

## Halfling Scout

**Prime Attribute:** Strength, Dexterity

**Armor/Shield Permitted:** Any\*

**Weapons Permitted:** Any\*

Level	Experience	HD	Saving Throw	Attack Bonus
1	0	1d6	14	0
2	2,000	2d6	13	0
3	4,000	3d6	12	+1
4	8,000	4d6	11	+2
5	16,000	5d6	10	+2
6	32,000	6d6	9	+3
7	64,000	7d6	8	+4
8	128,000	8d6	7	+5
9	300,000	9d6	6	+6
10	450,000	+1hp	5	+7
11	600,000	+1hp	4	+7
12	750,000	+1hp	4	+8
13	900,000	+1hp	4	+9
14	1,150,000	+1hp	4	+9
13	1,300,000	+1hp	4	+10
16	1,450,000	+1hp	4	+11
17	1,600,000	+1hp	4	+12
18	1,750,000	+1hp	4	+12
19	1,900,000	+1hp	4	+13
20	2,050,000	+1hp	4	+13

## Abilities

- +4 saving throw bonus vs. Magic
- Halflings have the uncanny ability to disappear from sight when blending into the background and can move almost silently: 1-5
- +1 to hit with a sling, and darts
- Due to their small stature Halflings must use armor that is taylor made for their size which is roughly half the normal weight. Additionally Halflings can not use a Longbow, 2-Handed Sword, Lance, Flail, or Polearm. Spears, Battle Axes, Long Swords, and Bastard Swords may only be used 2-handed. Other larger weapons might be restricted as well based on whatever the referee deems appropriate.