

#1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR

17 HALFLING BURGLAR FEATS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



SUPER
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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



THE HIGH CONCEPT: Feats tying to halfling racial traits (including those found in the *Advanced Race Guide*) to allow halfling burglars (of any class) to feel like more than short elf rogues or gnomish bards without low-light vision (and if a group of players decided they all wanted to be halfling burglars, perhaps after seeing a good fantasy movie, also to give them way to differentiate their characters).

DUCK AND WEAVE

You are adept at diving through the chaos of combat.

Prerequisite: Low blow or sure-footed halfling racial trait.

Benefit: If you make a double move, run, or withdrawal action you gain a bonus equal to half your level (minimum +1) to Acrobatics checks made to move through a threatened space without provoking an attack of opportunity. Additionally, you also receive a bonus to Acrobatics

HAIR PART

Traps are rarely designed to catch creatures your size and shape, and you've learned to use that fact to your advantage.

Prerequisites: Halfling, evasion class feature.

Benefit: When you take damage from a trap, you may immediately make a Reflex save (DC equal to the Disable Device DC) to disable the trap. On a successful check, you take only half damage. The class features evasion and improved evasion do not apply to this special Reflex save.

KNUCKLE-CRACKER

You are skilled at hitting a foe's hands with sling stones and forcing them to drop something.

Prerequisite: Halfling weapon familiarity with slings as racial trait.

Benefit: You may use a sling to make a disarm check as a ranged combat maneuver against a foe up to your first range increment. The CMB for this check is equal to your attack bonus with your sling, plus any special bonuses to the disarm maneuver you have from feats (such as Improved Disarm). The item is dropped 1-3 squares from foe's feet on a successful CMB check, even if you have an option that would normally allow you to take the item.

LUCKY NUMBER

A group's fortunes are improved just by having you as one of their members.

Prerequisites: Halfling luck racial trait.

Benefit: Once per day an ally who is able to see and hear you may choose to reroll one failed saving throw. The reroll gains a bonus equal to your charisma bonus but the ally must take the second result, even if it is worse. This is a reaction by the ally and takes no action on his part, though it must be done immediately upon a saving throw failing. It also takes no action on your part, though you may prevent an ally from using the reroll if you do not consider them an ally. Once an ally has used this ability it is not available to another ally until you regain use of your daily abilities.

MARCHERBOOK

You keep a journal of your adventures, and those of friends and allies.

Prerequisites: Int 13, practicality halfling racial trait.

Benefits: You have a marcherbook, which is the same rough size and weight as a traveling spellbook. If you spend an hour at the beginning of the day either reading your marcherbook or working on writing in your marcherbook, you are reminded of everything you have ever heard or been told about the world. This grants you a +2 bonus to all Knowledge checks you make for the day. Anyone else who takes an hour to read your marcherbook gains a +2 bonus to Knowledge checks made about you for the day.

MASTER PICKPOCKET

Your targets never notice when you decide to find out what's in their pockets.

Prerequisites: Int 13, Combat Expertise, Greater steal, Improved Steal, base attack bonus +6, Small size, shiftless halfling racial trait.

Benefit: Making a steal combat maneuver check does not count as an attack for you, for purposes of breaking invisibility or ending a Stealth check.

OLD BLOOD

Your family is noted as having features that make you seem even more halfling than other halflings, and at the same time more adventurous and sneaky.

Prerequisites: Halfling

Benefit: You may select one of the following alternate halfling racial traits without losing the corresponding standard halfling racial trait: adaptable luck, craven, fleet of foot, halfling jinx, ingratiating, low-blow, polyglot, practicality, shiftless, swift as shadows, underfoot, wanderlust, or warslinger. Once made, this selection cannot be changed.

PARODY

You can create songs or rhymes that anger your foes and throw them off their game.

Prerequisites: Cha 13, polyglot halfling racial trait.

Benefit: You can demoralize a foe (as the Intimidate skill), that is able to hear and understand you, with a Perform (comedy, song, or oratory) or Linguistics check.

PROFESSIONAL BURGLAR

You are not afraid to admit you are a professional burglar, trained in the art of entering buildings and steal the valuables within.

Prerequisites: Fearless halfling racial trait.

Benefit: You may use your total bonus for Profession (burglar) in place of climb checks made to climb, Acrobatics checks made to cross narrow surfaces, Appraise checks made to determine the most valuable item visible in a treasure hoard, Diplomacy checks to gather information about buildings and their contents, and Disable Device checks made to jam or open locks.

PROUD FEET

Your feet are as tough and calloused as any boot, but still quite sensitive and nimble.

Prerequisite: Sure-footed halfling racial trait.

Benefit: When you are barefoot, you are as protected from the elements, terrain and traps as if you were wearing solid, well-constructed boots. While barefoot you move with speed and assurance, allowing you to take 10 on Acrobatics and Climb checks, even if threats or distractions would normally prevent you from doing so.

RIDDLEMASTER

You can create a web of words that leave your foes bewildered.

Prerequisites: Cha 13, Parody, polyglot halfling racial trait.

Benefit: Against a foe demoralized with Intimidate (or ability that works as Intimidate, such as the Parody feat) who is able to hear and understand you, you can pose a riddle that may leave the target very confused. As a standard action make a Perform (comedy, song, or oratory) or Linguistics or check, with a DC of 0 + the target's Hit Dice + the target's Wisdom modifier. On a successful check, the target is confused for 1 round.

RIGHT IN THE SHINS

You've learned how to take advantage of your small size and a foe's distraction to hit where it hurts.

Prerequisites: Low blow halfling racial trait, sneak attack

Benefit: You have learned how to strike bigger foes in sensitive places when they aren't able to keep careful track of you. When you could make a sneak attack against a target larger than yourself, you may instead make a single dirty trick, disarm, or trip combat maneuver. This combat maneuver does not provoke an attack of opportunity, and you gain a +1 bonus to your CMB check, plus an additional +1 for every d6 of your sneak attack class feature. If you also manage to deal damage to the foe with your combat maneuver, you may not add your sneak attack damage.

SCAMPER

You trust in your own ability to crouch down to a small size, and hurtle through tight spaces without pausing to consider the consequences.

Prerequisites: Small size, fearless halfling racial trait

Benefit: You take no penalties when squeezing through a space at least half your width. As a move action, you may improve the level of cover you have. If you have partial cover, it becomes cover. If you have cover, it becomes full cover. This lasts until you move or make an attack (as attacks are defined in the *invisibility* spell).

UNSEEN BY MOST

If you focus on it, you can sneak about in places bigger and louder creatures cannot.

Prerequisites: Small size, sure-footed halfling racial trait.

Benefit: As a full-round action you may make a Stealth check to avoid detection even if you lack cover or are in normal or bright light. You may move up to your movement rate as part of this action. You can only apply this Stealth check to creatures not already aware of your location (allowing you to sneak past the open doorway of a room filled with guards, since those guards don't know where you are already, but not sneak away from a roomful of guards already looking at you).

Your Stealth ends at the beginning of your next turn before you can take any other actions, unless you take another full-round action to maintain your Stealth.

WE ERR ON THE SIDE OF AWESOME!

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