

Princes of the Plains
Halfling Archetypes



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

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Introduction

Relatively speaking, a character's race generally isn't one of the most important choices you can make about them, at least as far as the mechanics of the game are concerned. Most racial abilities stop being particularly relevant after the first few levels of play, and while ability bonuses and penalties are certainly not insignificant, they ultimately result in only a +1 bonus or -1 penalty on most rolls involving that ability.

And yet, the idea of picking a race whose ability score adjustments go against your choice of class just feels wrong, like you're making a huge mistake, and the option is barely conceivable. You don't see many dwarven bards, oracles, or sorcerers. Why make your elf a druid or a sorcerer when he could be a wizard and really make use of that +2 bonus to intelligence?

This book aims to allow players who want their race to have a more meaningful impact on their character do so, while also helping to provide support for characters with an unusual race and class combination. It does so by providing several archetypes that are specifically designed for halfling characters, which provide a distinctly halfling spin on the way the class works. A special emphasis has been placed on finding classes that one might not normally associate with halflings at first glance, for mechanical reasons, and providing solutions that make these classes more appealing.

These racial archetypes are only available to halflings. Other races cannot take them. They are presented in alphabetical order, by the name of the class that the archetype belongs to.

Halfling Berserker (Barbarian)

A halfling berserker is capable of wielding gigantic weapons and charging across the field at great speed in order to pummel her enemies in a rush of death and doom. In addition to being faster than most barbarians, halfling berserkers actually increase in size when they enter a rage.

Rage (Ex): A halfling berserker grows visibly in size and strength when angry. At 1st level, the halfling berserker gains the rage class feature as normal, but with the following exceptions. The halfling berserker gains no bonus to Constitution, but instead gains an additional +2 size bonus to Strength. When the halfling berserker gains the greater rage and mighty rage class features, she does not gain a morale bonus to Constitution, but does gain an additional +2 size bonus to both Strength and Constitution (to a total size bonus of +6 when she gains the mighty rage class feature). The halfling berserker's size category does not change as a result of this ability.

This ability modifies the rage class feature.

Fast Movement (Ex): A halfling berserker moves faster than her peers. At 1st level, the halfling berserker gains a +10 foot bonus to her movement speed, as normal. At 5th

level, and every 5 levels thereafter, this bonus to movement speed increases by an additional +5 feet.

This ability modifies the fast movement class feature.

Oversized Weapons (Ex): A halfling berserker is able to wield weapons of great size, eventually wielding implements of destruction far bigger than she is. At 7th level, the halfling berserker can wield Medium-sized weapons without penalty. At 13th level, she may wield Large-sized weapons, and at 19th level, she may wield Huge-sized weapons.

This ability replaces the damage reduction class feature.

Halfling Knee Cracker (Brawler)

Halfling knee crackers are brawlers who use their size to their advantage, hitting their opponents where it hurts and making sure that while they may have less power than other races, they still deliver blows just as punishing as their peers.

Power Surge (Ex): A halfling knee cracker can tap reserves of adrenaline to power extremely devastating melee attacks. At 1st level, a halfling knee crusher can spend a move action to increase the damage she does with her unarmed strike, or with a weapon from the close fighter weapon group or with the monk special weapon feature. At 1st level, this causes the weapon to deal damage as though it were one size category larger than it actually is. She can use this ability a number of times per day equal to 3 + half her halfling knee cracker level.

At 6th level, she can expend 2 uses of this ability as a move action in order to increase the weapon damage further, causing it to deal damage as though it were 2 size categories larger than it actually is. At 10th level, she may use this ability as a swift action. At 12th level, she may use 3 uses of this ability in order to have the damage dealt by her unarmed strikes and weapon attacks count as being 3 size categories larger than normal. At 20th level, she may expend 5 uses of this ability as a free action in order to increase the amount of damage dealt by her weapons even further, causing her unarmed strike and weapon attacks to deal damage as though she were 5 size categories larger than she actually is.

This ability replaces the martial flexibility class feature.

Hobbling Punch (Ex): Though the halfling knee cracker lacks the ability to knock a foe out with a single hit, she can sometimes stop a foe in his tracks. At 4th level, whenever the halfling knee cracker confirms a critical hit against a creature of her size or larger, she may choose to reduce that creature's speed to 0 feet. Each following round, on the halfling knee cracker's turn, the target's speed increases by 5 feet, until he is restored to his normal maximum speed.

This ability replaces the knock out class feature.

Knee Cracking (Ex): A halfling knee cracker's signature technique is used to knock larger foes to the ground by cracking his knees. At 16th level, the halfling knee cracker can make a special attack as a standard action against any creature of her size or larger. If the attack is successful, the target must succeed on a Fortitude save (DC 10 + 1/2 the halfling knee cracker's level + the higher of the halfling knee cracker's Strength or Dexterity modifiers) or be knocked prone. A creature knocked prone in this way cannot get up for 1 minute, but may otherwise act normally.

This ability replaces the awesome blow class feature.

Improved Knee Cracking (Ex): At 20th level, the halfling knee cracker can use her knee cracking ability in place of a melee attack, rather than as a standard action.

This ability replaces the improved awesome blow class feature.

Halfling Beastrider (Cavalier)

Halfling beastriders are a special type of cavalier who form a deep bond with their mount in order to make a potent and powerful duo. Though they lack the size and strength of their Medium-sized counterparts and might ride smaller mounts, the halfling beastriders use their close bond with their mount and bold fearless attack style to overcome these size deficits.

Fearless (Ex): A halfling beastrider is comforted by his mount and provides the same steady encouragement to his mount while riding. At 1st level, as long as the halfling beastrider is mounted, both he and his mount both gain immunity to fear effects.

This ability replaces the tactician class feature.

Bold Charge (Ex): A halfling beastrider is able to bowl through lesser foes to reach his real enemies. At 5th level, the halfling beastrider may attempt to move through other creatures when charging. In order to do this, the halfling beastrider must be mounted and must succeed at an overrun combat maneuver, made as a free action against all creatures in his path. At 10th level, and every 5 levels thereafter, the halfling beastrider gains a +2 bonus on this overrun combat maneuver check. When using this ability, the halfling beastrider may use either his CMB for overrun or his mount's, whichever is higher.

This ability replaces the banner class feature.

Heedless (Ex): A halfling beastrider and his mount draw upon their special bond to shrug off mental charms and suggestions. At 9th level, as long the halfling beastrider is mounted, both he and his mount both gain immunity to charm effects. Additionally, both the halfling beastrider and his mount gain a +2 bonus on saving throws against all compulsion effects as long as they remain within 10 feet of each other.

This ability replaces the greater tactician class feature.

Easy Charge (Ex): A halfling beastrider's close bond with his mount allows him to easily navigate difficult terrain and even magical obstacles. At 14th level, as long the halfling beastrider is mounted, both he and his mount are treated as though they were under the effects of a *freedom of movement* spell for the purpose of charging through obstacles and difficult terrain. This ability allows them to charge underwater, and they suffer no penalty on attack rolls made as part of a charge while underwater (exactly as though affected by *freedom of movement*).

This ability replaces the greater banner class feature.

Deathless (Ex): A halfling beastrider's bond with his mount eventually becomes strong enough to allow them to shrug off even deadly attacks. At 17th level, as long the halfling beastrider is mounted, both he and his mount gain immunity to negative levels and death effects.

This ability replaces the master tactician class feature.

Halfling Hamstringer (Fighter)

Halfling hamstringers are fighters who are especially trained in using their small size to their advantage. They practice techniques which attack exposed tendons, trip up their foes, or take advantage of the fact that their sword is right where larger opponents have trouble defending.

Underfoot Combat (Ex): A halfling hamstringer is a master of getting under the legs of his foes in order to perform devastating combat maneuvers. At 3rd level, a halfling hamstringer gains a +2 bonus on all combat maneuver checks made to perform dirty trick or trip combat maneuvers against all creatures larger than himself. At 7th level, and every 4 levels thereafter, this bonus improves by an additional +2.

This ability replaces the armor training class feature.

Hamstringing (Ex): A halfling hamstringer is a deadly combatant when fighting larger foes. At 5th level, the halfling hamstringer gains a +1 bonus on all attack and weapon damage rolls against creatures of Medium size or larger, and when he confirms a critical hit against a creature of Medium size or larger, that creature suffers an amount of bleed damage equal to the amount of bonus damage granted by this ability. This bonus increases by +1 at 9th level, and every 4 levels thereafter.

This ability replaces the weapon training class feature.

Scamper (Ex): A halfling hamstringer can scamper up larger foes in order to repeatedly strike them with his weapon. At 19th level, a halfling hamstringer can choose to gain a +10 bonus on all combat maneuver checks made to grapple creatures of Large size or larger and a +10 bonus to his CMD for purposes of that grapple. If he does so, he forgoes the ability to pin that creature or move the grapple. While grappling in this way, the halfling hamstringer can attack the target as normal, but the creature he is grappling cannot

attack the halfling hamstringer unless it is in control of the grapple.

This ability replaces the armor mastery class feature.

Trip Mastery (Ex): A halfling hamstringer can topple very large creatures in order to send them reeling to the ground. At 20th level, whenever the halfling hamstringer successfully trips a creature, he deals an additional 2d6 points of damage to that creature for every size category it is larger than Small.

This ability replaces the weapon mastery class feature.

Halfling Spelldart (Magus)

Halfling spelldarts are magi whose special training and talents are aimed at making them an effective force when fighting with the traditional weapons of the halfling. Halfling spelldarts are experts at imbuing their thrown darts and slings with magic.

Arcane Pool: At 1st level, a halfling spelldart gains the arcane pool ability as normal, except that he cannot use his arcane pool to enhance his weapons (except through the use of magus arcana or through his imbue spelldart class feature). Instead, he can empower certain weapons as spelldarts.

This ability modifies the arcane pool class feature.

Spelldarts (Sp): A halfling spelldart imbues magical power into darts and slings, allowing him to deliver more potent attacks with the traditional weapons of his people. At 1st level, as long as the halfling spelldart has at least 1 point in his arcane pool, all darts and sling bullets he throws or fires become “spelldarts,” gaining a +1 enhancement bonus to attack and damage rolls; this bonus stacks with any enhancement bonus already possessed by the item, but cannot be used to raise the enhancement bonus of the ammunition beyond +6. At 5th level, and every 5 levels thereafter, this bonus is increased by +1.

Imbue Spelldart: A halfling spelldart can expend power from his arcane pool in order to enhance his spelldarts with additional power. At 1st level, the halfling spelldart can imbue a single dart or sling bullet with extra power. Imbuing a spelldart with energy is a free action made as part of an attack roll, and the ability only applies to that attack.

By expending 1 point from his arcane pool the halfling spelldart can accomplish one of the following:

- The spelldart deals an additional 1d6 points of force damage on a successful hit.
- Ignore all penalties due to range increments on the attack with the spelldart.
- Ignore cover and concealment, not including total cover and concealment, on the attack with the spelldart.

- Have the spelldart return to the halfling spelldart’s hand on a successful hit, allowing him to recover the ammunition. This ability may be used only once per spelldart.

At 10th level, the halfling spelldart can expend 3 points from his arcane pool in order to imbue his spelldarts with far more impressive power, choosing to apply one of the following effects:

- The spelldart strikes a single target within its maximum range unerringly, regardless of AC or cover (though miss chance provided by *blink* or similar effects still applies), and the attack results in a critical threat (which must be confirmed normally).
- On a successful hit, the spelldart weakens the target, stopping his regeneration and lowering his spell resistance and damage reduction by an amount equal to 1/2 the halfling spelldart’s level, rounded down. This ability cannot stop regeneration which could not normally be stopped (such as that possessed by the tarrasque) or lower damage reduction which could not normally be overcome by any means (such as that granted by the barbarian class).
- The spelldart can disperse magical energies. If this ability is activated, the spelldart deals no damage on a successful hit, but instead dispels magical effects as though the target had been hit by a *greater dispel magic* spell.

This ability replaces the spell combat class feature.

Deliver Spells: A halfling spelldart can deliver spells with his spelldarts. Any dart or sling bullet affected by his spelldart ability can be used to deliver a spell to the target of the attack in a fashion similar to the spellstrike class feature. Unlike the normal spellstrike class feature, the halfling spelldart can deliver spells which are not touch spells in this way, including area effect spells. Non-touch spells originate from the point of impact. If the attack misses, the spell is wasted.

This ability modifies the spellstrike class feature.

Halfling Wanderer (Ranger)

Halfling wanderers are halfling rangers who live off the land and wander aimlessly throughout the wilds. Nomadic and crafty, these halflings prefer to spend their time traveling the wilderness, where their unique skills are best put to use.

Favored Enemy (Ex): A halfling wanderer gains the favored enemy class feature as normal, except that he gains only half the normal bonus to attack and damage rolls against his favored enemy (other bonuses granted by favored enemy are unaffected).

This ability modifies the favored enemy class feature.



Woodland Wanderings (Ex): At 1st level, the halfling wanderer must choose a single terrain type from the favored terrain list. While in that terrain, the halfling wanderer gains a +10 foot bonus to his movement speed and a +1 bonus to attack and damage rolls. At 5th level, and every 5 levels thereafter, he may select a new terrain to gain these bonuses in. In addition, at each such interval, he chooses to either increase the bonus to movement speed by +10 or increase the bonus to attack and damage rolls by +1 in any one terrain previously selected for woodland wanderings (including the one just selected, if so desired).

This ability replaces the favored terrain class feature.

Spellcasting: A halfling wanderer uses Charisma, rather than Wisdom, to determine his bonus spells per day, what level of spells he can cast, and the saving throw DC of his ranger spells.

This ability modifies the spellcasting class feature.

Hunter's Bond: At 4th level, a halfling wanderer forms a bond with animals. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is to form a close bond with an animal companion. A halfling wanderer usually chooses a riding dog or wolf as his

animal companion.

A halfling wanderer can instead choose to gain the ability to befriend animals and allow them to serve him. While in his favored terrain, the halfling wanderer can forge a bond of companionship with any animal whose attitude he raises to helpful with his animal empathy ability. These animals serve the halfling in a fashion similar to an animal companion, though they must be handled with Handle Animal normally, as the halfling wanderer does not create a link with these creatures. These creatures gain the benefits of the halfling wanderer's favored enemy class feature while under his control. Creatures which serve the halfling wanderer in this way do so for one day per point of Charisma bonus the halfling wanderer has, or until the halfling wanderer leaves their natural habitat. Creatures bound to the halfling wanderer in this way will not perform obviously suicidal actions under any circumstances, and won't engage in combat with a creature whose CR is more than 2 greater than their own, unless pushed. At 10th level, the halfling wanderer can use this ability on magical beasts. The halfling wanderer cannot control more HD worth of animals and magical beasts than twice his halfling wanderer level with this ability.

This ability modifies the hunter's bond class feature.

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Score One For The Little Guys!

Down to earth in more ways than one, halflings are a practical and quiet sort of folk, who still sometimes possess a strong mischievous streak. Though they're known best for their small stature, their bravery and courage in the face of adversity is the subject of many a legend, as is their incredible luck.

Of course, when you choose to make your player character an halfling, all that you really care about is the +2 bonus to your Dexterity and Constitution scores (and who needs Strength, anyway?), so why bother playing a halfling barbarian or fighter? Even if a +2 bonus doesn't really make that much of a difference, it just feels so wrong to knowingly combine a race and class that don't go well together, and, as a result, many players never bother to consider it.

This book aims to give players who want the fact that their character is a halfling to matter more a way to make that happen, while also providing support for halfling characters of a variety of classes that don't typically make much mechanical sense for elves. Included are the halfling berserker, a barbarian archetype that allows halflings to wield weapons of incredible size, and move with great speed, the halfling knee cracker, a brawler archetype that centers on focusing a lot of damage in a small package (and of course shattering kneecaps), the halfling beastrider, a cavalier archetype for halflings that form an especially close bond with their mounts, the halfling hamstringer, a fighter archetype for halflings who focus on getting so close that their opponents can't hit them, the halfling spelldart, a magus archetype that focuses on imbuing darts and sling bullets with magical power, and the halfling wanderer, a ranger archetype for well-traveled halflings.