

Halfling Rober

1.1 Overview

Halflings are mostly a peaceful and bucolic bunch. However a few, a very few, seem to be imbued with a wanderlust, a curiosity to see new things, and meet new cultures that drives them from their holes and out into the wider world beyond the green pastures of their homelands.

Halflings have no great armies and pose no obvious threat to anyone, and so no one pays an enormous amount of attention to them. Or at least that would be the case if it were not for their loose understanding of the basic principles of property ownership.

1.2 Character Creation

Follow these steps to create a Halfling Rover character

- (i) Print out the character sheet.
- (ii) Choose a name for the character and write it on the character sheet..
- (iii) Write your own name in the players name area on the character sheet.
- (iv) Fill in the Archetype Value: Halfling Rover
- (v) Fill in your Height: $110 + 2d8$ cm, Weight: $40 + 3d6$ kg, and Age: $17 + 2d4$ years. Choose whatever gender you want.
- (vi) Fill in your level: 1.
- (vii) Fill in your characters tags: halfling, humanoid, short, small
- (viii) Determine your Primary Abilities by choosing one of the following sets of ability score/modifiers:

❖ Str:14/+1, End:14/+1, Ag:12/-1, Spd:12/-1, Per:14/+1, or

❖ Str:14/+1, End:14/+1, Ag:13/+0, Spd:12/-1, Per:13/+1

Then roll a Std-Check for each ability against a DC of 13. Add +1 to the ability if successful. Add -1 to the ability if a bane is rolled. The player may reroll if a boon is rolled.

- (ix) All Halfling Rovers start with the following skills: Sword Strike I, Dodge III, Lucky II, I Think I'm OK? I, Reroll II, Sure Feet II, Rest II, Sleep II, Sleight of Hand I, Sneak II, Concealment II, Pick Locks I, Merovingian II.



- (x) Work out your characters background using the the tables from the next section. Do this now. It may effect your abilities.

- (xi) Record your **Archetype Initiative**: 12 and add your Perception Modifier to get your Initiative and Initiative Modifier.
- (xii) Record your **Archetype Move Distance**: 5 and add your Speed Modifier to get your Move and Move Modifier.
- (xiii) Record your characters Health and Stamina:
Stamina = 5+d3 + Endurance Modifier
Health = 5+d3 + Strength Modifier
 Your current stamina and health are the same as your full stamina and health. The temporary values are zero, and the refresh rate is 2d4
- (xiv) Determine your characters dice pool: maximum and refresh values. The current values are initially set to the maximum values:
Luck Pool Maximum/Refresh = 4**6**/+1**?**
Magic Pool Maximum/Refresh = 2**6**/+1**?**
Mettle Pool Maximum/Refresh = 2**8**/+1**?**
- (xv) Players should choose a few initial aspects for their character. It is best to choose your aspects in a group with the other players and GM. Newly acquired aspects have a difficulty of 9 + d4 unless the archetype description or the GM says otherwise.
 Some suggested aspects for this archetype are: I wonder what this does? Surely this won't be missed? What a wonderful souvenir, I'm feeling a bit peckish.. But feel free to choose an aspect of your own. Try to create one that will generate interesting game play.
- (xvi) Gain the following ability advances:
- (xvii) Optionally sketch out a couple of lines of back story with your fellow players and GM with a few points about the characters history. For example, Dourli might come from the Iron Mountains and be searching for his long lost cousin Grimli.
- (xviii) Determine your starting money: 16 + d4 sp.
- (xix) You get some starting equipment for free: Vest, short sword, sling, hat, dagger, rations for a week.
- (xx) Buy equipment. Now you can purchase any common equipment from the equipment list.

You are now finished character creation.

1.3 Character Background

1.4 Level Progression

1.4.1 Level Progression

The level progression table contains a list of new abilities and promotions the character gets when they gain a new level. Your character automatically receives all innate abilities at first level.

Table 1.1: Level Progression Table

| Level | Stamina | Health | Mettle | Magic | Luck | Promotions |
|-------|----------|------------|---------------------|---------------------|---------------------|------------|
| 1 | 5+d3/2d4 | 5+d3/full, | 2 ⁸ /+1? | 2 ⁶ /+1? | 4 ⁶ /+1? | |