

Halfling Adventurer Kit/Class

Requirements: The *Halfling Adventurer* must be a Halfling with a 9 in either Strength or Dexterity. (A character with a 9 in both receives +5% in gained experience points. Those with a 9 in one and a 15 in the other receives a +10% experience point bonus)

Description: This kit is more in-line with the “Halfling” character race/class from the Dungeons & Dragons basic set, modified for 2nd Edition AD&D.

Weapon Proficiencies: The *Halfling Adventurer* may use any weapon, with the usual restrictions for size. The *Adventurer* may use *Tight Group* weapon proficiencies, but not broad groups. An *Adventurer* may specialize in weapons, but only receives a +1 to hit & +1 to damage, and receives a Fighters attack rates with such specialization 3/2 at 6th level, 2/1 at 12th. Non specialized *Adventurers* only receive the standard 1/1 attacks per round.

Armor: *Adventurers* may wear armor up to AC: 5 (chainmail) and may use shields.

Non-Weapon Proficiencies: Bonus: Agriculture, Cooking, or Set Snares.

Required: None.

Recommended: Any.

Special Benefits: *Adventurers* may utilize Non-Weapon Proficiencies (NWP) from both Warrior & Rogue categories. In addition *Adventurers* have limited access to *Rogue* abilities; similar to a *Bard*, they receive 20 discretionary points at Level 1, and 15 points for each additional level.

Their initial skills are:

Pick Pockets: 15%

Move Silently: 20%

Hide in Shadows: 20%

Detect Noise: 20%

These initial skill ratings include the racial bonuses.

Special Limitations: An *Adventurer* may not multiclass, and if level limits for demihumans are used, is limited to 15.

Special notes: An *Adventurer* receives Proficiencies differently from either Fighters or Thieves.

Weapon Proficiencies: 3 and an additional slot every 3 levels.

Non-Weapon Proficiencies: 4 an additional slot every 3 levels.

An *Adventurer* uses the *Fighter* table for experience and advancement, but uses a D8 for determining Hit Points.