

NEW CHARACTER CLASSES

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HALFLING HEARTHSINGER

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Demihuman Class

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

Prime requisite: CHA and CON

Hit Die type: 1d6

Combat aptitude: Martial

Maximum level: 8

Armour: Leather, shields

Weapons: Any appropriate to size

Languages: Alignment, Common, Halfling

Hearthsingers are halflings who specialise in memorising and recalling legends, lore, and local folktales. The desire to learn the truth behind lost legends and forgotten myths often drives them to adventure and they value tomes, journals, and written histories over other treasure.

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

Armour and weapons: Armour must be tailored to halflings' small size. Similarly, they can use any weapon appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.



Defensive Bonus

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

Halfling Hearthsinger Skills

Halfling hearthsingers can use the following skills, with the chance of success shown opposite:

► **Foster friendship (FF):** If the hearthsinger tells a story to a willing audience for at least one turn and the performance ends without interruption, a number of persons (see **Persons** under **Monsters** in *Old-School Essentials*) equal to the hearthsinger's level must **save versus spells** or be placed under a friendship effect. Affected persons regard the hearthsinger as a friend and ally and will come to their defence. The effect lasts for 1 hour per level of the hearthsinger.

► **Lore (L):** A hearthsinger has a chance of knowing lore pertaining to monsters, magic items, or heroes of folk-tale or legend. This ability can be used to identify the nature and powers of magic items.

Halfling Heathsinger Level Progression

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

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)

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

► **Read languages (RL):** A hearthsinger can read non-magical text in any language (including dead) or basic codes. If the roll fails, the hearthsinger may not try the same text again before gaining an experience level. The hearthsinger can use this ability to read scrolls containing arcane spells with a chance of success equal to half the listed percentage. Failure results in the spell scroll backfiring and causing some disastrous or dangerous effect.

Listening at Doors

Halfling hearthsingers have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).

Rumour Monger

Whenever there is an opportunity to gain relevant information from local rumours within a community, a halfling hearthsinger can learn twice the normal number of rumours allowed by the circumstances if they spend one hour getting to know the local community.

Tavern

Any time a halfling hearthsinger wishes (and has sufficient money), they may build a tavern or pub, which will draw patrons from across the land and provide revenue to the hearthsinger of $1d4 \times 100$ gold pieces per month. $1d4+1$ 1st level halflings will arrive to serve as staff and one 3rd level fighter will arrive to serve as a bouncer.

Hearthsinger Skills Chance of Success

Level	FF	L	RL
1	20	30	35
2	27	35	40
3	35	40	45
4	43	45	55
5	50	55	65
6	58	65	75
7	65	75	85
8	75	85	95

Rolling Skill Checks

All skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.