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Luck: Having a halfling accompanying an adventuring party is considered lucky. One halfling in the party (chosen at random daily) receives the following abilities for being "lucky:"

- The lucky halfling doubles the bonus of burning luck. For every 1 point of luck expended, the halfling gains +2 to their roll.
 The lucky halfling's luck is restored nightly at
- a rate equal to their level.
 The lucky halfling can donate their luck to apply a bonus to an ally's roll out of turn.

Weapon training: Halflings prefer to battle with a weapon in each hand. A halfling is trained in the use of the club, crossbow, dagger, handaxe, javelin, shortbow, shortsword, sling, and staff. Halflings usually wear armor.

Two weapon fighting:

- A halfling is always considered to have a minimum agility of 16 when fighting with two weapons. In other words, a halfling uses 1d16/1d16 for their two-weapon attacks unless their agility would cause a better roll.
 A halfling can fight with two equal-sized one
- handed we apons. \bullet Halflings can inflict critical hits as normal with
- Halflings can inflict critical fits as normal with either attack.
- When fighting with two weapons, halflings fumble only with both dice roll 1.

 ${\bf Infravision}\colon A$ halfling can see in the dark up to

30).

Small Size: Halflings are 2-4 feet tall and less than 70lbs. This small size means they move at 2/3 the rate of the taller races.

Stealth: Halflings receive a bonus to sneak and hide according to their level (see page 62).

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