

## 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 2<sup>nd</sup> 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 6<sup>th</sup> level, 2/1 at 12<sup>th</sup>. 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 (NWPs) 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.