

Expanded 20-Level Demi-Human Racial Classes

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EXPANDED 20-LEVEL DWARF CLASS

Requirements: Constitution 9+
Prime Requisite: Strength

Attacks As: Fighter
Hit Dice: 1d8 (1d10 Advanced Edition Option)

Dwarves have a reputation for having surly attitudes and are particularly gruff with elves. Dwarves value precious metals and stones, and usually live underground or in semi-subterranean structures. Dwarves are stout, short, bearded* demi-humans who average a height of approximately 3'10" to 4' and weigh about 120 to 150 pounds. Dwarves typically live for 350 to 450 years. Dwarves have skin, hair, and eye colors in earth tones. * Consult your Labyrinth Lord regarding dwarf women and beards in her campaign.

Male dwarves have a base height of 4'0", females 3'10". To this (d6) 1-3 Subtract or 4-6 Add 1d6".

Male dwarves have a base weight of 150 pounds, females 120 pounds. To this (d6) 1-3 Subtract or 4-6 Add 3d6 pounds.

Dwarves generally start out at 35+4d6 years of age; consult with your Labyrinth Lord to see if there are options to begin play older.

Age provides the following modifiers to 1st level characters:

- **Adolescent** (35 to 55) -1 to Wisdom and +1 to Constitution.
- **Adult** (56 to 149) +1 to Strength and +1 to Constitution.
- **Middle-Aged** (150 to 249) +1 to Intelligence and +1 to Wisdom.
- **Elderly** (250 to 349) -2 to Strength, -1 to Dexterity, -1 to Constitution, +1 to Intelligence, and +2 to Wisdom.
- **Venerable** (350 to 450) -3 to Strength, -2 to Dexterity, -2 to Constitution, +2 to Intelligence, and +3 to Wisdom.

These numbers include all cumulative adjustments.

Doughty Warriors: At 2nd level dwarves gain a +1 bonus to hit humanoids (kobolds, goblins, hobgoblins, orcs, and half-orcs); this bonus increases to +2 at 8th level, +3 at 14th, and +4 at 19th. Dwarves gain additional attacks when wielding a battle axe or war hammer: at 1st to 4th level they have the usual 1 attack per round; 5th to 9th they have 3 attacks every 2 rounds; at 10th to 14th 2 attacks per round; at 15th to 19th 5 attacks every 2 rounds; and at 20th level 3 attacks per round. Beginning at 3rd level a dwarf can tinker with his crossbow such that he can attack with it every round, rather than every other round; this requires one day of work and materials equal to the cost of the crossbow (this only works for the dwarf, and the crossbow is ruined if he rolls a "Natural 1" to hit).

Dwarven Senses: Due to their habit of living underground in mines, dwarves have the ability to see in the dark with infravision up to 60'. This increases to 90' at 6th level and 120' at 17th level.

Hardy Folk: Dwarves are hardy beings, resistant to magic and poison, and as such they have better saving throws to defend against these effects. In addition, their small size grants them better chances to finding cover and avoiding breath attacks. Dwarves do not have to rest after forced marches. At 13th level dwarves suffer half damage on a failed save versus Breath Attack and one-quarter damage on a successful save.

Languages: Dwarves speak their alignment tongue, Common, and Dwarvish. Because of their frequent interaction underground with these creatures, dwarves also speak Gnomish, Goblin, and Kobold.

Short & Stout: Due to their short height, dwarves cannot use two-handed swords or longbows. However, they can use any other weapons or armor. At 4th level ogres, trolls, giants, and titans suffer a -1 penalty to hit the dwarf in combat; this penalty increases to -2 at 7th level, -3 at 12th level, and -4 at 16th level.

Stonecunning: From their experience underground, dwarves have a 2 in 6 (1-2 on 1d6) chance of detecting traps, false walls, hidden construction, or noticing if passages are sloped. Dwarves must be actively searching for these abilities to function. This chance increases to 3 in 6 at 11th level, and 4 in 6 at 18th level.

Reaching 9th Level: When a dwarf reaches 9th level, he has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. A dwarf ruler is able to hire dwarven soldiers or mercenaries but may only hire members of other races for other tasks, such as human alchemists or elves for spell casting.

Dwarf Level Progression			
Experience	Level	Hit Dice (1d8)	Special Abilities
0	1	1	Infravision 60', Stonecunning 2/6, Easy Forced March
2,187	2	2	+1 to hit Goblinoids
4,375	3	3	Fast Crossbow
8,751	4	4	-1 to be hit by Giant-types
17,501	5	5	Axe/Hammer Attacks 3/2
35,001	6	6	Infravision 90'
70,001	7	7	-2 to be hit by Giant-types
140,001	8	8	+2 to hit Goblinoids
280,001	9	9	Can Build Stronghold
400,001	10	+3 hp only *	Axe/Hammer Attacks 2/1
540,001	11	+6 hp only *	Stonecunning 3/6
660,001	12	+9 hp only *	-3 to be hit by Giant-types
800,001	13	+12 hp only *	Breath Attacks Half or One-Quarter
920,001	14	+15 hp only *	+3 to hit Goblinoids
1,060,001	15	+18 hp only *	Axe/Hammer Attacks 5/2,
1,180,001	16	+21 hp only *	-4 to be hit by Giant-types
1,320,001	17	+24 hp only *	Infravision 120'
1,440,001	18	+27 hp only *	Stonecunning 4/6
1,580,001	19	+30 hp only *	+4 to hit Goblinoids
1,700,001	20	+33 hp only *	Axe/Hammer Attacks 3/1

**Hit point modifiers from constitution are ignored*

Dwarf Saving Throws					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	13	8	10	9	12
4-6	10	6	8	7	10
7-9	7	4	6	5	8
10-12	4	2	4	3	6
13-15	3	2	3	2	5
16-18	2	2	2	2	4
19+	2	2	2	2	3

Note: In the *Original Edition*, all dwarf saving throws were at 4 levels higher than those of a fighter. Thus, a 1st level dwarf fighter made saving throws as though he were a 5th level fighter. As this increase did not exactly match the three-level steps of the fighter class, the dwarf did not receive the full benefit of their saving throw bonuses with the basic progression. Also, the *Cook Expert Edition* further caused issues by starting dwarves and halflings at 1st to 3rd level with the saving throws of 7th to 9th level fighters, instead of only 4th to 6th level fighters (whereas the *Moldvay Basic Edition* had the proper starting levels for dwarf and halfling saving throws)! The **Dwarf Saving Throws (Corrected)** chart below has been corrected from the original errors in calculating dwarf saving throws. It is not as generous, but it more closely fits the intent of the original design.

Dwarf Saving Throws (Corrected)					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-2	13	10	12	11	14
3-5	9	8	10	9	12
6-8	7	6	8	7	10
9-11	5	4	6	5	8
12-14	4	4	5	4	7
15-17	4	3	4	3	6
18+	3	3	3	3	5

EXPANDED 20-LEVEL ELF CLASS

Requirements:	Strength 9+	Attacks As:	Fighter
Prime Requisites:	Strength and Intelligence	Hit Dice:	1d6 (1d8 Advanced Edition Option)

Elves are very long lived, and each elf deals with this in different ways – some are flighty, others are solemn; many are cautious and restrained, others are wild and reckless. Elves are almost never grumpy or cantankerous, which exacerbates elven relations with dwarves. Though they are generally peaceful people who enjoy merriment and frivolity, elves are very talented fighters and users of magic.

Elves have pointed ears, and are thin, fey beings. They are very diverse in appearance, moreso than humans, and there are said to be different kinds of elves in distant locations. Elves typically stand 4'6" to 5' tall and weigh about 110 to 140 pounds. Elves typically live for 1,200 to 1,700 years. Elves generally have brilliant skin, vivid hair, and dazzling eyes.

Male elves have a base height of 5'0", females 4'6". To this (d10) 1-2 Subtract 1d6", 2-5 Subtract 1d4", 6-8 Add 1d4", 9-10 Add 1d6". Male elves have a base weight of 140 pounds, females 110 pounds. To this (d10) 1-2 Subtract 3d6 pounds for males, 2d6 pounds for females, 3-5 Subtract 1d8 pounds, 6-8 Add 1d8 pounds, 9-10 Add 3d6 pounds for males, 2d6 pounds for females.

Elves start out at 150+9d8 years of age; consult with your Labyrinth Lord to see if there are options to begin younger or older.

Age provides the following modifiers to 1st level characters:

- **Adolescent** (100 to 179) -1 to Wisdom and +1 to Constitution.
- **Adult** (180 to 574) +1 to Strength and +1 to Constitution.
- **Middle-Aged** (575 to 874) +1 to Intelligence and +1 to Wisdom.
- **Elderly** (875 to 1,199) -2 to Strength, -1 to Dexterity, -1 to Constitution, +1 to Intelligence, and +2 to Wisdom.
- **Venerable** (1,200 to 1,700) -3 to Strength, -2 to Dexterity, -2 to Constitution, +2 to Intelligence, and +3 to Wisdom.

These numbers include all cumulative adjustments.

Elf Eyes: Elves have infravision of 60', which increases to 90' at 6th level and 120' at 17th level. Their keen eyes also allow them, when actively searching, to detect hidden and secret doors with a chance of 2 in 6 (1-2 on 1d6). This chance increases to 3 in 6 at 11th level, 4 in 6 at 14th, and 5 in 6 at 18th. Beginning at 7th level they can detect hidden and secret doors merely by passing within 10', even when not searching, with a chance of 1 in 6; this increases to 2 in 6 at 13th and 3 in 6 at 19th.

Fey Immunities: Because of their connection to nature, elves are completely unaffected by the paralysis ghouls can inflict. Beginning at 3rd level elves have a 10% resistance to *sleep* and *charm* spells. This increases 10% per level thereafter to 90% at 10th level, then increases 1% per level thereafter to a maximum of 99% at 20th level.

Languages: Elves speak their alignment language, Common, and Elvish. Due to their frequent battles with these folks, they can also speak Gnoll, Hobgoblin, and Orcish.

Skilled Warriors: Elves are proficient with all weapons, may wear any kind of armor, and may use shields. Unlike magic-users, elves can cast their spells while wearing armor. Elves gain additional attacks when wielding a short bow, long bow, long sword, or short sword: at 1st to 4th level they have the usual 1 attack per round; 5th to 9th they have 3 attacks every 2 rounds; at 10th to 14th 2 attacks per round; at 15th to 19th 5 attacks every 2 rounds; and at 20th level 3 attacks per round. At 3rd level an elf may move, make their bow attack(s) during the movement phase, then may finish their move without stopping after attacking. At 14th level an elf ignores any cover a target of her bow may have other than complete cover and suffers no penalties therefrom. Being both warriors and magicians, beginning at 4th level once per day an elf can enchant their weapon to be a magical weapon. One weapon (which must be wielded by the elf) acts as a +1 magical weapon for one turn; this can be used twice per day at 8th level. The bonus improves to +2 at 12th level and can be used three times per day at 16th level. This will not work on a weapon that is already magical.

Spellcasting: Elves may learn, memorize, and cast magic-user spells. Elves begin play with a spell book containing *read magic*, plus two other 1st level spells and one 2nd level spell. Choose or roll spells from the 1st level and 2nd level magic-user spell tables. Elves gain new spells by finding them in scrolls, trading with other elves and magic-users, or through spell research. Elves are able to use any magic item useable by fighters, magic-users, and elves. They can use magic-user scrolls.

Stealthy: Elves are very stealthy, and whenever in woods or meadows alone or only with other elves, halflings, and/or rangers, surprise opponents on a 4 in 6 chance (though never gain more than 2 rounds of free actions).

Reaching 9th Level: Elves can establish a stronghold in a natural setting, such as a forest, glen, or grotto, when they reach 9th level. Rather than impose upon nature, this fortress must blend seamlessly with it. Because of the elven connection to nature, within 5 miles of the stronghold all ordinary animals will be kind and helpful to elves. This helpfulness includes the ability to warn of dangers and pass information, or even messages to others nearby. However, in exchange, an elven ruler must always defend the animals within this territory. Elven rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of elven sort may be hired or recruited.

Elf Level Progression			
Experience	Level	Hit Dice (1d6)	Special Abilities
0	1	1	Infravision 60', Elf Eyes 2/6, Immune to Ghoul Touch, Stealthy
4,065	2	2	Charm and Sleep Resistance
8,125	3	3	Split Movement Archery
16,251	4	4	Magic Weapon +1 1/day
32,501	5	5	Bow/Sword Attacks 3/2
65,001	6	6	Infravision 90'
130,001	7	7	Detect Hidden and Secret by Passing 1/6
200,001	8	8	Magic Weapon +1 2/day
400,001	9	9	Can Build Stronghold
600,001	10	+2 hp only *	Bow/Sword Attacks 2/1
800,001	11	+4 hp only *	Elf Eyes 3/6
1,000,001	12	+6 hp only *	Magic Weapon +2 2/day
1,200,001	13	+8 hp only *	Detect Hidden and Secret by Passing 2/6
1,400,001	14	+10 hp only *	Elf Eyes 4/6, Ignore Cover with Bows
1,600,001	15	+12 hp only *	Bow/Sword Attacks 5/2
1,800,001	16	+14 hp only *	Magic Weapon +2 3/day
2,000,001	17	+16 hp only *	Infravision 120'
2,200,001	18	+18 hp only *	Elf Eyes 5/6
2,400,001	19	+20 hp only *	Detect Hidden and Secret by Passing 3/6
2,600,001	20	+22 hp only *	Bow/Sword Attacks 3/1

*Hit point modifiers from constitution are ignored

Elf Spell Progression									
Class Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	2	2	-	-	-	-	-	-	-
5	2	2	1	-	-	-	-	-	-
6	2	2	2	-	-	-	-	-	-
7	3	2	2	1	-	-	-	-	-
8	3	3	2	2	-	-	-	-	-
9	3	3	3	2	1	-	-	-	-
10	3	3	3	3	2	-	-	-	-
11	4	3	3	3	2	1	-	-	-
12	4	4	3	3	3	2	-	-	-
13	4	4	4	3	3	2	1	-	-
14	4	4	4	4	3	3	2	-	-
15	5	4	4	4	4	3	2	1	-
16	5	5	4	4	4	4	3	2	-
17	5	5	5	4	4	4	4	3	1
18	5	5	5	5	4	4	4	4	2
19	6	5	5	5	5	4	4	4	3
20	6	6	5	5	5	5	4	4	4

Elf Saving Throws					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	15	12	13	13	15
4-6	13	10	11	11	13
7-9	9	8	9	9	11
10-12	7	6	7	7	9
13-15	6	5	6	6	7
16-18	5	4	5	5	6
19+	4	3	4	4	5

EXPANDED 20-LEVEL GNOME CLASS

Requirements:	Strength 9, Dexterity 9	Attacks As:	Fighter
Prime Requisites:	Strength and Intelligence	Hit Dice:	1d6 (1d8 Advanced Edition Option)

Gnomes are said to be cousins to dwarves, elves, and halflings, and share many of their idiosyncrasies while still having their own unique cultural ways. Gnomes generally dwell in hills or on mountainsides, dividing their time equally above and below ground. Their habitations often overlap with halflings, and these two races are typically very friendly, if not familial, to each other.

Gnomes average about 3'3" to 3'6" tall, and range from slender to roly-poly, averaging 80 to 90 pounds. Gnomes typically live for 600 to 760 years.

Male gnomes have a base height of 3'6", females 3'3". To this (d6) 1-3 Subtract or 4-6 Add 1d4". Male gnomes have a base weight of 90 pounds, females 80 pounds. To this (d6) 1-3 Subtract or 4-6 Add 2d6 pounds for males, 2d4 pounds for females.

Gnomes start out at 80+3d6 years of age; consult with your Labyrinth Lord to see if there are options to begin play older.

Age provides the following modifiers to 1st level characters:

- **Adolescent** (55 to 89) -1 to Wisdom and +1 to Constitution.
- **Adult** (90 to 299) +1 to Strength and +1 to Constitution.
- **Middle-Aged** (300 to 449) +1 to Intelligence and +1 to Wisdom.
- **Elderly** (450 to 599) -2 to Strength, -1 to Dexterity, -1 to Constitution, +1 to Intelligence, and +2 to Wisdom.
- **Venerable** (600 to 760) -3 to Strength, -2 to Dexterity, -2 to Constitution, +2 to Intelligence, and +3 to Wisdom.

These numbers include all cumulative adjustments.

Burrow-Wise: Gnomes have a 2 in 6 (1-2 on 1d6) chance of detecting decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc.), knowing current depth underground, knowing direction while underground, or noticing if passages are sloped. Gnomes must be actively searching for these abilities to function. This chance increases to 3 in 6 at 11th level, and 4 in 6 at 18th level.

Gnome Senses: Gnomes can see in the dark with Infravision up to 60'. This increases to 90' at 6th level and 120' at 17th level. Gnomes are attuned to illusions and phantasms; at 5th level they gain a +1 bonus to save versus illusions and phantasms. This bonus increases to +2 at 10th level, +3 at 15th, and +4 at 20th. Also beginning at 5th level, if a gnome saves against an illusion or phantasm by 4 or more than is needed to save, she gains control of the illusion or phantasm and directs it against the caster!

Hardy Folk: Gnomes are hardy beings, resistant to magic and poison, and as such they have better saving throws to defend against these effects. In addition, their small size grants them better chances to finding cover and avoiding breath attacks.

Languages: Gnomes speak their alignment language, Common, and Gnomish. They also speak Dwarvish, Goblin, Halfling, Kobold, and Orcish. At 2nd level they may communicate with burrowing animals.

Small Sized: Gnomes may not use the following weapons: battle axe, heavy crossbow, heavy flail, lance, long bow, morning star, heavy pick, pole arm, bastard sword, or two-handed sword. They may wield scimitars and long swords but must do so two-handed. At 4th level gnolls, bugbears, ogres, trolls, giants, and titans suffer a -1 penalty to hit the gnome in combat; this penalty increases to -2 at 7th level, -3 at 12th level, and -4 at 16th level.

Spellcasting: Gnomes may learn, memorize, and cast illusionist spells. Gnomes begin play with a spell book containing three 1st level spells and one 2nd level spell. Choose or roll spells from the 1st level and 2nd level illusionist spell tables. Gnomes gain new spells by finding them in scrolls, trading with other gnomes and illusionists, or through spell research. Gnomes are able to use any magic item useable by fighters, illusionists, and gnomes, and at 13th level, druids. They can use illusionist scrolls. Beginning at 3rd level gnomes may learn 1st level druid spells as though they were illusionist spells; these must be learned from another gnome or from a druid. Gnomes may learn 2nd level druid spells at 8th level and 3rd level druid spells at 13th level.

Tunnel-Rats: Gnomes may be small, but they are fierce. They are proficient with all weapons not restricted due to their size (see below). Gnomes may wear any armor; however, they cannot cast spells while wearing any armor other than padded or leather. Gnomes can use shields. At 2nd level gnomes gain a +1 bonus to hit kobolds and goblins; this bonus increases to +2 at 8th level, +3 at 14th, and +4 at 19th. At 4th level gnomes gain the ability to move silently, as per a thief, with a 2 in 6 chance of success. This chance increases to 3 in 6 at 9th level, 4 in 6 at 14th, and 5 in 6 at 18th level. The gnome can moving silently only while wearing no armor, padded armor, or leather armor.

Reaching 9th Level: When a gnome reaches 9th level, she can build a stronghold. Gnome strongholds will be in homey forested earthen burrows or in stone-carved tunnels in rocky hill formations, and gnomes will travel from great distances to settle there. The character becomes the leader of her people and must rule them wisely and well. The gnome might also be invited to become the leader of an existing burrow or tunnel settlement.

Gnome Level Progression			
Experience	Level	Hit Dice (1d6)	Special Abilities
0	1	1	Burrow-Wise, Infravision 60', Spellcasting
3,751	2	2	+1 to hit Kobolds & Goblins, Speak with Burrowing Animals
7,501	3	3	May learn 1 st level Druid spells
15,001	4	4	-1 to be hit by Large-types, Move Silently 2/6
30,001	5	5	+1 Save vs. Illusions & Phantasms, Control Illusions & Phantasms
60,001	6	6	Infravision 90'
120,001	7	7	-2 to be hit by Large-types
180,001	8	8	+2 to hit Kobolds & Goblins, May learn 2 nd level Druid spells
360,001	9	9	Can Build Stronghold, Move Silently 3/6
540,001	10	+3 hp only *	+2 Save vs. Illusions & Phantasms
720,001	11	+6 hp only *	Burrow-Wise 3/6
900,001	12	+9 hp only *	-3 to be hit by Large-types
1,080,001	13	+12 hp only *	May learn 3 rd level Druid spells
1,260,001	14	+15 hp only *	+3 to hit Kobolds & Goblins, Move Silently 4/6
1,440,001	15	+18 hp only *	+3 Save vs. Illusions & Phantasms
1,620,001	16	+21 hp only *	-4 to be hit by Large-types
1,800,001	17	+24 hp only *	Infravision 120'
1,980,001	18	+27 hp only *	Burrow-Wise 4/6, Move Silently 5/6
2,160,001	19	+30 hp only *	+4 to hit Kobolds & Goblins
2,340,001	20	+33 hp only *	+4 Save vs. Illusions & Phantasms

*Hit point modifiers from constitution are ignored

Gnome Spell Progression							
Class Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	2	2	-	-	-	-	-
5	2	2	1	-	-	-	-
6	2	2	2	-	-	-	-
7	3	2	2	-	-	-	-
8	3	3	2	1	-	-	-
9	3	3	3	2	-	-	-
10	3	3	3	2	1	-	-
11	4	3	3	3	2	-	-
12	4	4	3	3	2	1	-
13	4	4	4	3	3	2	-
14	4	4	4	4	3	2	1
15	5	4	4	4	4	3	2
16	5	5	4	4	4	3	2
17	5	5	5	4	4	4	3
18	5	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	6	5	5	5	5	4

Gnome Saving Throws					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-2	13	10	12	11	14
3-5	9	8	10	9	12
6-8	7	6	8	7	10
9-11	5	4	6	5	8
12-14	4	4	5	4	7
15-17	4	3	4	3	6
18+	3	3	3	3	5

EXPANDED 20-LEVEL HALFLING CLASS

Requirements:	Dexterity 9, Constitution 9	Attacks As:	Fighter
Prime Requisites:	Strength and Dexterity	Hit Dice:	1d6 (1d8 Advanced Edition Option)

Halflings have a gentle nature, and value free time, good food, and good drink. They engage in playful activities when not on an adventure. They love comfort and often spend their riches on the most extravagant items. Halflings prefer to live a bucolic, rustic lifestyle, amidst fertile meadows, rolling hills, and shady forests, with well-tended gardens and farmland, amidst their own kind in realms known as "shires."

Halflings are even smaller than gnomes, only attaining a height of around 2'9" to 3' and averaging about 50 to 60 pounds. They are as diverse in appearance as humans but have furry feet and curly hair. Halflings typically live for 150 to 200 years.

Male halflings have a base height of 3'0", females 2'9". To this (d6) 1-3 Subtract 1d4" or 4-6 Add 1d4".

Male halflings have a base weight of 60 pounds, females 50 pounds. To this (d6) 1-3 Subtract or 4-6 Add 3d4 pounds, 2d4 for females.

Halflings start out at 20+2d6 years of age; consult with your Labyrinth Lord to see if there are options to begin play older.

Age provides the following modifiers to 1st level characters:

- **Adolescent** (22 to 32) -1 to Wisdom and +1 to Constitution.
- **Adult** (33 to 69) +1 to Strength and +1 to Constitution.
- **Middle-Aged** (70 to 99) +1 to Intelligence and +1 to Wisdom.
- **Elderly** (100 to 149) -2 to Strength, -1 to Dexterity, -1 to Constitution, +1 to Intelligence, and +2 to Wisdom.
- **Venerable** (150 to 200) -3 to Strength, -2 to Dexterity, -2 to Constitution, +2 to Intelligence, and +3 to Wisdom.

These numbers include all cumulative adjustments.

Agile: Halflings have keen coordination that grants them +1 bonus to hit on any missile or thrown weapon attacks; this bonus increases to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. Any creature larger than man-sized suffers a -2 penalty to hit halflings; this increases to -3 at 6th level, -4 at 11th level, and -5 at 16th level. At 1st level, man-sized creatures suffer a -1 penalty to hit halflings; this improves to -2 at 4th level, -3 at 8th level, and -4 at 16th level.

Burglars: At 5th level a halfling chooses **one** of following thief abilities: find and remove traps, pick locks, or pick pockets. The halfling has a 2 in 6 chance of performing this ability. This ability increases to 3 in 6 at 10th, 4 in 6 at 15th, and 5 in 6 at 19th.

Hardy Folk: Halflings are hardy beings, resistant to magic and poison, and as such they have better saving throws to defend against these effects. In addition, their small size grants them better chances to finding cover and avoiding breath attacks. At 13th level halflings suffer half damage/effect on a failed save versus Poison, Death, and Paralysis attacks and one-quarter damage/effect on a successful save (or none, as the case may be with all-or-nothing rolls).

Languages: Halflings speak their alignment tongue, Common, and Halfling.

Lucky: At 7th level once per day a halfling may reroll a single die roll of his own or force the reroll of an enemy's die roll; an enemy must be present and in line-of-sight of the halfling for the halfling to be able to use this ability but does not need to be targeting the halfling. The halfling gets the better of the two rolls, the enemy the worse (for them) of the two die rolls. The halfling may do this once per day. The halfling may do this twice per day at 12th level and three times per day at 17th level.

Quick: Halflings are dexterous folk who get a +1 bonus to initiative rolls when alone or in a party composed only of halflings.

Small Sized: Halflings may not use the following weapons: battle axe, heavy crossbow, heavy flail, lance, long bow, morning star, heavy pick, pole arm, bastard sword, or two-handed sword. They may wield scimitars and long swords but must do so two-handed. They may otherwise use any weapon, wear any armor, and may use shields.

Stealthy: Halflings have an uncanny ability to disappear in the wilderness. In forest, shrub, tall grasses, or other similar outdoor cover, halflings can hide with 90% ability; this increases 1% every odd level up to 99% at 19th level. They have a 2 in 6 chance to hide in shadows or behind other forms of cover (including man-sized beings) when indoors, underground in labyrinths, or caverns; this chance increases to 3 in 6 at 3rd, 4 in 6 at 7th, and 5 in 6 at 14th. In any case, they must remain silent and motionless to hide outdoors or in shadows. At 2nd level they gain the ability to move silently on a 2 in 6 chance. This increases to 3 in 6 at 8th, 4 in 6 at 12th, and 5 in 6 at 18th. Halflings are very stealthy, and whenever in woods or meadows alone or only with other halflings, elves, and/or rangers, surprise opponents on a 4 in 6 chance (though never gain more than 2 rounds of free actions).

Reaching 9th Level: When a halfling reaches 9th level, he can build a stronghold. Halfling strongholds will be in serene, beautiful valleys and halflings will come from great distances to settle there. The character becomes the sheriff of the people (their leader) and must rule them wisely and well. The halfling might also be invited to become sheriff of an existing shire.

Halfling Level Progression			
Experience	Level	Hit Dice (1d6)	Special Abilities
0	1	1	Hide, +1 to hit Missile/Thrown; -2/Large, -1/Man-sized
2,035	2	2	Move Silently 2/6
4,065	3	3	Hide 3/6
8,125	4	4	-2/Man-sized
16,251	5	5	+2 to hit Missile/Thrown, Burglar Ability 2/6
32,501	6	6	-3 to be hit by Large
65,001	7	7	Hide 4/6, Lucky 1/day
130,001	8	8	-3/Man-sized, Move Silently 3/6
260,001	9	9	Can Build Stronghold
390,001	10	+2 hp only *	+3 to hit Missile/Thrown, Burglar Ability 3/6
520,001	11	+4 hp only *	-4 to be hit by Large
650,001	12	+6 hp only *	Move Silently 4/6, Lucky 2/day
780,001	13	+8 hp only *	Poison or Death Attacks Half or One-Quarter
910,001	14	+10 hp only *	Hide 5/6
1,040,001	15	+12 hp only *	+4 to hit Missile/Thrown, Burglar Ability 4/6
1,170,001	16	+14 hp only *	-5 to be hit by Large, -4/Man-sized
1,300,001	17	+16 hp only *	Lucky 3/day
1,430,001	18	+18 hp only *	Move Silently 5/6
1,560,001	19	+20 hp only *	Burglar Ability 5/6
1,690,001	20	+22 hp only *	+5 to hit Missile/Thrown

**Hit point modifiers from constitution are ignored*

Halfling Saving Throws					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	13	8	10	9	12
4-6	10	6	8	7	10
7-9	7	4	6	5	8
10-12	4	2	4	3	6
13-15	3	2	3	2	5
16-18	2	2	2	2	4
19+	2	2	2	2	3

Note: In the *Original Edition*, all halfling saving throws were at 4 levels higher than those of a fighter. Thus, a 1st level halfling fighter made saving throws as though he were a 5th level fighter. As this increase did not exactly match the three-level steps of the fighter class, the halfling did not receive the full benefit of their saving throw bonuses with the basic progression. Also, the *Cook Expert Edition* further caused issues by starting dwarves and halflings at 1st to 3rd level with the saving throws of 7th to 9th level fighters, instead of only 4th to 6th level fighters (whereas the *Moldvay Basic Edition* had the proper starting levels for dwarf and halfling saving throws)! The **Halfling Saving Throws (Corrected)** chart below has been corrected from the original errors in calculating halfling saving throws. It is not as generous, but it more closely fits the intent of the original design.

Halfling Saving Throws (Corrected)					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-2	13	10	12	11	14
3-5	9	8	10	9	12
6-8	7	6	8	7	10
9-11	5	4	6	5	8
12-14	4	4	5	4	7
15-17	4	3	4	3	6
18+	3	3	3	3	5

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