

# DUNGEONS & DRAGONS<sup>®</sup>

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## Halflings

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# INTRODUCTION

The halfling is probably the least used class in D&D, due to its very short level progression and its low HP if compared to other classes. Moreover, the lack of special abilities like the thief's ones and of magic like the cleric and the magic-user, make it a very plain and dull character to play. Even the amazing protection and defense skills that this class has, and the additional *negation* skill added in the gazetteer of the Five Shires don't make up for what's missing.

On the other hand, in the gazetteer of the Five Shires it has been introduced the sub-class of the Master which is extremely over-powered, with a huge level progression, and completely out of touch with the original class, which has no magic powers at all.

In this booklet, I tried to re-balance the Halfling Master with the other classes, and give it a more coherent look. I also made some slight changes that allow the halfling Master to be played outside the Five Shires, so that they can still be adventuring in the outer world and are not just limited to their homeland. Moreover, I introduced another two sub-classes, that reflect the halfling's always mentioned and never applied curiosity and adaptability. These are the halfling *Jack of all Trades* and the halfling *Copycat*.

I hope that the players will like these additions and the halfling may then become a character that is played as much as the other classes.

## THE HALFLING: LEVEL 1 TO 8

The halflings are small creatures that usually stand around 120 cm tall, with slightly pointed ears, big hairy feet and usually curly hair. In their culture they call themselves "Hin". They are adventurous by nature, but not extremely brave: they usually get into adventures to

Halfling Experience Table			
XP	Level	HD	THACO
0	1	1d6	19
2.000	2	2d6	
4.000	3	3d6	
8.000	4	4d6	17
16.000	5	5d6	
32.000	6	6d6	
64.000	7	7d6	15
128.000	8	8d6	

become rich the fastest possible way, or out of curiosity. Usually, they tend to be lazy and love a sedentary life, but they are also very friendly and always ready to party. The halflings usually live in closed communities, but it is not uncommon to find some small groups or some single halflings in the cities of men, dwarfs and elves. Many halflings also become adventurers. Most of the halflings, sooner or later, end up going back to their homeland. The only exceptions are the ones that fund new communities or the ones that found honors and wealth somewhere else. The halflings are small and swift, and may use many abilities and skills, but their size prevents them from using big weapons. Halfling may reach up to level 8. After that, they may chose a path picked among: Knight, Master, Jack of all Trades and Copycat.

Halfling Saving Throws					
Level	Saving Throw				
	Death Ray and Poison	Magic Wands	Paralysis and Turn to Stone	Dragon's Breath	Spells, Staves and Rods
1 – 3	8	9	10	13	12
4 – 6	5	6	7	8	9
7 – 8	2	3	4	5	4

## **SPECIAL ABILITIES**

### **COMBAT BONUSES**

Being small and swift, the halflings get some combat bonuses, that are summarized here:

-2 bonus to AC when fighting enemies that are bigger than a human

+1 to ranged attacks

+1 to initiative

### **HIDE**

Halflings are small enough to easily hide among trees and in bushes. When they are outdoors, they can find a hideout and hide, and in this case they have a 90% chance of success not to be spotted. Indoors, the halfling may use this skill only if he finds a suitable hideout, but in this case his attempt is successful only if he rolls a 1 or a 2 on 1d6.

### **BONUS LANGUAGE**

Halfling get as a bonus language the halflingese language of their clan or homeland.

### **NEGATION**

Halflings acquire this skill at fifth level. If correctly used, this power allows the halfling to reduce the effect, or to negate the effect of a spell or magic item, simply shouting "no!". Using the negation, the halfling loses 1d4 HP. The negation may only affect magic, and its success is determined by using the table in the next page, rolling 1d20 and adding the whole Intelligence and Wisdom scores of the halfling, plus the following modifiers:

-5 if the halfling is trying to negate the power of an artifact or a demi-human clan relic.

+2 if the halfling is protecting his own home, the stronghold of his clan, or a place that is particularly dear to him.

+4 if the halfling is protecting a creature that is particularly dear to him.

TOTAL	EFFECT OF NEGATION
01 – 29	Failed
30 – 35	Effect is reduced by one round or by one die of damage
36 – 39	Effect is deflected by 3-9 m or reduced by 2 dice of damage, at the halfling's choice
40 – 45	Effect is deflected by 9-21 m or reduced by 3 dice of damage, at the halfling's choice
46 – 49	Effect is the minimum possible for the spell: the maximum damage applied for each target is 2
50 – 53	Effect is cancelled, but the charge of the magic item or the spell is wasted
54 o più	Effect is reflected onto the caster

# PRIME REQUISITES

Halflings have different prime requisites depending on their sub-class.

## HALFLING LEVEL 1 TO 8

All of the halflings have the same prime requisites up to level 8, which are **Strength** and **Dexterity**.

With Strength 13 or higher or Dex 13 or higher:          XP bonus +5%

With Strength 13 or higher and Dex 13 or higher:          XP bonus +10%

Upon reaching level 8 and getting one of the sub-classes, the halfling stops having these Prime Requisites and bonuses, and gets the ones of his new sub-class.

## HALFLING KNIGHT

Halfling Knights have the same prime requisites and bonuses as halflings below level 8.

## HALFLING MASTER

The Prime requisites for halfling Masters are **Dexterity** and **Wisdom**.

With Wisdom 13 or higher and Dex 13 or higher:          XP bonus +5%

With Wisdom 16 or higher and Dex 16 or higher:          XP bonus +10%

### HALFLING JACK OF ALL TRADES

The Prime requisites for halfling Jack of All Trades are **Dexterity**, **Wisdom** and **Intelligence**.

With Intelligence 13 or higher, Wisdom 13 or higher  
and Dex 13 or higher: XP bonus +5%

With Intelligence 13 or higher, Wisdom 13 or higher and Dex 13  
or higher and any one of them 16 or higher: XP bonus +10%

### HALFLING COPYCAT

The Prime requisites for halfling Copycats are **Dexterity** and **Constitution**.

With Constitution 13 or higher and Dex 13 or higher: XP bonus +5%

With Constitution 16 or higher and Dex 16 or higher: XP bonus +10%

# HALFLING KNIGHT

A halfling that wants to specialize in combat, like human fighters, dwarfs and elves, may become a knight. The halfling that picks this path gets the fighter's skills and increases his attack rank.

## FIGHTER'S COMBAT OPTIONS

From rank E, halfling knights may use the fighter's combat options, there included the multiple attacks. Halflings may deal two attacks per round at rank

E and three from rank K. Halflings may never get to deal four attacks per round. Halflings may use other combat options normally, but may never be able to *Disarm* any target that is bigger than an ogre.

## SPECIAL RESISTANCE

Halflings, due to their natural resistance to magic, get some special resistance skills at high levels. From rank B, halflings automatically get half damage from spells and magical effects. From rank I, this protection also applies to breath attacks. In both cases, if these attacks allow a save to reduce the damage, the halfling is still allowed to the save, and may get even less damage.

Due to their training, the halflings that pick the path of the knight get more HP when they level up.

XP	Level	HP	THAC0
300.000	Rank B	+1	14
500.000	Rank C	+1	13
750.000	Rank D	+1	12
1.000.000	Rank E	+1	11
1.250.000	Rank F	+1	10
1.500.000	Rank G	+1	9
1.750.000	Rank H	+1	8
2.000.000	Rank I	+1	7
2.250.000	Rank J	+1	6
2.500.000	Rank K	+1	5
2.750.000	Rank L	+1	4
3.000.000	Rank M	+1	3



# **HALFLING MASTER**

To become a Master, a halfling must be in a land of halflings and must be training with a Master. The teacher must be at least a 12th level Master and the disciple must accomplish a mission, where he must show love for his homeland and for the nature. If the mission is successful, the disciple is accepted and starts his apprenticeship. From the teacher, the new Master learns the techniques of meditation and how to merge his energies with the nature's ones. This takes him to learn the Master's spells, to improve his Negation skill and to speak with the creatures of the woods.

Masters don't belong to any clan. They study nature and ancient elven magic, and learn a kind of magic that is very similar to the druidic one. The changes made here to the class of the Master make it grow slower, but at the same rate as the other halfling sub-classes. The maximum number of spells available per level has also been reduced in proportion, and the combat ability has also been reduced: if a halfling specializes in nature magic, he doesn't improve in combat.

Due to the affinity of this class to the Druids and its mystic origins, it is treated as a divine spellcaster, like clerics, druids and shamans.

## **SPECIAL RESISTANCE**

Halflings, due to their natural resistance to magic, get some special resistance skills at high levels. From level 9, halflings automatically get half damage from spells and magical effects. From level 16, this protection also applies to breath attacks. In both cases, if these attacks allow a save to reduce the damage, the halfling is still allowed to the save, and may get even less damage.

Halfling Master Experience Table										
XP	Level	HP	Spells per level							THACO
			I	II	III	IV	V	VI	VII	
300.000	9		2	1						14
500.000	10		2	2						13
750.000	11		2	2	1					
1.000.000	12		3	2	2					
1.250.000	13		3	3	2	1				
1.500.000	14		4	3	2	2				
1.750.000	15		4	3	3	2	1			
2.000.000	16		4	4	3	2	2			
2.250.000	17		5	4	3	3	2	1		
2.500.000	18		5	5	4	3	2	2		
2.750.000	19		5	5	4	4	3	2	1	
3.000.000	20		5	5	4	4	3	3	2	

### IMPROVED NEGATION

A Master may use a powerful negation, adding up twice his Intelligence and Wisdom scores every time he uses the skill.

### GENERAL SKILLS

If you use general skills, the Master gets the bonus skills *knowledge of nature*, *Tracking* and *Knowledge of Monsters*.

### FIND FRESHWATER

The Master is always able to find freshwater, or any kind of drinking water, when he is in his homeland. If he is in a land he doesn't know that well, his chance to find water is of 60%. This skill allows the Master to know in what direction and at what distance is the closest water source. Unfortunately, this skill only has a radius of 1,5 km and cannot be used in deserts and other places that are completely without water.

## **TURN UNDEAD**

The Master may turn undead as a cleric of the same level.

## **MAGIC**

The Master casts spell like a cleric or a druid, and learns them through inspiration from the nature that surrounds him. To learn the spells in the morning, the Master needs to meditate in nature, isolated in some beautiful spot or any place that is quiet and full of plants. The Master is allowed to use the magic items limited to clerics and druids. The Master doesn't need a holy symbol to cast his spells or to turn undead.

# **HALFLING JACK OF ALL TRADES**

A very curious halfling, who wants to see everything and learn everything, may decide not to specialize in anything, and rather pick some of everything he likes. This way, he becomes a *Jack of All Trades* after level 8. This is actually a multi-classing option which is extremely versatile and available only to halflings. A Jack of All Trades may be extremely unpredictable, because he may be using mystic fighting skills, clerical and arcane spells, thieves skills and fighter's options as well.

A Jack of All Trades is a wandering adventurer, and it may not have a stronghold or a fortress, but he may have a home to go back to between travels.

## **SPECIAL RESISTANCE**

Halflings, due to their natural resistance to magic, get some special resistance skills at high levels. From level 9, halflings automatically get half damage from spells and magical effects. From level 16, this protection also applies to breath attacks. In both cases, if these attacks allow a save to reduce the damage, the halfling is still allowed to the save, and may get even less damage.

## **SPECIAL LEVEL ADVANCEMENT**

At each new level after the eighth, a halfling Jack of All Trades may pick an advancement in one of the five basic human classes, as described below. The halfling only obtains basic skills in that class and is not considered a real member of that class. Moreover, the halfling may only advance in a class by training with members of that class, therefore if a halfling is adventuring somewhere where there is no magic-users, he may not gain a new level in that class.

**Fighter:** To gain a level as a Fighter, the halfling must train with a human fighter level 9 or higher. At every fighter level that the halfling gets, his THAC0 improves by 1 and he gains 1 HP bonus. If the THAC0 gets as low as 13 or less, the halfling may deal one extra attack per round. He may deal 2 extra attacks per round if the THAC0 improves to 7 or less. The halfling may not use the other fighter's combat options, though.

**Magic-User:** By training with a Magic-User level 9 or higher, the halfling learns how to cast magic. The halfling needs a spellbook like any other arcane spellcaster and is subject to the same limitations about spellcasting. The halfling may cast spells like a magic-user with a level equal to his magic-user level. The halfling may not do magic research, but gains the ability to use magic items that are only for arcane spellcasters.

**Cleric or Druid:** The halfling needs to join a religious order to get levels in this class. He may pick any order he likes, and he learns how to cast clerical spells and how to turn undead. The halfling may cast spells and turn undead like a cleric with a level equal to his cleric level. The halfling needs a holy symbol to be able to cast and turn undead. The halfling may not do magic research, but gains the ability to use magic items that are only for clerics or druids. If the halfling joins a druidic order, he is subject to the same weapons and armors limitations as the druids of the order.

**Thief:** By joining a thieves guild, a halfling gets the skills of a first level thief. For each thief level taken after the first one, the halfling improves by TWO levels in the thief skills. Therefore, a halfling with 5 levels as a thief has the same skill scores than a level 9 thief. The halfling also gains the *backstab* skill and, when his thief level improves to 4 or higher, the *text comprehension* skill. If you use the *thieves secret techniques*, the halfling may also learn them, but only one for every three full levels as a thief that he has.

**Mystic:** A halfling that trains in a mystic monastery gets the mystic skills, the bare-hand damage and the speed of a first level mystic. For each mystic level taken after the first one, the halfling improves by TWO levels in all of the mystic skills, including their speed. Therefore, a halfling with 5 levels as a mystic has the same skill scores than a level 9 mystic, moves at the same speed and deals the same number of attacks, with the same damage. The halfling may also decide, when he gets his first level as a mystic, to learn the acrobatic skills, but in that case he suffers the same restrictions on the XP as a mystic that gets them. When joining a mystic order, a halfling doesn't become a full-fledged mystic, therefore he is not subject to the weapons and armor limitation as the mystics, but he doesn't get the natural AC bonus or the special abilities that the mystics get at higher levels. The halfling is still subject to the other moral restrictions and rules of the order, though. If you use the *mystic techniques*, a halfling may get the same amount as a mystic with the same level as his mystic level.

Halfling Jack of All Trades Experience Table			
XP	Level	HP	THACO
300.000	9		
500.000	10		
750.000	11		
1.000.000	12		
1.250.000	13		
1.500.000	14		
1.750.000	15		
2.000.000	16		
2.250.000	17		
2.500.000	18		
2.750.000	19		
3.000.000	20		

**Note:** A Halfling may always pick the best score for his *hiding* skills, if he has levels as a thief and mystic. The best score may also be his natural hiding skill, that allows a 90% chance of success outdoors, but the best chance indoors may depend on his thief and mystic levels.

## HALFLING COPYCAT

Halflings that decide to serve a Master, a Clanmaster or a Black Flame Keeper are sometimes selected to become spies and special guards of their masters. To these halflings is given a potion distilled from the Black Flame that pervades them with part of the power of the flame. This usually

Halfling Copycat Experience Table				
XP	Level	Skills	HP	THAC0
300.000	9	1		
500.000	10	2		14
750.000	11	3		
1.000.000	12	4		
1.250.000	13	5		13
1.500.000	14	6		
1.750.000	15	7		
2.000.000	16	8		12
2.250.000	17	9		
2.500.000	18	10		
2.750.000	19	11		11
3.000.000	20	12		
+250.000		+1		

happens during a ritual where the halfling solemnly pronounces an oath of allegiance to his master. The oath may only be broken at the death of the halfling or his master. If the halfling betrays his master or uses his powers against him after pronouncing the oath, a curse hits him and he may not use his copycat powers or the Black Flame anymore. Moreover, his fame spreads fast and his Charisma score with other halflings decreases by 3 points.

However, while a halfling is faithful to his master and the oath he pronounced, the copycat gains great powers and may easily obtain the permission to leave his service for limited periods of time to adventure, to hunt for treasures, to get greater powers, or just for holidays. Copycats are usually required to be on duty for at least six months per year, and the off duty periods must be decided according to the requests of the master.

### **SPECIAL RESISTANCE**

Halflings, due to their natural resistance to magic, get some special resistance skills at high levels. From level 9, halflings automatically get half damage from spells and magical effects. From level 16, this protection also applies to breath attacks. In both cases, if these attacks allow a save to reduce the damage, the halfling is still allowed to the save, and may get even less damage.

### **MULTIPLE ATTACKS**

From level 13 on, a halfling copycat may deal 2 attacks per round, like fighters and halfling knights. However, a halfling copycat may never deal more than 2 attacks per round.

### **ABSORB MAGIC AND SKILLS**

This is the only skill of the copycat, and the one that makes him special. Thanks to the potion made out of the Black Flame, the halfling may now absorb in his body the magic and the magical skills of magic items and creatures. Once he absorbed them, the halfling may use those powers himself.

The halfling copycat may gain a new magical skill per level after the eighth, and may use each of the skill he gained this way once per day. After level 20, a halfling copycat may gain more skills, up to the sum of the bonuses on his Prime requisites, gaining one for every 250.000 XP after reaching level 20.

To absorb the powers of a creature or a magic item, the halfling must touch it with his bare hands, or be the target of its effect. For example, the halfling may absorb the *turn to stone* ability of the basilisk if he crosses its stare and saves, the fire breath of a red dragon if he is hit by it, the regeneration of a troll if he touches it, or the *detect magic* power of a wand if he is able to hold it. If the halfling is trying to get a power from a creature by touching it, he may be asked an attack roll to hit it.



When the halfling is targeted by a skill he wants to use, or touches a creature or item to steal a skill, he must roll 3d10: if the result is equal or lower to the level of the halfling, he gets that skill. Otherwise, he needs to retry. The halfling may try as many times he wants, but not more than once per round. If a halfling is trying to absorb the power of a magic item and has all the time he wants, the DM may just allow him to get the skill without the test, in one turn.

The halfling may not absorb from the enemies physical features, like the wings of an eagle, the claws of a dragon or the talon of a scorpion, but only magical skills. If a creature that he is touching has more than one power that the halfling may absorb, the halfling gets a random skill among the possible ones. He may repeat his action on the next round to absorb another skill, if he wants to try again.

If a halfling absorbs passive skills, like the regeneration of a troll or the anti-magic aura of a powerful undead, that skill may be used for a number of rounds equal to the level of the halfling.

If a halfling absorbs an offensive skill, he needs to channel that skill through his body to use it. For example, the turn to stone attack, even if obtained from a basilisk, may only be activated by touching an enemy.

When using one of the skills that he gained this way, the halfling copycat needs a whole round and may not be doing anything else, even if he is able to deal more than one attack per round or is under the effect of a *haste* spell.

The copycat cannot absorb the power of a single-use magic item or a magic item with charges, but only permanent items, even if their use is limited in time (for example, he may not get the power of a wand of fireball, but he may get the power of a horn of blasting, which may be used up to once per turn). When the copycat absorbs the power of a magic item, that magic item is drained completely and becomes non-magical or loses that power, if it has other ones. A creature whose skill has been absorbed doesn't lose it.

## EXAMPLES OF SKILLS THAT MAY BE ACQUIRED BY THE COPYCAT

The following skills may always be acquired by a copycat as described above. The DM may decide to add more, or to avoid the copycat to get some powers that are far too unbalanced. For example, he may decide that the copycat may not absorb the power to summon a genie of a ring, or the power to deal multiple damage from a weapon.

**Turn to stone:** May be acquired from any petrifying monster, like medusa, basilisk, cockatrice and so on. The copycat needs to touch the target to try and petrify it. A save vs turn to stone is allowed to resist.

**Regeneration:** Acquired from a troll, a thoul or any other regeneratiing monster. When the skill is activated, the halfling regenerates 2 HP per round. However, if the halfling dies he doesn't come back to life like it happens with trolls.

**Dragon's breath:** It may be absorbed from any dragon or any creature that uses a similar attack. The halfling may want to get this skill multiple times by absorbing different types of breath. The size of the breath is the same as a small dragon and the damage is equal to the remaining HP of the halfling.

**Paralysis:** It may be taken from ghouls, carrion crawlers or other creatures, or from a magic item with the power to *hold person* or *hold monster*. The paralysis caused by this attack lasts for 2d4 turns and the halfling must touch the target. A save vs. paralysis negates this effect.

**Fear:** May be acquired from many undead creatures, like mummies, and summons a fear aura that srrounds the halfling. For the duration of the skill, whoever sees the halfling must save vs. death ray or run, panicking, for 2 turns. The friends of the halfling and his allies have a +3 bonus to the savig throw.

**Energy Drain:** By mere touch, the halfling may cause the enemy to lose one level or one HD. The target may save vs. Death Ray to avoid the energy drain,

with a penalty equal to -1 for every three full levels of the halfling. This skill doesn't affect constructs, undeads and anything that isn't properly alive.

**Anti-Magic Aura:** It may be acquired from powerful undead creatures and from beholders. As long as the aura is active the halfling is completely immune to spells of levels 1-3 and the spells of the higher levels have a 50% chance of failure when aimed at the halfling. This also includes healing and curative spells.

**Immunity to weapons:** It is a skill that is typical of enchanted monsters. When activated, the halfling is immune to every non-magical weapon, silver weapon or magical weapon with a bonus of +1 or +2. He is also immune to the attacks of monsters and creatures that have less than three asterisks.

**Poison:** This skill may be absorbed from any poisonous monster and the halfling may use it once per day to poison a target by mere touch. If the victim doesn't save, dies. If you use alternative poison rules, the poison deals 1d4 points of damage per round for 1d12+1 rounds or until the death of the target.

**Aethereal form:** The halfling may get this skill from aethereal undeads, and may use it to disappear and reappear as many times he wants until the effect lasts. The halfling takes one full round to appear or disappear and, if at the end of the effect he has not reappeared yet, he forcefully comes back to reality.

**Blink:** Obtained from blink dogs, the halfling may teleport once per round within sight range instead of moving in his round, and in addition to any other action he wants to perform. The effect lasts one round per level.

**Displacement:** Absorbed from displacer beasts or displacer cloaks, when the skill is activated the halfling gains a -4 bonus to his AC, and his image is blurred and appears about 4 m away from his real location, thus giving him a +4 bonus to saving throws.

**Mirror Image:** Obtained only from magic items, this skill may be used to create 1d4 duplicates of the halfling, exactly like the spell, but they will only last 1 round per level of the halfling.

**Gentle touch:** A halfling may get this skill from a mystic, and may get it multiple times to get multiple effects. When using the skill, the halfling may use the gentle touch once as a mystic of the same level. The halfling may get this skill at any level.

**Telekinesis:** May be obtained from a poltergeist or from a magic item. It allows the halfling to use the telekinesis as if he was using a ring of telekinesis, for a number of rounds equal to his level.

**Invisibility:** May be obtained from any invisible monster or from a magic item with this power. It may also be absorbed from a creature that has been made invisible with a spell, thus making that creature immediately visible again. The halfling may use this skill once per day, but its power is limited in time to one round per level.

**Offensive spells:** Spells like *fireball* and other ones that deal damage may only be obtained from a permanent magic item with that power. These items are usually very rare, and may be used once per turn, or less, to limit their power. The halfling may use the spell he gets this way as a special ability, doesn't need to memorize it or to get the ingredients for it, nor he needs a spellbook. The spell is cast as usual, but the damage dealt is the one dealt by a spellcaster of the minimum level needed to cast that spell.

**Healing:** By getting this skill from a magic item with no charges, the halfling may use it once per day to heal 2d6+2 HP to himself or to any target that he is able to touch.

**Charme:** The halfling may get this skill from charming monsters, like harpies and dryads. It may be used like the first level spell of the magic-users and the effect lasts exactly the same time.

**Polymorph self:** Can be acquired from any shapechanging monster, like a doppelganger, a dragon or a vampire. The halfling may transform as for the effect of the fourth level magic-users spell and keep the new form, or change back and forth, for a number of rounds equal to his level.

**Gaseous form:** The halfling may get this skill from any monster that's able to become fog, like a vampire, or from a magic item. The halfling may become gaseous and go back to normal up to once per round, for a number of rounds equal to his level.

**Flying:** The halfling may get this skill only from magic items, like broomsticks and flying carpets. Monsters usually have wings or other natural ways to fly. The halfling may fly for as long as one round per level, exactly as if he was under the effect of the third level spell. At the end of the effect, if the halfling is still flying, he safely glides to the ground.

# *Halflings*

Is a non official game accessory for

## **Dungeons & Dragons**

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