

Hobbit

"Halfling"

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
1	0	1	+0	14
2	2,000	2	+1	13
3	4,000	2+1	+2	12
4	8,000	3	+2	11
5	16,000	4	+3	10
6	32,000	4+1	+4	9
7	64,000	5	+4	8
8	128,000	6	+5	7

Weapon:

- Light weapons: All
- Normal weapons: Requires two hands to wield. No longbows.
- Heavy weapons: None

Armor: Leather, Chainmail, Shields

Fighting Giants: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting Hobbits, and only inflict **half** the normal damage against them.

Deadly Accuracy: Hobbits receive a +2 to-hit when using slings.

Near Invisibility: *When not engaged in combat*, Hobbits can be quite stealthy, making themselves hard to spot and moving in almost total silence. A roll of **1-5** on a d6 indicates success.

Saving Throw Bonus: +4 vs. Magic

Experience Bonus: 10% bonus if Strength & Dexterity are 13+