

Advanced Dungeons & Dragons Halflings

Chain Mail: Fantasy Supplement (1974)

Halflings (Hobbits): These little chaps have small place in the war game, but you may want them for recreation of certain battles. Remember that they are able to blend into the background and so make excellent scouts. They can fire a stone as far as an archer shoots, and because of their well-known accuracy, for every two halflings firing count three on the missile fire table.

Morale Rating: 5 Point Value: –

Dungeons & Dragons (1974)

Halflings: Should any player wish to be one, he will be limited to the fighting-men class as a halfling. Halflings cannot progress beyond the 4th level (hero), but they will have magic-resistance equal to dwarves (add four levels for saving throws), and they will have deadly accuracy with missiles as detailed in CHAINMAIL.

Dungeons & Dragons: Greyhawk (1976)

Halflings: Halflings can be either fighters or thieves, and as thieves they have better chances for doing most things (see STATISTICS REGARDING CLASSES) and are not limited to how high in levels they can progress.

Errata: All halflings add +3 to hit probabilities when using the sling. Add halflings* to the columns of Law and Neutrality.

Advanced Dungeons & Dragons: Monster Manual (1977)

HALFLING

FREQUENCY: Rare

NO. APPEARING: 30-300

ARMOUR CLASS: 7

MOVE: 9"

HIT DICE: ¾

% IN LAIR: 70%

TREASURE TYPE: Individuals K, B in lair

NO. OF ATTACKS: 1

DAMAGWATTACK: 1-6 or by weapon

SPECIAL ATTACKS: +3 with bow or sling

SPECIAL DEFENSES: Save at 4 levels higher

MAGIC RESISTANCE: As above

INTELLIGENCE: Very

ALIGNMENT: Lawful good

SIZE: Small (3'+ tall)

PSIONIC ABILITY: Nil*

Attack/Defence Modes: Nil*

* possible to exist in unusual characters

Halflings are basically hard-working, orderly and peaceful citizens of communities similar to humans – although their villages usually contain many burrow homes as well as surface cottages. For every 30 halflings encountered there will be two 2nd level fighters. If more than 90 are encountered there will be an additional leader of 3rd level fighting ability. If more than 150 are encountered there will also be the following additional halflings in the group: one 4th level fighter, two 3rd level fighters and three 2nd level fighters. If encountered in their lair there will be females and children equal to 100% and 60% respectively of the adult males indicated. A typical halfling lair will be in pastoral countryside. The usual protection worn by halflings consists of padded or leather armour. Halflings are typically weaponed as follows:

10%	small sword and short bow
10%	small sword and spear
10%	short bow
20%	sling
10%	small sword
20%	spear
20%	hand axe

All halflings of above normal level will have armour class 6, while those of 3rd or 4th level will have armour class 5 and 4 respectively. All such higher levels will have a 10% chance per level of having magic armour and/or miscellaneous weapons. Halflings encountered in their lair will have from 1-4 dogs (treat them as wild dogs for statistical purposes) per halfling. The magic and poison resistance of halflings causes them to save at four levels above their actual. They are exceedingly clever at both quiet movement and hiding. They will surprise on a die roll of 1-4 on a 6-sided die. In natural terrain they must be treated as invisible if they have any form of vegetation in which to conceal themselves. They have no infravision. They shun water. Halflings speak their own language, their alignment tongue, and the common speech. In addition they speak the language of gnomes, goblins, and orcs.

Description: Of ruddy complexion, halflings tend toward brown or sandy brown hair coloration, and have brown or hazel eyes. Their dress is usually colourful, but their trousers and coats are likely to be serviceable grey, tan, or brown material. Halflings have a life expectancy of 150 or more years.

Tallfellow: A taller (4'+), slimmer halfling, with fairer skin and hair. Tallfellows are very rare. They use more armour (AC 6), ride ponies and carry more spears. It is possible for exceptionally strong (17, 18) tallfellows to work to 5th or 6th level of fighting ability. They can speak elvish and are very friendly with elves. They live for about 180 years on the average.

Stout: This kind of halfling is a bit smaller (3½'+) and stockier than the typical (hairfeet). They use more armour also (AC 6), and employ morning stars in addition to the usual halflingish arms. Very strong stouts (18) are able to work up to 5th level fighting ability. Stouts have infravision and can detect sloping passageways. They have no fear of water and can swim. These halflings are able to speak dwarvish and enjoy dwarven company. Stouts reach the age of 200 or more years.

Advanced Dungeons & Dragons: Player's Handbook (1978)

Halflings: Halflings are very much like small humans, thus their name. As player characters, it is assumed that any of the subraces of the race of halflings can be considered as that of the halfling character in question. Complete information on halflings is found in *ADVANCED DUNGEONS & DRAGONS: MONSTER MANUAL*. A character of the halfling race can be a fighter, a thief, or a fighter/thief. As halflings are unable to work beyond 6th level as fighters, it is most probable that the character will be a thief or a multi-classed fighter/thief. In the latter case the character is limited to the armour and weaponry of a thief whenever any such functions are to be performed during the course of an adventure. Furthermore, earned experience is always divided evenly between the two classes, even though the character may no longer be able to gain additional levels as a fighter. All halfling characters have a high resistance to magic spells, so for every 3½ points of constitution ability the character possesses, he or she gains a +1 on saving throws versus wands, staves, rods, and spells. This converts to the following bonuses for constitution: 4-6 = +1, 7-10 = +2, 11-13 = +3, 14-17 = +4, and 18 = +5. As halflings also have a similar resistance to poisons of all sorts, they gain a constitution bonus identical to that for saving throws versus magical attacks when they make saving throws versus poison, i.e. +1 to +5 depending on constitution score.

All halfling characters are able to speak the following languages in addition to mankind's "common tongue" and the alignment language: dwarven, elven, gnome, goblin, halfling, and orcish. Halflings with intelligence above 16 can learn one additional language for every point of intelligence they possess above the 16 minimum, so at intelligence 17 the character can learn one additional language, and at intelligence 18 two can be learned. Certain halfling characters have infravision. Those with mixed blood are assumed to have infravision which functions up to 30' distant, while those of pure Stoutish blood are able to see heat radiation variation at up to 60 (normal infravision). Similarly, halflings of mixed type and those of pure Stoutish blood are able to note if a passage is an up or down grade 75% (d4, 1-3) of the time, and they can determine direction 50% of the time. Note that these abilities function only when the character is concentrating on the desired information to the exclusion of all other thought and activity. If alone (or well in advance – 90' or more – of a party which does not consist entirely of halflings or elves not in metal armour) and not in metal armour, halfling characters are able to move very silently; thus, if they do not have to open some form of door or other screen, they will surprise (q.v.) a monster 66⅔% (d6, 1-4) of the time. If a door must be opened, chance for surprise drops to 33⅓% (d6, 1-2). Halfling characters must accept a penalty of –1 from their initially generated strength ability score, and they gain a bonus of +1 on dexterity.

Advanced Dungeons & Dragons: Dungeons Master's Guide (1979)

Halflings are quite similar to gnomes, although they eat more and drink less. They also are prone to favour natural beauty and the outdoors more than they do their burrows. They are not forward, but they are observant and conversational if in friendly company. Because they are more open and outgoing than either dwarves or elves, they get along with most other races far better than the former two do. Halflings see wealth as a means of gaining comforts only, for they love creature comforts. If they are not overly brave or ambitious, they are generally honest and hard-working when there is need. Halflings love stories and good jokes and are perhaps a trifle boring at times.

Dungeons & Dragons (1981)

Halflings are small good-natured demi-humans averaging only 3 feet in height and weighing about 60 pounds. They are outgoing but not unusually brave, seeking treasure as a way of gaining the comforts of home which they so dearly love. The prime requisites for a halfling are strength and dexterity. A halfling character whose strength or dexterity score is 13 or greater will receive a 5% bonus to earned experience. Halflings whose strength and dexterity scores are 3 or greater will receive a bonus of 10% to earned experience.

RESTRICTIONS: Halflings use six-sided dice (d6) to determine their hit points. They may advance to a maximum of 8th-level of experience. Halflings can use any type of weapon and armour which has been "cut down" to their size. Thus they cannot use a two-handed sword or a long bow, but may use a sword or short bow. Halflings must have a minimum score of 9 in both dexterity and constitution.

SPECIAL ABILITIES: Halflings have better saving throws than most other character classes. They are very accurate with all missile weapons and gain a bonus of +1, in addition to dexterity adjustments, on their "to hit" rolls when using them (see COMBAT). Due to their small size and skills at dodging, halflings have a bonus of -2 on their armour class when being attacked by creatures larger than man-sized. When rolling for individual initiative (an optional rule) halflings add +1, in addition to any dexterity adjustments. Outdoors, halflings are difficult to spot, having the ability to seemingly vanish into woods or underbrush. Halflings have only a 10% chance of being detected in this type of cover, and even in dungeons there is a one-third chance (a roll of 1 or 2 on 1d6) that a halfling will not be seen in normal light if the character finds some cover (such as shadows), and remains absolutely quiet and still.

Dungeons & Dragons (1982)

Halfling

Description: A halfling is a short demi-human, and looks much like a human child with slightly pointed ears. A halfling stands about 3' tall and weighs about 60 pounds. Halflings rarely have beards. They are outgoing but not unusually brave, seeking treasure as a way to gain the comforts of home, which they so dearly love. Halflings are woodland folk, and usually get along well with elves. They have special abilities in the outdoors. A halfling character must start with a score of 9 or greater in both dexterity and constitution. Halflings behave similarly to fighters and dwarves. Read the description of the fighter class for some tips on playing your halfling. Remember your special abilities (see below), and use them whenever possible. A halfling's saving throws are as good as those of dwarves, and you may survive where others fall to magic or poison attacks.

Explanation of Halfling Experience Table:

XP: When this number of experience points has been earned, the halfling automatically moves up to the next Level of Experience.

Title: Your halfling should use this title when talking with other characters. Instead of saying "I'm Touchberry, a second level halfling," the character should say "I'm Touchberry, the Warrior."

HALFLING SAVING THROW TABLE

Death Ray or Poison	8
Magic Wands	9
Paralysis or Turn to Stone	10
Dragon Breath	3
Rods, Staves, or Spells	12

HALFLING EXPERIENCE TABLE

XP	Level	Title
0	1	Halfling Veteran
2,000	2	Halfling Warrior
4,000	3	Halfling Swordmaster

OTHER DETAILS:

Prime Requisite: A halfling has two prime requisites: strength and dexterity. If either of these ability scores is 13 or greater, the character gains a 5% bonus to experience points earned in every adventure. If both of these scores are 13 or greater, the XP bonus is 10%.

Minimum Scores: A halfling character must have a score of 9 or greater in both dexterity and constitution.

Hit Dice: A six-sided die (1d6) is used to determine a halfling's hit points. A halfling starts with 1-6 hit points (plus constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each level of experience.

Armour: A halfling may wear any kind of armour, and may use a shield. However, their armour and shields must be specially made for their small size. Even dwarf-sized armour is too large for them.

Weapons: A halfling may use any small sized weapon (such as a dagger, short sword, or short bow). Halflings may not use two-handed swords, longbows, battle axes, pole arms, or other large weapons.

SPECIAL ABILITIES: A halfling gains several combat bonuses (some due to their small size) and can hide easily in woodlands.

Combat: Halflings often use missile weapons, and are better at dodging the attacks of large creatures than are other characters. All halflings gain the following bonuses when in combat: -2 bonus to armour class when attacked by creatures larger than man-size; +1 bonus to the hit roll when using any missile (see additional rules page 59); +1 bonus to individual initiative (optional combat rule, page 59)

Hiding: Outdoors, halflings are difficult to spot, having the ability to seemingly vanish into woods or underbrush. In such cover, they can only be detected 10% of the time (the DM will roll). Halflings can even hide in dungeons, though not with as much success. In normal light, if a halfling finds some shadows or cover to hide in (remaining absolutely quiet and not moving), the attempt at hiding will succeed 1/3 of the time. To use this ability, tell your DM. The DM will roll 1d6; a result of 1 or 2 indicates success at hiding, as long as the character does not move or make any noise. Magical light, such as a cleric's light spell, will ruin the attempt. If the character is carrying any light, it will be impossible to hide.

Halflings: Halflings are short, generally plump people, very much like small humans. Their faces are round and broad and often quite florid. Their hair is typically curly and the tops of their feet are covered with coarse hair. They prefer not to wear shoes whenever possible. Their typical life expectancy is approximately 150 years. Halflings are sturdy and industrious, generally quiet and peaceful. Overall they prefer the comforts of home to dangerous adventuring. They enjoy good living, rough humour, and homespun stories. In fact, they can be a trifle boring at times. Halflings are not forward, but they are observant and conversational if in friendly company. Halflings see wealth only as a means of gaining creature comforts, which they love. Though they are not overly brave or ambitious, they are generally honest and hard-working when there is need. Halfling homes are well-furnished burrows, although most of their work is done on the surface. Elves generally like them in a patronizing sort of way. Dwarves cheerfully tolerate them, thinking halflings somewhat soft and harmless. Gnomes, although they drink more and eat less, like halflings best, feeling them kindred spirits. Because halflings are more open and outgoing than any of these other three, they get along with other races far better.

There are three types of halflings: hairfeets, tallfellows, and stouts. Hairfeets are the most common type, but for player characters, any of the three is acceptable. A halfling character can choose to be a cleric, fighter, thief, or a multi-class fighter/thief. The halfling must use the rules provided for multi-class characters. Through their contact with other races, halfling characters are allowed to choose initial languages from common, halfling, dwarf, elf, gnome, goblin, and orc, in addition to any other languages the DM allows. The actual number of languages the character knows is limited by his intelligence (see Table 4) or by the number of proficiency slots he allots to languages (if that optional system is used).

All halfling characters have a high resistance to magical spells, so for every 3½ points of constitution score, the character gains a +1 bonus on saving throws versus wands, staves, rods, and spells. These bonuses are summarized on Table 9. Halflings have a similar resistance to poisons of all sorts, so they gain a constitution bonus identical to that for saving throws versus magical attacks when they make saving throws versus poison (i.e., +1 to +5, depending on constitution score). Halflings have a natural talent with slings and thrown weapons. Rock pitching is a favourite sport of many a halfling child. All halflings gain a +1 bonus to their attack rolls when using thrown weapons and slings. A halfling can gain a bonus to surprise opponents, but only if the halfling is not in metal armour. Even then, the halfling must either be alone, or with a party comprised only of halflings or elves, or 90 feet or more away from his party to gain this bonus. If he fulfils any of these conditions, he causes a -4 penalty to opponents' surprise rolls. If a door or other screen must be opened, this penalty is reduced to -2.

Depending on their lineage, certain halfling characters have infravision. Any halfling character has a 15 percent chance to have normal infravision (this means he is pure stout), out to 60 feet; failing that chance, there is a 25 percent chance that he has limited infravision (mixed stout/tallfellow or stout/hairfeets lineage), effective out to 30 feet. Similarly, halflings with any stoutish blood can note if a passage is an up or down grade with 75 percent accuracy (roll a 1, 2, or 3 on 1d4). They can determine direction half the time (roll a 1, 2, or 3 on 1d6). These abilities function only when the character is concentrating on the desired information to the exclusion of all else, and only if the character is pure or partially stout. Halfling characters have a penalty of -1 to their initially generated strength scores, and they gain a bonus of +1 to dexterity.

Advanced Dungeons & Dragons: Monster Manual (1989-2000)

HALFLING	Hairfeet	Tallfellow	Stout
CLIMATE/TERRAIN:	Pastoral	Hills, forest	Hills, mountains
FREQUENCY:	Uncommon	Rare	Rare
ORGANIZATION:	Community	Community	Community
ACTIVITY CYCE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)	Very (11-12)
TREASURE:	K (B)	K (B)	K (B)
ALIGNMENT:	Lawful good	Lawful good	Lawful good
NO. APPEARING:	2-12 (2d6)	2-12 (2d6)	2-12 (2d6)
ARMOUR CLASS:	7(10)	6(10)	6(10)
MOVEMENT:	6(9)	6(9)	6(9)
HIT DICE:	¾	¾	¾
THACO:	20	20	20
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-6 or by weapon	1-6 or by weapon	1-6 or by weapon
SPECIAL ATTACKS:	+3 with bows or slings	+3 with bows or slings	+3 with bows or slings
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	See below	See below	See below
SIZE:	Small (3')	Small (4')	Small (3')
MORALE:	Steady (11-12)	Steady (11-12)	Steady (11-12)
XP VALUE:	35	35	35

Halflings are a hard-working race of peaceful citizens. Their communities are similar to those of humans although they usually contain many burrow homes in addition to surface cottages. Halflings average 3 feet in height, have ruddy complexions, with sandy to dark brown hair, and blue or hazel eyes. Their dress is often colourful but serviceable, and they like to wear caps or tunics. In addition to their own language, many halflings also speak the common tongue, gnome, goblin, and orcish.

Combat: Halflings will fight with great ferocity in defence of good or their homes. They are very skilled with both the sling and the bow, receiving a +3 bonus on all attack rolls, and use these weapons to great advantage in battle. Their tactics often involve feints to draw their attackers into the open where they can be subjected to a volley of fire from cover. When equipped for battle, halflings wear padded or leather armour. A halfling force is usually armed with short swords and hand axes. In addition, two thirds of the halflings will be carrying either a sling or short bow. All halflings above normal level will have armour class 6, while those of 3rd or 4th level wear chain mail over their leather (AC 4). Higher level halflings have a 10% chance per level of having a magical weapon or armour. As all halflings are naturally resistant to magic and poisons, they save at 4 levels above their actual level. In addition, halflings are exceedingly clever at quiet movement and hiding. In combat, their opponents receive a -5 on their surprise roll. In natural terrain halflings are considered invisible when they are hiding in vegetation.

Habitat and Society: Halfling villages will generally have between 30 and 300 (30d10) individuals living in them. For every 30 halflings in a particular community there will be two 2nd-level fighters and a 3rd-level priest. If more than 90 halflings are encountered there will be an additional leader of 3rd-level fighting ability. If more than 150 are encountered there will also be the following additional halfling warriors in the group: one 9th-level fighter, two 4th-level fighters and three 3rd-level fighters. Further, a community of 150 halflings will have a 5th-level priest. Cheerful and outgoing, halflings take great pleasure in simple crafts and nature. Their fingers, though short, are very dexterous allowing them to create objects of great beauty. Halflings shun water and extremes in temperature, preferring to settle in temperate pastoral countryside. They get along well with humans and receive a -2 bonus to all their reaction rolls involving human NPCs.

Ecology: Halflings hunt occasionally, but prefer breads, vegetables and fruits with an occasional pheasant on the side. They have a life expectancy of 100 years on the average.

Talfellow: A taller (4'+) and slimmer halfling with fair skin and hair, talfellows are somewhat rare among the halfling folk. Talfellows generally speak the language of elves in addition to those listed previously and greatly enjoy their company. In combat, talfellows often ride ponies and carry spears or small lances. Talfellows of strength 17 or more can rise to 6th-level fighting ability. They live 180 years on average. Like elves, a talfellow can recognise a secret door on a roll of 1 on 1d6. All talfellows receive a +2 bonus to surprise rolls when in forest or wooded terrain.

Stout: These halflings are shorter and stockier than the more common hairfoots. Stouts take great pleasure in gems and fine masonry, often working as jewelers or stone cutters. They rarely mix with humans and elves, but enjoy the company of dwarves and often speak their language fluently. Like dwarves, stouts have infravision (60'), a 75% chance to detect sloping passageways, and a 50% chance of determining direction when underground. Stouts with a strength score of 17 or better can work their way up to the 9th-level of fighting ability. Their ties with the dwarven folk have spilled over into their combat tactics, with many stouts employing hammers and morning stars in combat. Stouts have no fear of water and, in fact, many are excellent swimmers. Stouts can reach an age of 140 or more years.