



PLAYER'S OPTIONS: HALFLINGS

Feats Flaws Templates and More for Halfling Characters

(REDITS

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INTRODUCTION

Halflings. The very word strikes fear in the hearts of many. Well, OK, it doesn't. But many halflings would like to think that it does. Even the sedentary, nonadventurous types among the halflings have a pride in themselves and their ancestors that makes them swell with satisfaction and boast with bravado on occasion.

Presented here are several options for your halfling character, including two variant halfling races, the half-halfling template, over a dozen feats, a half-dozen flaws, and some halfling specific gear and equipment, all designed to allow you to play a fierce, proud halfling who will strike fear into all enemies!

DISCLAIMER: In an attempt to provide game mechanics for many well known halfling activities such as those depicted in certain novels and films, we have included both feats and flaws centered around smoking a pipe and drinking. 4 Winds Fantasy Gaming in no way condones either activity in the real world and presents them here only for the purposes of fantasy story telling.

VARIANT HALFLING RACES AND HALFLING TEMPLATES

HIDEFOOT HALFLINGS

Physical Description: A hidefoot halfling's distinguishing feature is their large feet with hide-like calluses on the soles and thick hair on the tops, more so even than standard halflings. These features preclude the hidefoots from having to wear shoes or boots in all

but the most extreme environments. Hidefoots tend to have lightly tanned or golden-brown skin, dark brown hair and brown eyes.

Society: Hidefoots (or hidefeet, as some call themselves) have more of a tendency to form their own communities outside of the cities of other races, though they do not form entire nations of their own. Hidefoot halflings are more sedentary than standard halflings, and especially more sedentary than willowbranch halflings, but they are not unknown as adventurers and traveling merchants. Most hidefoot communities tend to be located in cooler, wetter climates.

Relations: Hidefoot halflings tend to be a bit provincial, preferring their own family and local friends over outsiders. They generally do not trust the "big folk" – which includes dwarves, as far as they are concerned – but will tolerate them, especially traders and merchants. Most hidefoot halflings find adventuring distasteful, preferring a life of hard, honest work. Those who do become adventurers are often frowned upon by their kinfolk, and whispered about in secret. Hidefoot halflings get along best with other halflings and with gnomes. Elves are usually trusted more than any other "big folk".

Alignment and Religion: Hidefoot halflings are a bit more rigid in thinking than the standard halfling, and thus tend towards lawful neutral alignments. Most are farmers, brewers or merchants and tend to worship gods of the earth, gods of travel, or gods of harvests.

Adventurers: Most hidefoot halflings never adventure, but a few – usually those with willowbranch or standard halfling blood in their veins – feel the call. Their hardy constitution and general luck aid those that do hear the calling.



HIDEFOOT HALFLING RACIAL TRAITS

+2 Constitution, +2 Dexterity, -2 Strength: Hidefoot halflings are just as dexterous as their cousins, but they are a lot more hardy and stoic. Like the other halflings, their small size makes them weaker than most other races.

Small: Hidefoot halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Hidefoot halflings have a base speed of 20 feet.

Stout & Hardy: Hidefoot halflings don't share the fearlessness of their cousins, but hidefoots do have a hardier constitution. All hidefoot halflings receive a +2 racial bonus to saving throws against poison and disease. This bonus stacks with the bonus granted by halfling luck.

Halfling Luck: Hidefoot halflings receive a +1 racial bonus on all saving throws.

Keen Senses: Hidefoot halflings receive a +2 racial bonus on Perception skill checks.

Sure-Footed: Hidefoot halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Weapon Familiarity: Hidefoot halflings are proficient with shortbows and slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Languages: Hidefoot halflings begin play speaking Common and Halfling. Hidefoot halflings with high Intelligence scores can choose from the following: Elven, Gnome, Goblin, and Sylvan.

WILLOWBRANCH HALFLINGS

Physical Description: Willowbranch halflings are slender, with no hair on the tops of their feet. Shoes and boots are a must for traveling willowbranch halflings. They tend to have peach-colored or lightly tanned skin, brown, blonde or red hair, and blue or green eyes.

Society: Willowbranch halflings have more of a tendency to live in large human cities than hidefoots do, but entire willowbranch halfling communities are not rare. They are also more likely than either hidefoots or standard halflings to feel the call of the road and the need to adventurer. Being more slender, and not possessing the thick foot hair of other halflings, willowbranch halflings are usually found living in warmer and drier climates.

Relations: Willowbranch halflings are far more gregarious, warm, and giving than other halflings. In their own homes and communities they welcome strangers, relishing tales of travel and adventure. They get along with the "big folk" better than other halflings do, but still have a tendency to prefer company more of their own size. Unlike their hidefoot cousins, willowbranch halflings do not count dwarves among the "big folk". Their warm nature does not make them naïve, however. Willowbranch halflings are more worldly and wise than other halflings.

Alignment and Religion: Willowbranches are more flighty and whimsical than their cousins, and feel the pull of the road and wanderlust far more often. They are also more warm, welcoming and helpful. As such, they tend toward chaotic good. Willowbranch halflings are not usually overly zealous in their religion, but usually follow gods of music, poetry, travel and adventure.

Adventurers: Most halfling adventurers are willowbranch halflings. They are fearless like standard halflings, but due to being more worldly and associating with the "big folk" more often, they are wiser and more well-rounded and ready for adventure.

WILLOWBRANCH HALFLING RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Strength: Willowbranch halflings are light on their feet and strong-willed, but their small stature makes them physically weaker than the "big folk".



Rick Hershey, Empty Room Studios

Small: Willowbranch halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Willowbranch halflings have a base speed of 20 feet.

Fearless: Willowbranch halflings receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Halfling Luck: Willowbranch halflings receive a +1 racial bonus on all saving throws.

Ready for Adventure: Willowbranch halflings select one extra feat at 1st level, choosing from among the Halfling feats (see the feats list on p. X).

Weapon Familiarity: Willowbranch halflings are proficient with shortswords and slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Languages: Willowbranch halflings begin play speaking Common and Halfling. Willowbranch halflings with high Intelligence scores can choose

from the following:

Dwarven, Elven, Gnome, and Orc.

HALF-HALFLING (TEMPLATE)

On rare occasion a halfling will produce offspring with one of the "big folk". To create a character of such parentage, add the following template to the base race of the "big folk" parent.

A half-halfling is an acquired template that can be added to any living, Medium-size humanoid creature (though typically it is usually an elf, half-elf, or human). A half-halfling uses all the base creature's statistics and special abilities except as noted here:

Size: Though taller than most halflings, half-halflings are still shorter than most dwarves. The half-halfling's size becomes Small (gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks).

Speed: Half-halflings are slower than their larger parents. Reduce speed to 25 feet.

Halfling Blood: Half-halflings count as both halfling and their other parent race for any effect related to race.

Special Abilities: A half-halfling gains the following special abilities.

Halfling Luck: Half-halflings receive a +1 racial bonus on all saving throws.

Weapon Familiarity: Half-halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Age: Half-halflings age as the race of their longestlived parent (a half-halfling with a human parent would age as a halfling, but a half-halfling with an elven parent would age as an elf).

Abilities: +2 Charisma, +2 Dexterity, -2 Constitution, -4 Strength.

VITAL STATISTICS

TABLE 1: RANDOM STARTING AGES

Halfling Race	Adult	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
Hidefoot	22 years	+2d4	+3d6	+4d6
Willowbranch	20 years	+1d6	+2d8	+3d8

TABLE 2: AGING EFFECTS

Halfling Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Hidefoot	60 years	85 years	111 years	111 + 5d20 years
Willowbranch	50 years	80 years	105 years	105 + 5d20 years

 $^{\scriptscriptstyle 1}$ At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

² At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

³ At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

TABLE 3: RANDOM HEIGHT AND WEIGHT

Halfling Race	Base Height	Base Weight	Modifier	Weight Multiplier
Half-halfling, Male	3 ft. 2 in.	30 lbs.	2d4	×1 lb.
Half-halfling, Female	3 ft. o in.	25 lbs.	2d4	×1 lb.
Hidefoot, Male	2 ft. 8 in.	35 lbs.	2d6	×1 lb.
Hidefoot, Female	2 ft. 6 in.	25 lbs.	2d4	×1 lb.
Willowbranch, Male	2 ft. 9 in.	25 lbs.	2d4	×1 lb.
Willowbranch, Female	2 ft. 7 in.	20 lbs.	2d4	×1 lb.

FEATS

The following feats are all designed with the halfling character in mind, and all have been labeled as (Halfling) feats. A GM can, of course, decide to remove the halfling prerequisite from any or all of these feats and open them up to any character race or class.

ADAPTABLE [Halfling]

You are amazingly adaptable to just about any situation you find yourself in.

Prerequisite: Halfling.

Benefits: Once per day, for a number of rounds equal to your character level, you may treat any one nonclass skill as a class skill or you can treat any weapon as one you are proficient in. You may do one or the other, but not both in the same day. If you treat a non-class skill as a class skill, and you have ranks in that skill, you gain the standard +3 bonus to the skill check. Any weapon you choose to treat as one you are proficient in must be of the appropriate size category, otherwise you suffer the standard penalties for wielding a weapon too large or too small for you.

FRYING PAN MASTERY [HALFLING]

You can fry fish or smash goblins with your trusty frying pan.

Prerequisites: Catch Off-guard, halfling.

Benefits: You are so proficient at using your frying pan in combat that you receive a +2 bonus to attack with it, and each successful hit delivers 1d6 + STR bonus damage.

GARDENER [HALFLING]

You are a master gardener, familiar with all sorts of flowers, plants and vegetables, and their herbal healing properties.

Prerequisite: Halfling.

Benefits: Your knowledge of flowers, plants and vegetables grants you a +2 competence bonus on all Knowledge (nature) checks and on all Heal checks when you use herbal remedies. If you have 10 or more ranks in either skill, the bonus increases to +4 for that skill.

HALFLING HOPE [HALFLING]

Nothing ever dampens your spirits – even as others fall into darkness, you always cling to hope.

Prerequisite: Halfling.

Benefits: Twice per day, if you fail a Will save that would leave you cowering, frightened, panicked or shaken you may immediately make another saving throw. You must take the result of the second saving throw.

INSPIRATION TO OTHERS [HALFLING]

Your hope is so strong that you are often able to drag others from the darkness with just a few inspirational words.

Prerequisites: Halfling Hope, halfling.

Benefits: Once per day, you can inspire your companions to hope by providing them with a +4 circumstance bonus to any Will save that would leave them cowering, frightened, panicked or shaken. You may affect a number of companions equal to your Charisma bonus, to a maximum of 4, all of whom must be within 30 feet of you and be able to see and hear you. The decision to use this feat must be made before any companion rolls their saving throw.

RIDDLE [HALFLING]

You are familiar with the time-honored riddle game, and your knowledge of riddles makes your mind as sharp as a tack.

Prerequisite: Halfling.

Benefits: You receive a +2 competence bonus to all Perform (oratory) checks if the attempt involves riddles in any way. The bonus increases to +4 if you have 10 or more ranks in Perform (oratory). In addition, once per day you can make a DC 15 Wisdom check to receive a bit of hidden insight from the GM about a puzzle, question, mystery or code that has you stumped. At the GM's discretion, the DC of the check can be raised or lowered, but the GM should inform you of the new DC before the dice are rolled.



TABLE 4: FEATS

Feat	Prerequisite	Benefits
Adaptable	Halfling	Once per day treat a non-class skill as a class skill or any weapon as one you are proficient in
Frying Pan Mastery	Catch Off-guard, halfling	+2 bonus to attack with a frying pan, dealing 1d6 +STR modifier damage
Gardener	Halfling	+2 to Knowledge (nature) checks and on Heal checks involving herbal remedies
Halfling Hope	Halfling	Twice per day, make a second Will save to avoid being cowered, frightened, panicked or shaken
Inspiration to Others	Halfling Hope, halfling	Once per day provide companions with a bonus to Will saves to avoid being cowered, frightened, panicked or shaken
Riddle	Halfling	+2 bonus to Perform (oratory) for riddles; once per day receive extra insight into a puzzle or mystery
Second Breakfast	Halfling	Gain temporary hit points equal to your level if five of the six daily meals are eaten
Slings and Arrows	Weapon Focus, halfling	Receive bonus equal to your character level to bow, crossbow or sling attacks
Smoke Rings	Smoking, halfling	Create smoke rings that can cause others to become dazed
Smoking	Halfling	Once per day gain a +2 bonus to Knowledge checks while smoking and take 20 on a check that you normally couldn't take 20 on
Strength of Halflings	Halfling	+2 to Sense Motive checks to resist temptation or changing your mind and to Will saves vs. enchantment spells
Too Darn Cute	Halfling	3 times per day gain a +2 bonus to any Charisma-based skill check
Twinkle-toes	Halfling	+2 bonus to Perform (dance) and all Knowledge checks related to dances or dancing
Underfoot	Dodge, halfling	You can move into and through squares occupied by other larger characters

SECOND BREAKFAST [HALFLING]

You are a halfling who enjoys eating, and it shows!

Prerequisite: Halfling.

Benefits: As long as you are able to eat at least five of your normal six daily meals, you gain temporary hit points equal to your character level. Any damage taken is subtracted from these temporary hit points first, and the temporary hit points, if unused, fade at the end of the day. They are restored the next morning, provided you had your minimum of five meals the day before. The temporary hit points do not carry over to the next day and stack with new temporary hit points gained through this feat.

SLINGS AND ARROWS [HALFLING]

You are an especially good shot with a bow or sling.

Prerequisites: Weapon Focus, halfling.

Benefits: You gain a circumstance bonus equal to your character level to all attacks with any bow, crossbow or sling with which you have the Weapon Focus feat dedicated to.

SMOKE RINGS [HALFLING]

You are quite good at blowing smoke rings while smoking your pipe. Your smoke rings are either exceptionally

large, long-lasting, or possibly multi-colored.

Prerequisites: Smoking, halfling.

Benefits: You can produce smoke rings that can easily distract others. You make a Craft (smoke rings) check and any creature within 30 feet of you must make a Will save with a DC equal to your Craft skill check. Any creature that fails the check stands and stares at the smoke rings, gaining the dazed condition. The condition only lasts one round, but you may attempt again each round, with the targets gaining a new save based on your new Craft check. All creatures to be affected must be able to see the smoke rings – being blind or blindfolded prevents the feat from affecting them.

SMOKING [HALFLING]

You find that sitting down with your pipe and some good, aged bronzeleaf helps you think and concentrate.

Prerequisite: Halfling.

Benefits: Once per day you gain a +2 circumstance bonus to all Knowledge checks while smoking your pipe. You can also, once per day, take 20 on any skill check that you normally could not be able to take 20 on, so long as the check is performed immediately after finishing your pipe. If you have 10 or more ranks in a Knowledge skill, the bonus increases to +4. **Special**: If you ever lose your pipe and/or your pipeweed, you cannot benefit from this feat until you again have both.

STRENGTH OF HALFLINGS [HALFLING]

You may be small, but that's just fine. You rely on your strength of resolve more than your physical strength.

Prerequisite: Halfling.

Benefits: Your strength of resolve is very strong, granting you a +2 racial bonus to Sense Motive skill checks made to resist attempts to change your mind or tempt you (such as from opposed Bluff or Diplomacy checks) and to Will saves to resist enchantment spells. This bonus stacks with the bonus granted by halfling luck.

TOO DARN CUTE [HALFLING]

You have been blessed by one or more of the halfling gods with exceptional cuteness, whether physical or in your personality (or both!).

Prerequisite: Halfling.

Benefits: Three times per day you gain a +2 divine bonus to any Charisma-based skill check. If you have 10 or more ranks in the skill, the bonus increases to +4.

TWINKLE-TOES [HALFLING]

You are very knowledgeable about and proficient in numerous halfling folk dances, as well as dances from other cultures.

Prerequisite: Halfling.

Benefits: You receive a +2 competence bonus to all Perform (dance) skill checks and to all Knowledge checks that relate to dances or dancing. If you have 10 or more ranks in either of the skills, the bonus increases to +4.

UNDERFOOT [HALFLING]

You have mastered the talent of darting, sliding and diving through, between and around the legs of the "big folk".

Prerequisites: Dodge, halfling.

Benefits: You can move into and through squares occupied by other characters – even unfriendly opponents – that are at least one size category larger than you. Doing so provokes an attack of opportunity from opponents, but provides you with soft cover (+4 to AC). You still may not end your move in the same square as another character.

FLAWS

We introduced flaws in *Player's Options: Flaws*. Here follows the basic information on taking and buying off flaws, as well as a few halfling specific flaws.

TAKING FLAWS

Flaws can only be taken at 1st level during character creation and a character can have no more than two flaws. Each flaw taken grants either 3 bonus skill points or 1 bonus feat. If a character takes two flaws, he can only receive one bonus feat, so the other flaw must grant the bonus skill points.

Flaws cannot be taken after 1st level, but the GM certainly can assign a flaw to character if the character is being portrayed in a specific way. A GM should not do this lightly, however, and should let the player know why he is assigning the flaw. If a flaw is assigned, the character receives 3 bonus skill points immediately. Assigned flaws never grant bonus feats.

PORTRAYING FLAWS

Flaws should not be taken lightly, only to receive a bonus feat or a few extra skill points. A character saddled with one or two flaws should suffer the consequences, and they should not be overlooked by the player or the GM. To that end, each flaw brings specific penalties incurred for the flaw. Beyond the mechanical penalties, though, a flaw should be portrayed whenever it would naturally arise. For instance, a character who is a Fool of a Halfling should be portrayed as such by the player, and not just take the mechanical penalty that comes with the flaw and never mention it. The point of the flaws is to add color and fun.

BUYING OFF FLAWS

In heroic fantasy, if a character doesn't simply learn to accept and live with his flaws, he usually overcomes them in some fashion. To that end, we've included rules for buying off flaws. Each flaw includes the specific information necessary to buy off the flaw and remove the penalty – usually by taking a specific feat or putting a certain number of skill points into a skill. Some require the character to be targeted by a specific spell, such as remove curse or remove disease. In no case can a flaw be bought off prior to 3rd level, and some require the



character to be higher level than that. This reflects the struggles of dealing with and overcoming flaws common to fantasy heroes.

No two flaws are alike, in penalties or in how they are bought off. While we have taken care to balance the flaws against feats and class or racial abilities, some flaws provide greater or harsher penalties than others. No attempt was made to keep all flaws balanced against one another. A player should carefully consider the penalties incurred by taking a flaw and the difficulty in buy off the flaw.

FLAWS

The following format is used for all flaw descriptions:

Flaw Name: This is the name of the flaw and a short first-person description of the flaw.

Penalty: This is a third-person description of the flaw with mechanical and story penalties. Many flaws require the character to make a Will or Fortitude save to temporarily overcome their effects or suffer only partial effects. Any penalties to skill checks, ability checks, attacks, damage or saving throws are circumstance penalties, unless otherwise noted.

Buying Off the Flaw: This is what is required to buy off the penalty for the flaw. In some cases physical characteristics are not changed, but the penalties go away as the character learns to deal with the



complications of the flaw. As noted earlier, no flaw can be bought off before 3^{rd} level, and most require the character to be 4^{th} to 5^{th} level. If the buy off includes the phrase "The character must take the [feat name] feat no earlier than [X] level", the character can still take the feat prior to that level, but the flaw penalty does not go away until the stated level is reached.

A few of these flaws were originally presented in *Player's Options: Flaws*, but because they suit halflings so well, are reprinted here.

DAYDREAMER

You always have your head in the clouds, and find it hard to pay attention.

Penalty: The character must make a DC 15 Will save to seriously listen to someone else talk. If the character fails the check, the GM should inform the player that the character's mind drifted off and only got partial information (GM's discretion as to what information the character actually picked up).

Buying Off the Flaw: 5 skill points placed in Perception allows the character to focus their attention and remove the flaw.

FOOL OF A HALFLING

You aren't just curious – you are curious to the point of getting yourself and others in trouble with your curiosity. Even when you know something is dangerous or that you will get in trouble, you can't help yourself.

Penalty: If the character is specifically told not to do something, or if something is blatantly dangerous, the character must make a DC 13 Will save to keep curiosity at bay. If the character fails the Will save, the character must make at least one attempt to do or get at whatever was so tempting, be it a forbidden room, powerful magic item, etc.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Wisdom.

HALFLING HUNGER

You not only relish your six daily meals, but you find it hard to live life without them. In fact, eating less than five meals a day leaves you lethargic and more than a little snippy in your attitude.

Penalty: If the character eats less than five of the accustomed six halfling meals per day, the character grows weak, taking a -1 penalty to Constitution for purposes of determining hit points only (Fortitude saves, skill checks and other checks are unaffected).

Buying Off the Flaw: The character must take the Iron Will feat no earlier than 3rd level.

NOTE: A character can have both the Second Breakfast feat and the Halfling Hunger flaw. If the character has both, and later buys off the flaw, the bonus from the feat is halved.

HALFLING THIRST

When you discovered that the human taverns serve beer in pints, you were ecstatic. Whether it is halfling beer, dwarven ale, or elven mead, you love the stuff!

Penalty: The character must make a DC 13 Will save upon entering any inn or tavern or similar business that sells alcohol. If the character fails, the character must purchase 2d3 drinks before leaving. The character must then make a Fortitude save with a DC of 10 + the number of drinks consumed or be inebriated, gaining the staggered condition for the next 1d3 hours. If the character is already inebriated, the save DC increases to 13 + the number of drinks consumed. If the save is failed the staggered condition continues for another 1d3 hours and the character is also sickened for the same amount of time.

Buying Off the Flaw: The character must take the Improved Iron Will feat no earlier than 5th level.

PROVINCIAL

You are from a rustic district and have had little exposure to the outside world. Folks from more developed areas are likely to consider you to be a bumpkin.

Penalty: The character suffers a -1 penalty to Knowledge (geography), Knowledge (nobility), and Knowledge (local) when outside a 50-mile radius of their home.

Buying Off the Flaw: The character must place 5 skill points in a Knowledge skill other than Knowledge (local).

SMOKING

The habit of smoking is more than just a relaxing social activity – you must have your pipe and time to smoke every few hours at the very least. When you can't smoke, you get extremely irritable.

Penalty: The character must have enough tobacco to have at least four smokes per day (about ¹/₄ pound of pipeweed). If the character misses just one smoke during the day, the character takes a -1 penalty to all Charisma-based skill checks for that day. The penalty is cumulative, so a character that has fewer than four smokes per day for several days in a row gains a larger penalty. For example, Tad Barrelbelly misses at least one smoke for 3 consecutive days, resulting in a -3 penalty to all of his Charisma-based skill checks due to his irritability. The maximum penalty is -5; missing more days of smoking than five in a row has no further mechanical penalty, but should still be roleplayed.

Buying Off the Flaw: The character must take the Improved Iron Will feat no earlier than 5th level.

NOTE: A character can have both the Smoking feat and the Smoking flaw. If the character has both, and later buys off the flaw, the bonus from the feat is halved.

WEAPONS & EQUIPMENT

Some of the items presented here are originally from earlier 4 Winds Fantasy Gaming products, repeated here for convenience and their relevance to halflings.

WEAPONS

Slingshot, Halfling: The halfling slingshot is an improvement on one of the most ancient ranged weapons. The handle is the



base of a Y-shaped piece of wood or iron. Attached by alchemically-treated sinew to the forks of the 'Y' is a leather cup. The alchemical treatment preserves the sinew and makes it stronger as well as stretchy. The slingshot is used by placing a small stone or lead ball in the leather cup, then pulling the cup back, stretching the sinew, aiming, and letting go. A stronger individual can pull the sinew back further than a weaker one can (thus allowing the user to add his Strength bonus to damage). Most halfling slingshots are Small sized (naturally), but occasionally a Medium sized creature will have one custom made. A halfling slingshot has greater range than a sling, and the ammunition deals more damage.

All halflings are proficient with the halfling slingshot, as well as all rogues. It is treated as an exotic weapon for all others.

Sling-staff, Halfling: The halfling sling-staff is a 30-inch tall staff, often with an iron or steel tip at the bottom, and with a fork at the top. It can serve as a staff-like bludgeoning weapon, though because of its construction it cannot be used as a double weapon like a quarterstaff. The fork at the top of the staff has a leather cup attached to it via alchemically-treated sinew, like on a halfling slingshot. It can be used to fire a small stone or lead ball from the leather cup by planting the butt of the staff in the ground, then pulling the cup back and letting go. While it doesn't have the range of the halfling slingshot, the stability gives it better accuracy.

All halflings are proficient with the halfling slingstaff. It is treated as an exotic weapon for all others.

MUNDANE GEAR

Halfling Blueberry Ale: A hopped ale, flavored with blueberries and honey. It is quite popular in many halfling communities, and the different halfling races frequently argue over which one of them actually invented it.

Halfling Cloak: The halfling cloak is specially crafted of wool and a secret water-proofing mixture. The result is a hooded cloak that resists water and

TABLE 5: WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Slingshot, Halfling	15 gp	1d4	1d6	19-20/x2	75 ft.	1 lb.	В	-
Bullets, Slingshot (10)	1 sp	_	-	_	_	5 lbs.	-	_
Sling-staff, Halfling	2 5 gp	2d3/1d6	2d4/1d8	19-20/x2	50 ft.	2 lbs.	B/B	-
Bullets, Sling-staff (10)	1sp	_	-	_	_	5 lbs.	-	_

TABLE 6: MUNDANE GEAR

Item	Cost	Weight			
Halfling Blueberry Ale	7 cp/5 sp/2 gp	-			
(sold by pint bottle, 1-gallon keg, and 5-gallon keg)					
Halfling Cloak	25 gp (50 gp)	2 lbs. (3 lbs.)			
Halfling Pouch Belt	10 gp (15 gp)	1 lb. (1 ½ lbs.)			
Halfling Tobacco	7 sp	1 lb.			
Halfling Tri-flute	9 gp	-			

allows a traveler to walk or ride in the rain or snow without getting soaked to the bone. Wearers of these cloaks benefit from condition similar to that provided by *endure elements*, though it only protects from cold brought on specifically due to exposure to rain and/or snow.

Occasionally, halflings may make these cloaks for the "big folk". For anyone larger than a halfling, use the cost and weight in parenthesis.

Halfling Pouch Belt: The halfling pouch belt is a sturdy but supple leather belt with six leather pouches sewn to it. Each pouch closes via a brass button, and each can hold about as much as a standard halfling-sized belt pouch. The organization the pouches afford means items may be retrieved quickly. One item per round may be accessed as a swift action. Accessing any other items from the pouches – or placing them in the pouches – takes a normal move action.

Occasionally, halflings may make these belts for the "big folk". For anyone larger than a halfling, use the cost



halfling tobacco: Also known as pipeweed, halfling leaf or sometimes just leaf, halfling tobacco has been perfected over many decades to be very mild, very sweet and slow burning.

> Halfling Tri-Flute: The halfling tri-flute may be a variant or descendant of the aulos or panpipe, or it may be a unique creation altogether. It consists of three short wooden

flutes, each of varying lengths, connected with leather bands. There are four fingerholes on the longest pipe, three on the shortest and none on the middle pipe. A single mouthpiece connects to all three pipes.



10

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