

# HALFLING

## Demihuman Class

**Requirements:** Minimum CON 9, minimum DEX 9

**Prime requisite:** DEX and STR

**Hit Dice:** 1d6

**Maximum level:** 8

**Armour:** Any appropriate to size, including shields

**Weapons:** Any appropriate to size

**Languages:** Alignment, Common, Halfling

Halflings are small, rotund demihumans with furry feet and curly hair. They weigh about 60 pounds and are around 3' tall. Halflings are a friendly and welcoming folk. Above all, they love the comforts of home and are not known for their bravery. Halflings who gain treasure through adventuring will often use their wealth in pursuit of a quiet, comfortable life.

**Prime requisites:** A halfling with at least 13 in one prime requisite gains a 5% bonus to experience. If both DEX and STR are 13 or higher, the halfling gets a +10% bonus.

## Combat

Halflings can use all types of armour, but it must be tailored to their small size. Similarly, they can use any weapon appropriate to their stature (as determined by the referee). They cannot use long-bows or two-handed swords.



## Defensive Bonus

Due to their small size, halflings gain a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized).

## Hiding

Halflings have an uncanny ability to disappear from sight:

- ▶ In woods or undergrowth, a halfling can hide with a 90% chance of success.
- ▶ In dungeons, a halfling can hide in shadows or behind other forms of cover. The chance of success is 2-in-6. Hiding requires the halfling to be motionless.

# Halfling Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	13	12
2	2,000	2d6	19 [0]	8	9	10	13	12
3	4,000	3d6	19 [0]	8	9	10	13	12
4	8,000	4d6	17 [+2]	6	7	8	10	10
5	16,000	5d6	17 [+2]	6	7	8	10	10
6	32,000	6d6	17 [+2]	6	7	8	10	10
7	64,000	7d6	14 [+5]	4	5	6	7	8
8	120,000	8d6	14 [+5]	4	5	6	7	8

**D:** Death / poison; **W:** Wands;  
**P:** Paralysis / petrify; **B:** Breath attacks;  
**S:** Spells / rods / staves.

## Initiative Bonus (Optional Rule)

If using the optional rule for individual initiative (see *Combat* in *Classic Fantasy: Adventures*), halflings get a bonus of +1 to initiative rolls.

## Listening at Doors

Halflings have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Classic Fantasy: Adventures*).

## Missile Attack Bonus

Halflings’ keen coordination grants them a +1 bonus to attack rolls with all missile weapons.

## Stronghold

Any time a halfling wishes (and has sufficient money), they may build a stronghold, which will form the basis of a new community of halflings. Halfling communities—known as Shires—are typically located in gentle countryside of little rivers and rolling hills. The leader of the community is called the Sheriff.

