while you struck him, and gains +1 Str.</i>	+2 Str
6	One of the elders took you for an evil faerie, come to plague the village. You and your friend had to convince him otherwise. <i>The friend to your right spoke on your behalf and convinced the people that you were a friend, and gains +1 Cha.</i>	+2 Cha

1d6	What is special about your pony?	Gain
1	Your trusty steed can communicate with you as well as any person can.	+2 Cha, a pony ally
2	Your pony can always sniff out water and a choice bit of grass.	+2 Con, a pony ally
3	Your pony has a strange understanding of the dwellings of men and halflings; he can open doors, handles stairs very well, and always knows where the landlord keeps the good stuff.	+2 Int, a pony ally
4	Your mount is a bit fae, and always knows when ghosts and spirits are around.	+2 Wis, a pony ally
5	There is no better beast of burden around; your mount can carry twice as much as any other pony or horse.	+2 Con, a pony ally
6	Your pony will always find his way home; he can only be lost in battle.	+2 Dex, a pony ally



FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Halfling Outrider begins with the following equipment: dagger, your pony (counts as an ally), a very fine saddle, bags filled with food and rations, leather armor (+2 AC), a wooden shield (+1 AC), your favored weapon, and 4d6 silvers.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 Outrider, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being an Outrider.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 5.
9. Your hit points are 10 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon. Don't forget your weapon specialization!

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d10

Initiative Bonus: +2

Armor: The Halfling Outrider may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Halfling: As a halfling, you also have the Halfling Spirit and Small Stature special rules, found on p.25 of the 'Core Rules' Booklet. Note that you cannot have a Strength higher than 10, even if you roll it. Being a halfling is hard.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10