

Barrow Touched Halfling

Prime Attributes: Charisma. 13+ (5% xp bonus)

Hit Dice: 1d6

Maximum Level: 15

Armour: Ring mail or lighter, no shield

Weapons: Any appropriate to size

When new halfling communities spring up, or old settlements expand, new tunnels are dug and hills excavated. Most often, these constructions go without incident and the furry-toed little people live in relative tranquillity.

Other times, a halfling burrows too far, too deep, and discover places that were better left undisturbed. Sometimes centuried cairns and barrows are mistaken for simple hills and those who dig past stacked rock and sterile earth encounter the long-lost souls of the angry dead.

Most excavators die from fright, others are slain by mad souls locked for eternity beneath the cold, unyielding earth. A few, of whom none could be called lucky, survive their encounters and manage to crawl back to their cosy burrows or river-side homes.

Haunted by terrifying nightmares and constant whispers of the dead, seldom do these unfavoured few remain in their communities. Most flee their homes, but only those with the strongest will can endure and control their link to a long-dead soul.

Level	Experience	Hit Dice	Saving Throw	1	2	3	4	5	6	7	8	9
1	0	1	15	1	—	—	—	—	—	—	—	—
2	2,200	2	14	1	—	—	—	—	—	—	—	—
3	4,400	3	13	2	-	—	—	—	—	—	—	—
4	8,800	4	12	2	-	—	—	—	—	—	—	—
5	17,600	5	11	2	1	-	—	—	—	—	—	—
6	35,200	6	10	2	1	-	—	—	—	—	—	—
7	70,400	7	9	3	2	-	—	—	—	—	—	—
8	132,000	8	8	3	2	-	—	—	—	—	—	—
9	282,000	9	7	4	2	1	-	-	—	—	—	—
10	432,000	+1 hp	6	4	2	1	-	-	—	—	—	—
11	582,000	+2 hp	5	4	2	2	-	-	-	-	-	-
12	732,000	+3 hp	5	4	2	2	-	-	-	—	—	—
13	882,000	+4 hp	5	4	3	2	1	-	-	—	—	—
14	1,032,000	+5 hp	5	4	3	2	1	-	-	-	—	—
15	1,182,000	+6 hp	5	4	4	2	2	-	-	-	—	—

Abilities

Combat: Barrow Touched may use any armour up to Ring mail and can wield any weapons appropriate to their small size. As halflings they gain +1 to hit with missile weapons.

Barrow Touched fight as clerics of the same level.

Save Bonus: Like all halflings, Barrow Touched gain a +4 to save against magic. Barrow Touched also receive +2 to save against any attack/ability from an Undead source.

Level Drain Immunity: Barrow Touched halflings are immune to the level drain effects of any undead foe, though level drain from other sources will still affect them.

Spell Casting: Barrow Touched halflings can manipulate the link to their undead 'soul mate' to create spell-like effects. Being neither priest nor traditional magic-user, Barrow Touched forgo the use of spell books or holy symbols. However, their spell progression is equivalent to a magic user of ½ the Barrow Touched's level.