

Halfling

Feature	Description
Halfling Stature	Your REF increases by +1 and you can move through any space occupied by another creature without suffering a penalty to your speed, though you may not end your movement there.
	Gain +6 Skill Points that you can spend on any of the following skills. You cannot put more than +4 points into a single skill using this feature.
Bountiful Life	<ul style="list-style-type: none">* Acrobatics: Balancing, Contorting, Tumbling* Influence: Deceiving, Empathy, Gossiping, Persuading* Luck: Fortuity* Observation: Eavesdropping, Intuiting, Investigating, Perceiving* Performance: Dancing, Entertaining, Instrument* [choose one], Savoir Faire* Subterfuge: Evading, Sleight of Hand* Survival: Sheltering, Sneaking
Unique Feature	Choose one additional option from the <i>All Halfling Features</i> table at level 1.

In addition to the unique feature you selected at level 1, you gain one more feature at 5th, 10th, 15th, 20th, 25th, and 29th levels. Choose from the following features.

Feature	PreReq	Description
Bravery		Whenever a creature tries to Frighten you, they must roll 2d20 and take the lower.
Bravery II	Bravery	You cannot be Frightened by creatures. (Effects that do not originate from creatures can still Frighten you.)
Bravery III	Bravery II	Gain Immune Frightened.
Calm Observance		<i>Repeatable.</i> Gain +6 Skill Points that you can spend on any skills with the Observation tag. With this feature, you may put up to +4 points into any individual skill.
Determined		Gain Determined (1/Rest): When you are reduced to 0 HP, immediately regain 1 HP.
Determined II	Determined	Determined becomes 1/Recoup.
Determined III	Determined II, Character Level 15	Determined becomes 1/Catch Breath.
Halfling Grace		<i>Repeatable.</i> Gain +6 Skill Points that you can spend on any skills with the Acrobatics tag. With this feature, you may put up to +4 points into any individual skill.
Halfling Charm		<i>Repeatable.</i> Gain +6 Skill Points that you can spend on any skills with the Influence tag. With this feature, you may put up to +4 points into any individual skill.
Small but Mighty		Whenever you use the Trip maneuver against a creature at least one Size larger than you, you may choose to make the attack using your DEX instead of your STR.
Small but Mighty II	Small but Mighty, Character Level 10	When attacking a creature at least one Size larger than you, your crit range increases by +1, or by +2 if the creature is more than three Sizes larger than you.