

NAME

LOOK

Names: Aldrim, Adamanta, Bungo, Deagol, Donnamira, Drogo, Estella, Gilly, Hamfast, Lidda, Michael, Pounder, Robin, Robard, Rose, Reuel, Schuyler, Tanner

Surnames: Bracegirdle, Brannigan, Bullroarer, Goldworthy, Hornblower, Muddyfoot, Neville, Nibs, Pip, Proudneck, Roper, Shea, Sylvester, Tackleford, Trotter

Twinkling Eyes, Child-Like Eyes, or Piercing Eyes
Bowl Cut, Luscious Curls, or Hooded Face
Sensible Clothes, Travel Clothes, or Sunday Best
Rotund Body, Wiry Body, or Hairy Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 8+CONSTITUTION

ALIGNMENT

Choose an alignment:

GOOD

Stick by your friends or your word when it would put you in danger.

CHAOTIC

Act to shake things up when people ignore or underestimate you.

EVIL

Use your status and stature to make others do what you want.

STARTING MOVES

You start with these moves:

THE LITTLE FOLK

When you **take advantage of the fact that no one is paying attention to you to discreetly do something**, roll+DEX. **On a hit**, no one will notice what you did until you're no longer around. **On a 10+**, they won't even think to blame you unless you personally tell them you did it.

FRIENDLY FACE

As long as **you show a friendly face**, anyone not already actively hostile to you will treat you as a friend until proven otherwise.

MEAN WITH A SLING

When you **Volley with a sling or other appropriate halfling weapon**, on a 7-9, choose from the following instead of the usual Volley options:

- You take several shots, reducing your ammo by one
- You have to take what you can get: -1d4 damage
- The missile deals no damage, but it does distract your target

SIZE MATTERS NOT

As long as **someone underestimates you because of your size**, take +1 against them.

RACE

Choose which race of halflings you belong to:

ROOK

When your people suffer a setback, you don't let it get you down. When you **Defy Danger**, on a 7-9, take +1 forward.

STOUTKIN

Your people have had the most contact with a hostile world, and know how to defend themselves. When you **attack with a ranged weapon**, deal +2 damage.

TALLFELLOW

Your people love to collect stories from afar. When you **Spout Lore concerning adventures, treasures or foreign lands**, take +1.

BONDS

Fill in the name of one of your companions in at least one:

_____ dragged me from my home and on the road to adventure!

_____ really enjoys the finer things in life.

I was caught with my hand down _____'s pocket.

_____ overlooks my stature and treats me as an equal.



THE HALFLING

LEVEL
XP

GEAR

Your Load is 7+STR. You start with a dagger (hand, 1 weight), padded leathers (1 armor, worn, 1 weight), a sling (near, 1 weight) and pouchful of bullets (3 ammo, 0 weight), and most importantly, a halfling packed lunch (ration, 1 use, 2 weight). **Choose one:**

- Two more halfling packed lunches (ration, 1 use, 2 weight) and two pouches of halfling pipeleaf (6 uses, 0 weight)
- Poultices and herbs (2 uses, slow, 1 weight), bandages (3 uses, slow, 0 weight) and two antitoxins (1 use, 0 weight)
- A pony (Load 8)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

ADVENTUROUS SPIRIT

When you **enter an exciting new location or one that has changed a lot since the last time you saw it**, you may ask the GM to tell you one thing that the big folk have overlooked and which you can use to your advantage.

A LITTLE TASTE OF HOME

When you **Make Camp and cook dinner**, everyone heals 1d8 hit points or removes a debility, their choice. When you **Undertake a Perilous Journey and act as the quartermaster**, take +1.

BOURGEOIS BURGLAR

Choose one move of your level or lower from the Thief class list.

HALF-PINT BRAVERY

When you **let out your battle cry and charge into combat**, everyone who joins in takes +1 forward and deals +1d4 damage forward.

HOMETOWN ADVANTAGE

When you **join a fight in familiar terrain**, roll+DEX. **On a 10+**, hold 3. **On a 7-9**, hold 1. Spend hold 1 for 1 on the following options:

- An enemy is distracted by one of your surprises, letting you slip past them safely
- You use your surroundings to block or redirect an enemy attack, reducing its damage to 0
- You retrieve ammunition you had previously stashed, letting you or one of your allies regain 1 ammo

LONG-LOST RELATIVES

When you **enter a steading where there are halflings**, spend a little time figuring out how they're related to you, then roll+CHA. **On a hit**, name a local NPC and ask the GM one question from this list. **On a 10+**, ask two instead:

- What shady business are they involved in?
- What do they covet most?
- What can I do to get their servants on my side?
- Who is their greatest enemy?

LOQUACIOUS INVECTIVE

When you **hurl insults at a foe**, roll+CHA. **On a 10+**, the enemy is distracted and leaves themselves briefly open to attacks from others. **On a 7-9**, they leave themselves briefly open, but your shouting draws attention to yourself, putting you in a spot.

SOLDIER ON

As long as **you have less than your maximum HP**, take +1 armor. If you **have a debility as well**, take +2 armor instead.

STING LIKE A BEE

When you **attack a surprised or defenseless creature in melee**, choose one:

- They stumble and are knocked flat on their face
- You steal something small from them in the confusion
- They don't immediately notice you

What other thing fell into your pockets on the way out of your door? **Choose one; all are 0 weight:**

- A handful of strange foreign coins, left to you by a close relative
- An adventuring contract
- An address book, containing the names and addresses of family friends in every major settlement

When you gain a level from 6-10, choose from these moves or from the level 2-5 moves:

A REALLY LARGE BEE

Requires: Sting Like a Bee

When you **attack a surprised or defenseless creature**, deal +1d4 damage.

HALFLING MASTER CHEF

Requires: A Little Taste of Home

When you **Make Camp and cook dinner**, everyone heals an additional 1d6 hit points. You can cook up a feast from even the most meagre ingredients—when a **move tells anyone in the party to mark off a ration**, they can ignore it as long as they don't mind eating rock stew (made from actual rocks) or something similar.

LUCKWEARER

When you **roll a miss while in a dangerous situation and make an appropriate witty quip or pithy saying (GM's discretion)**, you can reroll one of the d6 involved. You must take the result of the reroll, even if it's worse than the original roll.

PINT-SIZED PROWLER

Choose one move of your level or lower from the Thief or Ranger class lists.

SHERIFF MATERIAL

Halflings you meet always treat you with respect, and may come to you seeking help with dangerous or troubling matters. Halfling hirelings in your service have +2 loyalty.

SLIPPERY WRISTS

You can automatically escape from any bonds (chains, ropes, etc.) restraining you at any time you wish, without needing to roll to do so.

SMALL TARGET

When you **Defy Danger by getting out of the way, on a hit**, you also escape everyone else's notice.

SMOKE RING TRICKS

When you **Parley with someone who has recently experienced your hospitality, on a hit**, they do what you ask if you promise to do what they ask of you, without needing any concrete assurance.

THERE AND BACK AGAIN

When you **return from an adventure and tell people of your exploits**, you become famous and respected locally. When you **meet someone from a place where you're known or another halfling, and you tell them who you are**, they will hesitate in taking action against you, giving you an opening to parley or attack.

WELL-TO-DO

You can freely obtain mundane goods or services worth up to ten times your Charisma in coins without paying anything. You can also call on contacts and distant allies to acquire rare, unusual or particularly noteworthy items that would not normally be for sale, given enough time; the GM will tell you how much you need to pay for anything you want to obtain this way.