

# Halfling Rober

## Overview

**M**OST halflings are 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.



Armour Class: 9

Move: 5

Archetype Initiative: 12

Starting Coin: 16 + d4 sp

Starting Gear: Vest, short sword, sling, hat, dagger, rations for a week.

Height: 3'4" + 2d4" inches

Weight: 90 + 3d12 pounds

Age: 17 + 2d4 years

Appearance Examples: Tatty, Rotund

Starting Coin: 16 + d4 sp

Tags: Halfling, Short

Attr Bonuses:

+0,

+0,

+0,

+0 .

Attr Limits:

Max : 0,

Min : 0 .

Example Aspects: I wonder what this does? Surely this won't be missed? What a wonderful souvenir, I'm feeling a bit peckish.

Innate Abilities: The following abilities are innate to this archetype specifically: Listen I, Etiquette I.

We do not list those abilities that are innate to all characters.

## Suggested Builds

XXXX FIXME

## Level Progression

The level progression table contains the skill points the player gets to spend on abilities when they gain a new level. Abilities that are innate to all characters are marked thus ☆. All characters get them for free at first level. Abilities that are specially innate to your archetype are marked with a ★. These are also free, but are special to your archetype. Your character automatically receives all innate abilities at first level. Abilities that we recommended you purchase for characters of this archetype are marked with a ! symbol.

## Purchasing Abilities

Abilities are purchased using points. There are four different point types: Lore 📖, Martial ⚔️, General 🛠️, and Magical ⚡. Starting points for the archetype are specified in the previous section. The following sections contain point costs for ability levels in the following form: 📖/⚔️/🛠️/⚡.





Level		Stamina		Health		Skill Points				Resolve		Magic		Fate	
No#	XP	Base	Rest	Base	Rest					Base	Rest	Base	Rest	Base	Rest
1	3	5+d3	2d4	5+d3	2d4	15	10	15	N/A	2d10	1d10	2d6	1d6		
															+1 to hit

Table 1.1: Halfling Rover Level Progression Table

**Alarum****Alchemyp**

I	7/-/7/-	○○○○○○○○
Prereq:Mathematics I		
II	7/-/7/-	○○○○○○○○

**Animal Handling**

0 ☆	-/-/-/-	○○○○○○○○
I	-/-/3/-	○○○○○○○○

**Antiquarian**

I	7/-/2/-	○○○○○○
II	3/-/2/-	○○○○○○○○
III	3/-/3/-	○○○○○○○○

**Arcana****Archery**

0 ☆	-/-/-/-	○○○○○○○○
I	-/7/-/-	○○○○○○○○
II	-/14/-/-	
III	-/14/-/-	
Prereqs:Agility>12, Perception>12		

**Armour Smith**

I	1/-/4/-	○○○○○○○○
Prereq:Smith II		

**Art**

I	2/-/4/-	○○
II	2/-/4/-	○
III	3/-/2/-	

**Augury****Auri Fames****Axe Frenzy**

I	-/3/-/-	○○○○○○○○
Prereqs:Willpower>11, Axe Strike I		
II	-/2/-/-	

**Axe Hook**

I	-/4/-/-	○○○○○○○○
Prereq:Axe Strike I		
II	-/7/-/-	

**Axe Strike**

0 ☆	-/-/-/-	○○○○○○○○
I	-/6/-/-	○○○○○○○○
II	-/12/-/-	

**Banish****Bind****Book Keeping**

I	4/-/1/-	
Prereq:Mathematics I		
II	4/-/1/-	
III	4/-/1/-	

**Brace for Charge**

I	-/3/-/-	○○○○○○○○
Prereq:Polearm Stab I		
II	-/14/-/-	

**Brythinian/Common**

0 ☆	-/-/-/-	○○○
I	1/-/-/-	○○○
II	4/-/5/-	○○○○○○
III	1/-/2/-	○○○○○○
IV	1/-/2/-	○○○○○○

**Builder**

I	-/-/4/-	○○
Prereq:Carpentry I		
II	-/-/5/-	○○
III	2/-/7/-	

**Carpentry**

I	-/-/4/-	○○
II	-/-/5/-	○○
III	2/-/7/-	

**Cartwright**

I	-/-/4/-	○○
Prereq:Carpentry I		
II	-/-/5/-	○○
III	2/-/7/-	

**Circle of Protection****Cleave**

I	8/3/-/-	○○○○○○○○
Prereqs:Axe Strike II, Strength>9		
II	-/3/-/-	
Prereq:Strength>11		
III	-/3/-/-	
Prereq:Strength>13		

**Climb**

I	-/-/3/-	○○○○○○○○
II	-/-/2/-	

**Cloak of Shadows****Club Smash**

I	-/4/-/-	○○○○○○○○
Prereqs:Mace Strike I, Strength>10, Tag: club		
II	-/7/-/-	
Prereq:Strength>12		

**Commune****Commune with the Dead****Concealment**

0 ☆	-/-/-/-	○○○○○○
I	8/-/-/-	○○○○○○
II	-/2/-/-	

**Contacts**

0 ☆	-/-/-/-	○○○○○○
I	-/2/-/-	○○○○○○
II	-/3/-/-	○○○○○○
III	-/4/-/-	○○○○○○

**Contego****Contortionist/Escape Artist**

0 ☆	-/-/-/-	○○○○○○○○
I	-/3/-/-	○○○○○○○○
II	-/2/-/-	○○○○○○○○

**Cooper**

I	-/-/4/-	○○
Prereq:Carpentry I		
II	-/-/4/-	○○

**Crossbow Use**

0 ☆ -/-/-/ ○○○○○○

I -/7/-/- ○○○○○○

II -/14/-/-

**Cryptogrtaphy**

I 2/-/-/- ○○○○○○

II 3/-/-/-

**Dagger Strike**

0 ☆ -/-/-/- ○○○○○○

I -/4/-/- ○○○○○○

II -/10/-/-

**Dance**

0 ☆ -/-/-/- ○○

I -/-/5/- ○○

II -/-/2/-

**Dead Eye**

I -/3/-/- ○○○○○○

Prereq:Archery II

II -/6/-/-

**Deceive**

0 ☆ -/-/-/- ○○○○

I -/-/3/- ○○○○○○

**Demonic Lore**

I 5/-/5/- ○○○

II 5/-/5/- ○○○

**Deutellus**

I 5/-/5/- ○○○○○○

II 5/-/5/- ○○○○○○

III 5/-/5/- ○○○○○○

IV 5/-/5/- ○○○○○○

**Disarm**

I -/5/-/- ○○○○○○

II -/5/-/-

**Disguise**

0 ☆ -/-/-/- ○○○○

I -/-/4/- ○○○○

II 1/-/1/-

**Dodge**

0 ☆ -/-/-/- ○○○○○○

I -/2/-/- ○○○○○○

II -/3/-/-

**Drive Cart**

0 ☆ -/-/-/- ○○○○○○

I -/-/2/-

**Dungeoneering**

0 ☆ -/-/-/- ○○○○○○

I 8/-/-/- ○○○○○○

II 3/-/2/-

III 3/-/2/-

**Earth Science**

I 7/-/7/- ○○○○

II 7/-/7/- ○○○○○○

Prereq:Mathematics I

**Etiquette**

I ★ -/-/-/- ○○○○○○

**Farmer**

I -/-/4/- ○○

II -/-/4/- ○○

III 2/-/4/-

**Fast Loader**

I -/3/-/- ○○○○○○

Prereq:Crossbow Use I

II -/14/-/-

**Fey**

I 5/-/5/- ○○○○○○

II 5/-/5/- ○○○○○○

III 5/-/5/- ○○○○○○

IV 5/-/5/- ○○○○○○

V 5/-/5/- ○○○○○○

**Fey Resilience****Flesh Ward****Glamour****Grapple**

0 ☆ -/-/-/- ○○○

I -/2/2/- ○○○

II -/3/-/-

**Gun Maintenance**

0 ☆ -/-/-/- ○○○○

I -/3/-/- ○○○

Prereq:Crossbow Use I

II -/14/-/-

**Hammer Smash**

I -/5/-/- ○○○○○○

Prereq:Hammer Strike I

II -/9/-/-

**Hammer Strike**

0 ☆ -/-/-/- ○○○○○○

I -/7/-/- ○○○○○○

II -/14/-/-

**Head Butt**

0 ☆ -/-/-/- ○○○

I -/2/-/- ○○○

II -/3/-/-

**Heavy Cross Bow Proficiency**

0 ☆ -/-/-/- ○○○○○○

I -/7/-/- ○○○○○○

II -/14/-/-

**Hex****Hibernian**

I 5/-/5/- ○○○○○○

II 5/-/5/- ○○○○○○

III 5/-/5/- ○○○○○○

**High Contacts**

I -/-/2/- ○○○○○○

II -/-/3/- ○○○○○○

III -/-/4/- ○○○○○○

**High Etiquette**

I 2/-/3/- ○○○○

**History**

I 7/-/7/- ○○○

II 7/-/7/- ○○○

**Hook**

I -/3/-/- ○○○○○○

Prereq:Polearm Stab I

II -/14/-/-

Prereq:Strength&gt;13

**Horse-Riding**

0 ☆ -/-/-/ ○○○○○○

I -/-/2/- ○○○○○○

Prereq:Animal Handling I

II -/-/2/- ○○○○○○

**Hunting**

0 ☆ -/-/-/ ○○○○○○

I 6/-/-/ ○○○○

Prereq:Tracking I

II 2/-/3/-

**Incendo****Inochian**

I -/-/3/ ○○○○○○

II 7/-/-/ ○○○○○○

**Interrogate/Torture**

0 ☆ -/-/-/ ○○○

I -/-/4/-

**Intimidate**

0 ☆ -/-/-/ ○○○○

I -/-/3/- ○○○○

**Jester**

I 2/-/3/- ○○○○○○

II -/-/2/- ○○○○○○

**Jump**

I -/-/5/- ○○○○

II -/-/3/-

**Khuzdern/Dwarbern**

I 3/-/2/- ○○○○○○

II 3/-/2/- ○○○○○○

III 5/-/5/- ○○○○○○

IV 5/-/5/- ○○○○○○

V 5/-/5/- ○○○○○○

**Kick**

0 ☆ -/-/-/ ○○○○

I -/3/-/- ○○○○

II -/3/-/- ○○○○○○

III -/3/-/-

**Law (Society)**

I 7/-/7/- ○○○○

II 7/-/7/- ○○○○

**Leadership**

0 ☆ -/-/-/ ○○○○○○

I -/2/2/- ○○○○○○

II -/2/3/- ○○○○○○

**Listen**

0 ☆ -/-/-/ ○○○○○○

I ★ -/-/-/ ○○○○○○

II -/-/3/-

**Long Bow Proficiency**

I -/6/-/ ○○○○○○

Prereqs:Archery I, Strength&gt;10, Not Short

II -/6/-/ ○○○○○○

Prereqs:Archery I, Strength&gt;12, Not Short

III -/14/-/-

**Low Contacts**

I -/-/2/- ○○○○○○

II -/-/3/- ○○○○○○

III -/-/4/- ○○○○○○

**Low Etiquette**

I -/-/1/- ○○○○○○

**Lucky**

I -/-/1/- ○○○○

II -/-/3/- ○○○○

III -/-/1/- ○○○○○○

**Mace Strike**

0 -/-/-/ ○○○○○○

Prereq:Tag, club

I -/6/-/ ○○○○○○

II -/12/-/-

**Mason**

I -/-/4/- ○○

II -/-/5/- ○○

III 2/-/7/-

**Master**

I 2/-/3/- ○○○○

Prereq:Sailor I

II -/-/3/- ○○○○

III 4/-/2/- ○○○○

Prereq:Mathematics I

**Mathematics**

I 4/-/-/ ○○

II 4/-/-/ ○○

III 4/-/-/ ○○

**Mind Worm****Misfortune**

I -/-/3/- ○○○○○○

II -/-/3/- ○○○○○○

**Mist****Musician - Keyed**

I 1/-/3/- ○○○○○○

II 1/-/2/- ○○○○○○

**Musician - Percussion**

I 2/-/3/- ○○○○○○

II 1/-/2/-

**Musician - Singing**

0 ☆ -/-/-/ ○○○○○○

I 1/-/3/- ○○○○○○

II 1/-/3/- ○○○○○○

**Musician - Strings**

I -/-/3/- ○○○○○○

II 1/-/2/- ○○○○○○

**Musician - Wind Instrument**

I -/-/3/- ○○○○○○

II 1/-/2/- ○○○○○○

**Natural History**

I 7/-/7/- ○○○○

II 7/-/7/- ○○○○○○

III 7/-/7/- ○○○○○○

Prereq:Alchemy I

**Natural Sprinters****Necromantic Lore**

I 5/-/5/- ○○

II 5/-/5/- ○○

III 5/-/5/- ○○○○

**Negotiate**

0 ☆	-/-/-/-	○○○???
I	-/-/2/-	○○○???
II	-/-/2/-	○○○???

**Nick of Time**

I	1/1/1/-	○○○○○○
II	-/-/3/-	○○○○○○
III	-/-/3/-	○○○○○○

**Not As Bad As It Looks**

I	-/-/3/-	○○○○○○
II	-/2/3/-	○○○○○○
III	-/2/3/-	○○○○○○

**Notice**

I	-/-/5/-	○○○○○○
II	-/-/3/-	

**Oratory**

I	-/-/2/-	○○○○○○
II	2/-/3/-	○○○○○○

**Parry**

I	2/8/-/-	○○○○
II	-/3/-/-	

**Perceive**

0 ☆	-/-/-/-	○○??
I	2/-/2/-	

**Physics**

I	7/-/7/-	○○?
Prereq:Mathematics I		
II	7/-/7/-	○○?

**Pick Locks**

0 ☆	-/-/-/-	○○○???
I	8/-/-/-	○○??
II	8/-/-/-	○○??
III	2/-/2/-	

**Polearm Stab**

0 ☆	-/-/-/-	○○○○○○
I	-/7/-/-	○○○○○○
Prereq:Strength>11		
II	-/14/-/-	

**Politics**

I	6/-/7/-	○○???
II	6/-/7/-	○○???

**Portal****Potion Making****Punch**

0 ☆	-/-/-/-	○○○○
I	8/-/-/-	○○○○○○
II	-/2/-/-	

**Rain of Arrows**

I	-/3/-/-	○○?????
Prereqs:Archery II, Agility>10		
II	-/6/-/-	
Prereq:Agility>12		
III	-/6/-/-	
Prereq:Agility>13		

**Reroll**

0 ☆	-/-/-/-	○○○
I	-/-/3/-	○○○
II	-/-/3/-	○○○○
III	-/-/1/-	○○○○○○

**Ropecraft**

0 ☆	-/-/-/-	○○○○?
I	8/-/-/-	○○○○?
II	-/-/2/-	

**Run**

0 ☆	-/-/-/-	○○○○?
I	-/-/5/-	○○○○?
II	-/-/2/-	

**Sailor**

0 ☆	-/-/-/-	○○○○??
I	-/-/3/-	○○○○??
II	-/-/3/-	○○?
III	-/-/3/-	
IV	-/-/3/-	

**Scout**

0 ☆	-/-/-/-	○○○
I	4/-/1/-	○○○
II	2/-/2/-	

**Scroll Writing****Search**

0 ☆	-/-/-/-	○○○○?
I	8/-/-/-	○○○○?
II	8/-/-/-	○○○○?
III	2/-/1/-	

**Shield Block**

0 ☆	-/-/-/-	???
I	-/5/-/-	????
II	-/5/-/-	

**Shield Push**

I	8/-/-/-	○○○○?
II	-/2/-/-	○○○○?
III	-/2/-/-	○○○○?

**Shipwright**

I	-/-/4/-	??
Prereq:Carpentry I		
II	-/-/5/-	??
III	2/-/7/-	

**Shoot**

0 ☆	-/-/-/-	○○○○○○
I	-/7/-/-	○○○○○○
II	-/14/-/-	

**Sign of Idreshein****Sixth Sense****Sleight of Hand**

0 ☆	-/-/-/-	○○○○
I	8/-/-/-	○○○○?
II	-/-/4/-	○○○○?
III	-/-/3/-	

**Smith**

I	-/-/5/-	??
II	-/-/5/-	??
III	2/-/8/-	

**Smoke Measel****Sneak**

0 ☆	-/-/-/-	○○○○
I	8/-/-/-	○○○○
II	-/-/2/-	○○○○

<b>Stealth</b>			<b>Sword Strike</b>			<b>Tracking</b>		
0 ☆	-/-/-/-	○○○○????	0 ☆	-/-/-/-	○○○○○○	0 ☆	-/-/-/-	○○○○○○
I	3/-/-/-	○○○○○○	I	-/7/-/-	○○○○○○	I	5/-/-/-	○○○○○○
II	3/-/3/-		II	-/14/-/-		II	3/-/-/-	
<b>Stone Skin</b>			<b>Sylvan</b>			<b>Trap Work</b>		
<b>Summon</b>			I	5/-/5/-	○○○○○○	0 ☆	-/-/-/-	○○○○????
<b>Support</b>			II	5/-/5/-	○○○○○○	I	4/-/-/-	○○○○????
I	8/-/-/-	○○○○○○	III	5/-/5/-	○○○○○○	II	2/-/2/-	
II	-/2/-/-		IV	5/-/5/-	○○○○○○	<b>True Sight</b>		
<b>Survivalism</b>			V	5/-/5/-	○○○○○○	<b>Turn Undead</b>		
0 ☆	-/-/-/-	○○○○○○	<b>Theology</b>			<b>Wayfinding</b>		
I	8/-/-/-	○○○○○○	0 ☆	-/-/-/-	○○	0 ☆	-/-/-/-	○○○
		Prereq:Wayfinding I	I	4/-/-/-	○○○○?	I	4/-/1/-	○○○
II	-/-/3/-		II	4/-/5/-	○○○○?	II	2/-/2/-	
<b>Swim</b>			III	4/-/-/-	○○○○?	<b>Weapon Smith</b>		
I	-/-/5/-	○○○○○○	<b>Throw</b>			I	-/-/5/-	○○
II	-/-/3/-		0 ☆	-/-/-/-	○○○○?			Prereq:Smith II
<b>Sword Feint</b>			I	-/-/4/-	○○○○○○	II	-/-/5/-	
I	8/3/-/-	○○○○	II	-/-/2/-		<b>Wild Swing</b>		
		Prereq:Sword Strike II	<b>Throw Dagger</b>			I	-/3/-/-	○○○○○○
II	-/3/-/-		I	-/2/-/-	○○○○????			Prereq:Tag: club
			II	-/13/-/-		II	-/2/-/-	
						<b>Wither</b>		