

Halflings

Halflings are a cheerful race, known for their prodigious appetites and natural stealth. They are very short, generally ranging in height from approximately 2' to as much as 4' in height. They have Human skin-tone, with hair usually being brown to black in colour. Halflings tend to be overweight, and many have visible pot bellies. Halfling men can rarely grow moustaches or beards, although mutton chop sideburns are not unknown. In many ways Halflings resemble small Humans, and are sometimes mistaken for Human children. The easiest way to tell the difference between a Halfling and a Human child is to check the feet. Halflings never wear shoes, and their feet are large, leathery and hairy.

Halflings are considered adults at 30, and may live more than 100 years. They live throughout Avmar, either in Human settlements or in their own hidden villages. Halflings are a pastoral folk, mostly living as farmers, herders and simple craftsmen. Those that take up military or adventuring professions are considered strange by their kin for wanting to leave the comforts of home. Halflings adventurers often follow scouting professions, using their small size and natural stealth to great advantage.

An unfortunate side effect of their natural stealth (and the Human tendency to overlook the Small Folk) is that Halfling adventurers are often accused of being Thieves or Assassins, accusations which they generally loudly refute. The fact that many Halflings worked for Krull Keep in precisely those professions, however, still makes people wary around any Halfling with a sharp knife.

Halflings do not have their own language, instead speaking the language of whichever Human nation they inhabit. Halfling personal names tend to be Human names. Family ties are important to Halflings, and different branches of the various families often arrange grand reunion parties.

Halflings generally follow the fashions of the Humans they live near. They tend to wear neutral colours, the better to blend in, but they are fond of finery, and will wear silk shirts, embroidered waistcoats and expensive hats when the occasion demands it.

The Halfling appetite is the subject of many jokes among Humans, but it is true that by choice a Halfling will eat at least seven times a day: breakfast, second breakfast, elevenses, luncheon, afternoon tea, dinner, and supper (sometimes followed by a midnight snack). Halflings are almost always carrying food of some sort, even if it is only jerky or lembas. They also drink, although rarely to excess, and smoke the mildly addictive herb called tobacco (known in Avmar as pipeweed). This love of eating, drinking and smoking leads many Halflings to become great cooks, brewers and tobacco farmers.

Halflings follow the same deities as Humans do, often revering Shavla-Shapla-Shanla in his aspect as Lord of The Unnoticed, or Enki the Mother of All Wisdom. They can become proficient with any of the six elements of Magic, with no particular bias for or against any element. They believe their innate resistance to spiritual commands to be a gift from the Worldsmith, an attempt to provide them with a defence against Dark Dreams.

History of the Halflings

Halflings as a race have made a habit of not coming to the attention of the Big Folk. Indeed, no-one is sure when Halflings arrived in Avmar. They were certainly there before the time of the Rune Dukes, but no mention of them is made in any of the histories. Perhaps they have always lived among and alongside Humans, passing unnoticed and keeping out of the way of other races.

Although a few notable Halflings have achieved renown (Trent Took, a Sorcerer who rose to the rank of Brother Nin), or notoriety (Growley Sackville-Baggins, once Lord of Krull Keep, master of an army of Orcs), you will search in vain in the history of Avmar for great Halfling knights, generals or nobles.

Rumours abound that Growley used dark powers to slay almost all Halflings who were not his kin. If that were true, then almost all living Halflings would be of the Sackville-Baggins family. Strangely, it is rare to find any Halfling who will admit to being kin to Growley, however distantly.

The Hunger

There are whispers that the legendary Halfling love of food is a symptom of something much darker than mere appetite. Halflings themselves refuse to discuss this, claiming it is “not a suitable topic for conversation”, but on the rare occasions when a Halfling has gone without food for longer than a few hours, strange tendencies have become apparent. First, the Halfling grows crotchety and grumpy, and will attempt to steal any food available. If no food is available, they will attempt to catch their own and eat it immediately. Halflings have been known to catch live rats with their bare hands and eat them raw. At least one adventuring party has encountered Halflings, starved for hours, who had developed a taste for Human flesh!

The few Halflings who are prepared to talk about the subject generally refer to “The Curse” before changing the subject. Piecing the story together from various sources, it seems an evil being of great power once laid a great curse on the entire race of Halflings into perpetuity, as revenge for one Halfling stealing something valuable from him. Their natural appetite and love of food was magnified and twisted into something foul. A Halfling’s great appetite and obesity is actually a reflection of the Halfling’s attempts to stave off the curse by constantly eating.

Halfling racial rules

- A Halfling is on standard Human TB and Power Gain
- Halfling Locational split is ¼ to all locations
- Halflings may never use the Double Handed weapons skill
- Halflings can be any class a Human can be (unless the class specifies Human **only**).
- Halflings do not get to roll for Previous Occupations.
- Halflings do not get to roll for psionics.
- As natives to Evermore, Halflings gain natural healing as a Human.
- Costume: Halflings tend to wear neutral colours or House/Company heraldry. They have visible pot bellies and large hairy feet: these should be safely phys-repped. Pointed ears are optional.
- Roleplaying a Halfling: Crouch or kneel down to seem smaller. Don't draw attention to yourself.
- Alignment: Halflings may be of any alignment, but tend towards Evil: Good alignments are rare.

Level	Halfling
1	Resist Mind Influence and Spiritual Control for Power ½ effect all poisons, venoms, potions and gases Reflex 1
2	
3	
4	
5	
6	Reflex 2
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12	

Resist Mind Influence and Spiritual Control for Power - Halflings may resist mind influence commands and controls of a spiritual nature on a power Vs power basis

½ Effect All Poisons, Venoms, Potions And Gases - Halflings take half effect from ALL poisons, venoms, toxins, potions and gases.

Reflex 1 - this gives the Halfling 1 point of dexterity armour.

Reflex 2 - this gives the Halfling 2 point of dexterity armour.