

Halfling

| Feature | Description |
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| 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 | * 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. |