

Underhill Setting

Lifepath	Time	Res	Stat	Leads
Born Under the Hill	16 yrs	14	-	Unexpected Journey, Odd Fellows

Skills: 3 pts: General; 1 pt: Cooking

Traits: Halfling Common Traits plus 1pt: Tidy Aspect

Lifepath	Time	Res	Stat	Leads
Gardener	5 yrs	9	+1P	Unexpected Journey

Skills: 1 pt: General; 5 pts: Ditch Digging, Sing, Inconspicuous, Herbalism, Garden-wise

Traits: 1 pt: Folksy Wisdom, Earthy Smell, Loyal

Lifepath	Time	Res	Stat	Leads
Mushroom Farmer	10 yrs	12	+1P	Unexpected Journey

Skills: 1 pt: General; 4 pts: Farming, Mending, Sewing, Animal Husbandry, Mushrooms-wise

Traits: 2 pts: A Little Fat, Bottomless Stomach

Lifepath	Time	Res	Stat	Leads
Miller	8 yrs	16	-	Unexpected Journey, Big Cities

Skills: 1 pt: General; 4 pts: Miller, Brewer, Mending, Wine Tasting

Traits: 2 pts: Drunk

Lifepath	Time	Res	Stat	Leads
Husband/Wife	9 yrs	12	+1M	Unexpected Journey, Odd Fellows

Skills: 2 pts: General; 3 pts: Child-Rearing, Family-wise, Hagglng, Hospitality-wise

Traits: 2 pts: Thunderous Snoring

Restrictions: Cannot be character's second lifepath.

Lifepath	Time	Res	Stat	Leads
Tobacco Planter	14 yrs	32	-	Unexpected Journey

Skills: 1 pt: General; 4 pts: Farming, Halfling Tobacco-wise, Hagglng, Accounting

Traits: 3 pts: Nihilistic, Hoarding, Lazy

Lifepath	Time	Res	Stat	Leads
Dentist	11	14	+1M	Unexpected Journey, Big Cities

Skills: 1 pt: General; 7 pts: Apothecary, Surgery, Soothing Platitudes, Write, Read, Anatomy, Bad Teeth-wise

Traits: 1 pt: Commonly Respected

Lifepath	Time	Res	Stat	Leads
Elder	24	28	+2M	Unexpected Journey

Skills: 2 pts: General; 4 pts: Family-wise, Persuasion, Rethoric, Estate Management

Traits: 2 pts: Chronologue

Requires: Husband/Wife lifepath

Lifepath	Time	Res	Stat	Leads
Mayor	6	12	+1M	Unexpected Journey, Big Cities

Skills: 1 pt: General; 6 pts: Command, Administration, Oratory, Rule of Law

Traits: 1 pt: Commonly Respected, Deep Sleeper

Requires: Elder lifepath

Unexpected Journey Sub-setting

Lifepath	Time	Res	Stat	Leads
Travelling With Thirteen Dwarves	6	8	+1M/P	Odd Fellows

Skills: 1 pt: General; 5 pts: Stealthy, Dwarves-wise, Observation, Lost Treasures-wise, Magical Jewellery-wise

Traits: 1 pt: Complaining, Homesick, Great Deeds

Lifepath	Time	Res	Stat	Leads
Hit-the-Road Jack	10	7	+1M,P	Odd Fellows, Big Cities

Skills: 1 pt: General; 6 pts: Orienteering, Foraging, Tracking, Road-wise, Mending, Foreign Languages, Firebuilding, Field Dressing, Herbalism

Traits: 1 pt: Disturbingly Large Mouth

Lifepath	Time	Res	Stat	Leads
Mercenary	6	7	+1P	Odd Fellows, Big Cities

Skills: 1 pt: General; 4 pts: Appropriate Weapons, Inconspicuous, Contract-wise, Field Dressing

Traits: 1 pt: Brave, Dramatic, Fearless

Lifepath	Time	Res	Stat	Leads
Itinerant Performer	6	9	+1M/P	Odd Fellows, Big Cities

Skills: 2 pts: General; 5 pts: Acting, Sing, Conspicuous, Oratory, Poetry, Musical Instrument, Drama-wise, Theatrics

Traits: 2 pts: Colourful

Lifepath	Time	Res	Stat	Leads
Charlatan	14	11	+1M	Big Cities

Skills: 1 pt: General; 9 pts: Falsehood, Disguise, Foreign Languages, Conspicuous, Inconspicuous, Oratory, Law-wise, Etiquette

Traits: 1 pt: Cynical, Poker Face

Lifepath	Time	Res	Stat	Leads
Gambler	5	8	-	Big Cities

Skills: 2 pts: General; 6 pts: Sleight of Hand, Falsehood, Bet-wise, Extortion, Inconspicuous

Traits: 3 pts: Unlucky

Lifepath	Time	Res	Stat	Leads
Travelling Merchant	13	34	+1M	Odd Fellows, Big Cities

Skills: 1 pt: General; 4 pts: Haggling, Observation, Orienteering, Appraisal

Traits: 1 pt: -

Lifepath	Time	Res	Stat	Leads
Pony Outrider	10	14	+1M/P	Odd Fellows

Skills: 1 pt: General; 5 pts: Riding, Observation, Mounted Combat, Pony-wise,

Traits: 2 pt: Curious, Sense of Direction

Requires: Pony Breeder or any Unexpected Journey lifepath

Lifepath	Time	Res	Stat	Leads
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Soldier of Fortune	10	10	+1M/P	Odd Fellows, Big Cities
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Skills: 1 pt: General; 5 pts: Observation, Intimidation, Brawling, Field Dressing, Herbalism

Traits: 1 pts: No Nonsense, Jaded

Requires: Mercenary, Pony Outrider or Freebooter lifepath

Lifepath	Time	Res	Stat	Leads
Witch Hunter	13	10	+1M/P	-

Skills: 5 pts: Sorcery, Demonology, Observation, Interrogation, Heresy-wise, Cults-wise

Traits: 2 pts: Scary Halfling Inquisitor, Manhound

Requires: Soldier of Fortune

Lifepath	Time	Res	Stat	Leads
Freebooter	8	14	+1P	Big Cities

Skills: 1 pt: General; 5 pts: Rigging, Knots, Knives, Brawling, Intimidation

Traits: 2 pts: Sea Legs, Cold-Blooded

Requires: Lake Sailor, Mercenary or any Forgotten Cousins lifepath

Lifepath	Time	Res	Stat	Leads
Religious Bigot	9	10	+1M	Big Cities

Skills: 1 pt: General; 5 pts: Doctrine, Religious Diatribe, Intimidation, Heresy-wise, Observation, Symbology, Interrogation

Traits: 3 pts: Zealot, Cold-Hearted, Rabble Rouser

Requires: Raised Among Humans lifepath

Big Cities Setting

Lifepath	Time	Res	Stat	Leads
Raised Among Humans	9	7	-	Unexpected Journey

Skills: 3 pts: General

Traits: Halfling Common Traits plus 1 pt: -

Lifepath	Time	Res	Stat	Leads
Burglar	10	11	+1M/P	Unexpected Journey

Skills: 1 pt: General; 6 pts: Stealthy, Sleight of Hand, Inconspicuous, Streetwise, Climbing

Traits: 2 pts: Kleptomaniac

Lifepath	Time	Res	Stat	Leads
Con Artist	7	16	+1M	Unexpected Journey

Skills: 1 pt: General; 5 pts: Falsehood, Forgery, Persuasion, Inconspicuous, Disguise

Traits: 1 pt: Compulsive Liar, Aura of Innocence

Lifepath	Time	Res	Stat	Leads
Clerk	7	10	+1M	Unexpected Journey

Skills: 1 pt: General; 7 pts: Read, Write, Bureaucracy, Accounting, Paperwork-wise, Calligraphy

Traits: 1 pt: -

Lifepath	Time	Res	Stat	Leads
Circus Performer	4	7	+1P	Unexpected Journey

Skills: 2 pt: General; 4 pts: Conspicuous, Theatrics, Dance, Climbing, Acting

Traits: 3 pts: Colourful, Contortionist

Lifepath	Time	Res	Stat	Leads
Apprentice	14	8	+1M/P	Unexpected Journey

Skills: 1 pt: General; 8 pts: Mending, Candlemaker, Sewing, Weaving, Embroidery, Bloodletting, Herbalism, Blacksmith, Carpentry, Potter, Tanner, Bowyer, Fletcher, plus any relevant Wise

Traits: 1 pt: -

Lifepath	Time	Res	Stat	Leads
Surgeon	18	20	+1M	Unexpected Journey, Underhill

Skills: 1 pt: General; 5 pts: Surgery, Anatomy, Soothing Platitudes, Apothecary

Traits: 1 pt: Bitter

Requires: Apprentice lifepath

Lifepath	Time	Res	Stat	Leads
Tavern Keeper	8	16	-	Unexpected Journey

Skills: 2 pts: General; 3 pts: Drink-wise, Drunk-wise, Persuasion, Brewer, Drinking

Traits: 2 pts: Gossip, Drunk, Ear for Voices

Lifepath	Time	Res	Stat	Leads
Vintner	6	26	-	Unexpected Journey

Skills: 1 pt: General; 4 pts: Vintner, Wine Tasting, Grape-wise

Traits: -

Requires: Tavern Keeper or Miller lifepath

Lifepath	Time	Res	Stat	Leads
Master Chef	14	26	+1M	Unexpected Journey

Skills: 1 pt: General; 5 pts: Cooking, Soothing Platitudes, Herbalism, Poisons-wise

Traits: 1 pt: Iron Stomach

Requires: Tavern Keeper or Mushroom Farmer lifepath

Lifepath	Time	Res	Stat	Leads
Merchant	10	35	-	Unexpected Journey

Skills: 1 pt: General; 4 pts: Accounting, Haggling, Commodities-wise

Traits: 1 pt: Greedy, Hoarding

Restrictions: Cannot be character's second lifepath

Lifepath	Time	Res	Stat	Leads
Banker	18	48	+1M	Unexpected Journey

Skills: 1 pt: General; 5 pts: Administration, Tax-wise, Debt-wise, Merchant-wise

Traits: 2 pt: Paranoid, Meticulous

Requires: Merchant lifepath

Lifepath	Time	Res	Stat	Leads
Steward	12	15	+1M	Unexpected Journey

Skills: 3 pts: General; 2 pts: Estate Management, Administration, Observation, Manor-wise

Traits: 1 pt: Manhunter

Requires: Clerk, Master Chef or Vintner lifepath

Odd Fellows Setting

Lifepath	Time	Res	Stat	Leads
Born Odd	8 yrs	10	-	Unexpected Journey, Underhill

Skills: 4 pts: General; 2 pts: Throwing, Sing

Traits: Halfling Common Traits, Odd Fellow plus 1 pt: A Little Crazy, Hand-Eye Coordination

Lifepath	Time	Res	Stat	Leads
Odd Halfling	7 yrs	8	+1M/P	Unexpected Journey

Skills: 1 pt: General, 3 pts: Conspicuous, Folklore, Riding, Strategy Games

Traits: Odd Fellow plus 3 pts: Fear of Cheese, Folksy Wisdom, Sixth Sense

Lifepath	Time	Res	Stat	Leads
Pony Breeder	10 yrs	19	+1M/P	Unexpected Journey

Skills: 1 pt: General; 5 pts: Pony Husbandry, Riding, Field Dressing

Traits: Odd Fellow plus 1 pt: Love of the Horse, Low Speech

Lifepath	Time	Res	Stat	Leads
Lake Sailor	8	9	-	Unexpected Journey

Skills: 1 pt: General; 6 pts: Rigging, Knots, Boatwright, Fishing, Lake-wise, Omen-wise

Traits: Odd Fellow plus 2 pts: Superstitious, Weather Sense

Lifepath	Time	Res	Stat	Leads
Trapper	12	9	+1P	Unexpected Journey

Skills: 1 pt: General; 6 pts: Mimicry, Orienteering, Tracking, Trapper, Foraging

Traits: Odd Fellow plus 2 pts: Loner

Lifepath	Time	Res	Stat	Leads
Crazy Ol'Fella	23	11	-	Unexpected Journey, Forgotten Cousins

Skills: 2 pts: General; 3 pts: Philosophy, Ratiquette, Symbology, Weird Omens-wise

Traits: 4 pts: Phobia, Fear of Wet Noises, Obscure Aura, Gone Crazy

Requires: Odd Halfling lifepath or any two Odd Fellows lifepaths

Lifepath	Time	Res	Stat	Leads
Restless Wanderer	8	6	+1M,P	Unexpected Journey

Skills: 2 pts: General; 4 pts: Orienteering, Road-wise, Foraging, Forest-wise

Traits: 1 pt: Sense of Direction

Requires: Trapper or Lake Sailor lifepath

Lifepath	Time	Res	Stat	Leads
Ex-Adventurer	14	14	-	-

Skills: 2 pts: General; 4 pts: Conspicuous, Ugly Truth, Lost Treasures-wise, Appraise, Foreign Languages

Traits: 2 pts: Commonly Respected, Jaded

Requires: Any Unexpected Journey lifepath

Forgotten Cousins Setting

Lifepath	Time	Res	Stat	Leads
Born Among Little Folk	9	5	-	-

Skills: 4 pts: General; 1 pt: Stealthy

Traits: Halfling Common Traits plus 1 pt: Mischievous

Lifepath	Time	Res	Stat	Leads
Leprechaun	14	20	+1M/P	Unexpected Journey

Skills: 1 pt: General; 4 pts: Hagglng, Appraisal, Mending, Jeweler, Brewer

Traits: 1 pt: Rainman, Four Leaf Clover

Requires: Born Among Little Folk lifepath

Restrictions: Cannot be mixed with Gnome, Savage Halfling or Gremlin lifepath

Lifepath	Time	Res	Stat	Leads
Gnome	19	12	+1M	Unexpected Journey, Big Cities

Skills: 1 pt: General; 8 pts: Read, Write, Engineering, Architect, Engraving, Jargon, Lapidary, Locksmith, Munitions, Mechanisms-wise

Traits: 1 pt: Geometric, Touch of the Devil

Requires: Born Among Little Folk lifepath

Restrictions: Cannot be mixed with Leprechaun, Savage Halfling or Gremlin lifepath

Lifepath	Time	Res	Stat	Leads
Savage Halfling	8	6	+1P	Unexpected Journey

Skills: 1 pt: General; 6 pts: Climbing, Orienteering, Tracking, Hunting, Foraging, Forest-wise, Observation, Wilderness-wise

Traits: 2 pts: Dexterity of the Cat, Eye of the Hunter, Fleet of Foot

Requires: Born Among Little Folk lifepath

Restrictions: Cannot be mixed with Gnome, Leprechaun or Gremlin lifepath

Lifepath	Time	Res	Stat	Leads
Gremlin	14	8	+1M/P	Unexpected Journey

Skills: 1 pt: General; 3 pts: Intimidation, Falsehood, Sleight of Hand, Shadows-wise,

Traits: 1 pt: Entropic, Aura of Malevolence

Requires: Born Among Little Folk lifepath

Restrictions: Cannot be mixed with Gnome, Savage Halfling or Leprechaun lifepath

Lifepath	Time	Res	Stat	Leads
Daft Punk	12	6	+1M/P	Unexpected Journey

Skills: 1 pt: General; 2 pts: Aura Reading

Traits: 3 pts: Louis Wu, Second Sight, Misplaced Aura, Touch of Ages

Requires: Gone Crazy trait

Starting Stat Points for Halflings by Age

01-15 years	5 pts	10 pts
16-21 years	6 pts	13 pts
22-24 years	6 pts	14 pts
25-38 years	7 pts	14 pts
39-44 years	7 pts	15 pts
45-53 years	8 pts	14 pts
54-60 years	8 pts	13 pts
61-83 years	8 pts	12 pts
84-98 years	9 pts	11 pts
99-119 years	9 pts	10 pts
120-150 years	9 pts	9 pts

Halfling Common Traits

Half-Sized (Dt) - Halflings are of smaller stature than Humans, Elves, or even Dwarves and Roden. By those unfamiliar with halflings, they can even be mistaken for kids!

They are nimble nonetheless, and even though their stride is only 6, their Speed tests are always open-ended.

Fellowship (Dt) - Halflings are social. While Humans struggle for power, Elves tend to choose their own ways and Dwarves are united by common goals, Halflings bond for the sake of community itself; you can always count on your Halfling neighbour's help. Thus, Halflings can

always Help with a task, even if they don't have the appropriate skill or their Circles' Scope does not match.

Restlessness (Dt) - Even though Halflings cherish their leisure time with yet another piece of cake and a pipe, somewhere deeper there lies this *something* that urges them forward. It makes them curious what's on the other side of the mountain, what is that lever for, or what did that dangerously looking man mean saying not to push the topic. While certain Halflings control this feeling and suppress it, others embrace it and leave everything to go on a journey. See Restlessness chapter for more information.

Atravieso (Dt) - Every Halfling receives Atravieso trait for free.

Precise Pitcher (Dt) - Halflings are exceptionally skilled at throwing any kind of objects. Beware around them, you can get hit by pretty much anything! Also, they receive +1 to DoF result determining weapon's IMS while throwing.

Happy-Go-Lucky (Char) - Halflings seem to never really understand what's at stake. They tend to neglect danger, ignore warnings and disregard possible consequences, but not because they are reckless or defiant - they just don't really get what's going on around them. They can walk into murderers' den and ask for directions without realising they've been an inch from death.

Cookery (Dt) - Halflings' culinary expertise is legendary. They not only are gourmets, but the best chefs as well. Numerous meals a day, each one consisting of several dishes and each perfectly prepared using only the best ingredients. One halfling's storeroom could possibly feed a dozen Humans, and not just for a single day.

Any checks made by Halflings regarding preparing, evaluating or serving decent food shift their shade one step lighter. That does not include hunting for food, haggling, resisting ingested poison or such. At the same time, Halflings suffer +1 Ob to Resources tests involving food, drinks or meals. Their Lifestyle tests are also made with +1 Ob penalty.

Special Traits

Commonly Respected (Dt) - Being respected among Halflings means a lot; definitely more than among other races. Common respect within a particular group of Halflings grants 1D reputation for that setting.

Madcap (Dt) - Every decent Halfling crazy enough to go on an adventure is immediately branded by the society. And not only by his family or village - any respectable Halfling will recognise a Madcap. Because of that, every Halfling with any Unexpected Journey lifepaths receives 1D infamous reputation among Underhill and Big Cities Halflings and 1D reputation among other Madcaps.

Gone Crazy (Dt) 3 pts - This Halfling has made friends among Forgotten Cousins, be it Leprechauns, Gremlins, Gnomes or Savage Halflings. Character may add that lifepath to his Circles scope and choose one minor relationship within that lifepath. At the same time, he receives 1D infamous reputation with other Halflings.

Odd Fellow (Dt) - one of Odd Fellows. These characters are so... odd... that they receive 1D infamous reputation among all normal, honest Halflings from Under the Hill.

Great Deeds (Dt) - This Halfling has done something. It doesn't matter if it was his one and only achievement and he's about to be forgotten or not; right now, he's on top of it all. Player receives 2D reputation regarding his past deeds, or he may opt to negotiate with GM an appropriate magical item worth about as much as 2D reputation.

Scary Halfling Inquisitor (Dt) - Those Halflings are set towards serious business. You've crossed them? Well, I have some good news for you! You're gonna have fresh flowers on your grave, I promise. Oh, and I will let your family know, too!

Being a part of Halfling Inquisition, or Witch Hunters, as they are called, could be seen as an honor or a curse. Those characters not only hunt witches and demons conjured by those, but they make it personal - Witch Hunters receive a special, fourth belief: "I will hunt demons and witches wherever I go, no matter the cost." In addition, they receive 1D affiliation with the order of Halfling Inquisitors.

Mischievous (Dt) - For some of them these are only pranks, for others it's the sole purpose of existence. Enough to say, mischievous Halflings always treat their Help dice as open-ended, but both ways. In addition to standard rules for being open-ended on 6's, the result of 1 also means an additional die rolled, but if it is a failure again, one success is subtracted from total.

Four Leaf Clover (Dt) - Leprechauns are said to grant three wishes to those that catch them. I don't know if that's true, but once a day a Leprechaun can give somebody his lucky four-leaf clover to let him treat one skill, stat or attribute tests to be open-ended for a day. In case of already open-ended rolls, it's a Call-on allowing to reroll failed dice.

Kleptomaniac (Char) 1 pt - This character is not a thief! He, well, just borrows things. For a time. Temporarily. Or finds them in his pockets. All by accident. What, you don't believe him?!

Restlessness

Halflings are peculiar beings. Two powerful forces clash within those little guys - their deep love of comfort and calmness is pitched against their inner curiosity, or maybe even nosiness, coupled with impatience, or restlessness. Some of them aren't even aware of that and live comfortable lives away from the ever-busy world, but others give in to this urge and begin new lives, lives often despised by those deaf to the call of restlessness - the lives of adventurers.

Restlessness is an emotional attribute like Faith, Grief, Greed or Hatred. It is not directly tested like Faith, though. Instead it is a factor in many rolls and situations.

The Limits of Restlessness

When a Halfling's Restlessness reaches exponent 10, it either overwhelms him so much that he can't find his place anywhere, from now on always on the run, looking for something, something he'll never catch. Alternatively, he may funnel all that into one goal, something huge, like finding Templar's Treasure or the Amber Room, or even the Atlantis. The quest a Halfling takes upon his shoulders is so overpowering that it will most likely break him, but it is also the one and only thing that matters in his life anymore.

Starting Restlessness

Total the answers to the questions below. This is the character's starting exponent. Alternately, the character may spend five of those points to shade shift his Restlessness to gray. The remainder equals the current exponent.

- Add one for any Unexpected Journey lifepath
- Add one for Born Odd or Born Among Little Folk lifepaths
- Add one if the character has any relationships among other races
- Add one if the character's Perception exponent is 5 or higher
- Add one if the character's Will exponent is 3 or lower
- Add one if anything mysterious and intriguing has ever happened to the character
- Subtract one if the character's starting age is above 55 years
- Add one if the character has ever - accidentally or not - uncovered someone's treasured secret
- Subtract one if the character was born Under the Hill
- Add one for any trait related to travelling or adventuring
- Add one if the character has ever wondered "what that lever might be here for?"
- Add one if the character's Steel exponent is 4 or lower, subtract one if it is 6 or higher
- Subtract one if the character has Jaded trait

I'm bored!

Whenever a Halfling needs to make a test that prevents him from reaching, getting or witnessing something cool and exciting, he becomes restless. Because of that, he may spend one fate point to *help* on that test as per *help* rules - exponents 1-4 help with one die, exponents 5-9 help with 2 dice.

He may also spend one persona point to substitute his Restlessness for any skill or stat in a test.

For one deeds point, he may add his Restlessness exponent to any skill or stat test.

That's Way More Exciting!

That's Way More Exciting! is a special clause to be invoked by either the player or the GM. It can be invoked whenever something important and/or requiring attention is going on; it requires the player in question to pass a Steel test against Surprise.

If the character fails it, something else catches his attention, making him forget about tasks at hand. It can be a cool statuette gleaming in the sun during king's audience, or a door left ajar leading to an unchecked room distracting the halfling during a frantic pursuit after a villain. No matter what it is, it surely is something interesting in its own way and worth checking out; the character is required to pursue his new interest.

If the character succeeds on his Steel test, he still notices this interesting thing or occurrence, but isn't required to give in and follow it.

Situational Restlessness Test Obstacles

Obstacle 1 - Waiting for a dinner or for someone to free the toilet

Obstacle 2 - Meeting a new person, being bored

Obstacle 3 - Hearing an interesting rumor or gossip

Obstacle 4 - Leaving town without any particular reason, nosing around other people's affairs or problems, putting a belief aside to check something interesting out

Obstacle 5 - Being openly inquisitive and intrusive about someone's business, checking "what's behind that corner" when you should not, making friends among other races

Obstacle 6 - Going on an adventure, stumbling upon a mystery or a secret, having an instinct related to Restlessness

Obstacle 7 - Choosing to solve a riddle or puzzle over helping a friend in need, living among Dwarves or Elves, checking out what's in other people's pockets

Obstacle 8 - Pulling THE lever or pushing THE button, putting yourself and/or your friends into obvious peril because of your Restlessness

Obstacle 9 - Rummaging through king's private possessions, flipping through a wizard's ancient grimoire to find "cool pictures"

Obstacle 10 - Checking out what'll happen if you poke that dragon in the eye, opening Pandora Box to see what's inside

Halfling Resources

Arms, Halfling - as other races, but -1 Power and Weapon Length one category lower. When using weapons designed for bigger races, treat one handed as two handed. You cannot use Mannish two handed weapons.

Missiles, Halfling - lower Mark value by two pips. When using Mannish bows, you suffer +1Ob penalty. When using Mannish crossbows or firearms, increase loading time by two actions.

Armor, Halfling - $\frac{2}{3}$ of Human prices, rounded up

Clothes, 4 rps; - no self-respecting Halfling will leave his home without being properly dressed, no matter the occasion. He just won't, okay? Don't try to dress him in rags, it is good for humans.

Travelling Gear, 6 rps; - what is a journey without a frying pan, cooking pot and a box of spices to prepare those second and third breakfasts, each one accompanied by a dessert? What is a journey without a silken handkerchief to mop the sweating brow, without a board game or a puzzle to entertain during long evening hours? Now, take that coil of rope and toss it away, we don't have enough space in this backpack...

Cooking Toolkit, gardening toolkit, 8 rps; - while it may be surprising that cooking requires a toolkit and that it is just as expensive as any other one, it isn't so shocking to the Halflings themselves. They treat their cooking seriously and if a meal hasn't been prepared properly, then you may just as well eat worms and sprouts, just like some barbarians do, because what's the difference? They treat only one thing just as seriously, and this is tending to their garden (from which the food flows).

Rent, 6 rps for human towns/ inns, 10 rps for respectable Halfling housing

Property - use human Property for Halflings living among humans (apply common sense, too!). When looking for mostly Halfling societies, use those below as jumping points:

Hobbit-hole, 6 rps;

Cottage or *smial*, 15 rps;

Farm, mill, watermill, 32 rps.

Halfling Tobacco, 25 rps; - a dozen smokes of the highest quality! Definitely worth +1D on Social tests when sharing with someone (when appropriate, of course).

"Ah, sweet, sweet smell of our famous tobacco, straight from Halfling Westfarthings. Go ahead, take a puff! Good, ain't it? Now, you have mentioned that guy before, and I have wondered..."

The One Ring, 666 rps;

"Ash nazg durbatulûk, ash nazg gimbatul, ash nazg thrakatulûk, agh burzum-ishi krimpatul"

"One Ring to rule them all, One ring to find them; One ring to bring them all and in the darkness bind them."