

## Advanced Swords & Sorcery

### Silver Blade Adventures

#### Halflings

As with all demi-humans, halflings are a fey race; not strictly mortal they are nevertheless unlike immortal beings, such as dryads and nymphs. Some say they are descended from these, others that they are even their children in mortal guise, but the heritage of the small folk is clouded. Certainly they resemble elf children even when fully grown, rarely much exceeding four feet in height, though they have little in the way of magical ability and rarely make for powerful fighters. Halflings are not a numerous folk and their settlements are well hidden, perhaps not even exactly concurrent with the prime material plane. It is said that kobolds were made in mockery of them, and against these they are ever on their guard.

Alignment: Any

Movement: 90

Size: Small (c. 4 feet tall and 120 pounds)

Attributes:

Strength	6/16
Dexterity	9/18
Constitution	9/18
Intelligence	6/18
Wisdom	6/18
Charisma	6/18

+1 to dexterity in return for a -1 to any other attribute.

Class Level Limits

Fighter	6
Magician	N
Cleric	6
Thief	18

Multi-Classes: Fighter/Thief

Abilities:

Listening: Improved hearing, 1-in-6 becomes 2-in-6

Magic Resistance: +4 on saving throws versus magic or poison

Missile Weapons: +1 to hit

Initiative: Halflings are surprisingly quick and so treat initiative 1 as 2

Stealth: Can move silently and hide in shadows when wearing light armour