

You can't quite say why, but one day you began to dream of mountains, seas, and monsters. Now you wander from town to town, never staying anywhere long. The stories of men fascinate you, and you haven't had your fill of adventure yet.

You are stealthy and charming, but lack the strength of the big folk. Your Dexterity and Constitution begin at 12, your Strength begins at 4, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	What did your old gaffer do?	Gain
1	Your family tilled the land and grew famous mushrooms.	+2 Wis, +1 Str, 1 Con, Skill: Farming
2	Your mother and father baked the best bread in the land.	+1 Con, +1 Int, +1 Wis, +1 Cha, Skill: Cooking
3	Your father was the mayor of a large village.	+2 Cha, +1 Str, +1 Int, +1 Wis
4	Your mother brewed the famous southern ale, and other halflings always came to visit.	+2 Dex, +1 Int, +1 Wis, Skill: Brewing
5	The fields around your family's lands are famous for the finest smoking leaf.	+2 Con, +2 Dex, +1 Cha
6	Your family has been, for generations, lords of a great halfling hall.	+2 Cha, +1 Dex, +1 Wis, Skill: Command
7	Every generation, someone in your family has an adventure.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Cha
8	Your grandfather was a bard, traveling from inn to inn singing tales.	+2 Cha, +1 Int, +1 Dex, a performance skill of your choice
9	Your mother was an apiarist, raising bees and cultivating their honey.	+2 Wis, +1 Dex, +1 Con, Skill: Animal Lore
10	Your father, your brothers, and all your cousins raise great hounds for the hunters.	+2 Str, +1 Con, +1 Wis, Skill: Animal Lore
11	You come from a family of eccentric inventors, never quite trusted by your neighbors.	+3 Int, +1 Dex, +1 Con
12	Your father kept the ferry. You come from a long line of boatmen.	+2 Con, +1 Str, +1 Int, Skill: Boating



1d8	What possessed you to leave your comfortable home?	Gain
1	You need to find your fortune.	+2 Int, +1 Str
2	You joined a band of dwarves traveling far from your home.	+2 Cha, +1 Con
3	You were cast out for doing something strange.	+1 Con, +1 Int, +1 Wis
4	You found a treasure map and couldn't resist.	+1 Str, +1 Dex, +1 Int
5	Goblins destroyed your home.	+2 Str, +1 Wis
6	Some human traders came to your village and you were overwhelmed by curiosity.	+2 Cha, +1 Dex
7	One night, you glimpsed a band of passing elves and knew you had to follow them.	+2 Wis, +1 Dex
8	Your feet simply carried you away.	+2 Con, +1 Dex

1d8	When you left your own people, you found it difficult to live with humans. However, the other characters became your fast friends. Who else became your friend?	Gain
1	The innkeep loves your company and your stories.	+2 Cha, +1 Int
2	The hunters taught you much human woodcraft, and learned much of yours.	+2 Dex, +1 Wis
3	You made fast friends with a local merchant.	+1 Dex, +1 Int, +1 Cha
4	Because of your size, you became the town's favorite babysitter (you prefer the term "childherd").	+2 Str, +1 Cha
5	Grandmother Weaver said you were not the first halfling she had met.	+2 Wis, +1 Dex
6	The brewmaster regularly has you sample his ales.	+2 Con, +1 Int
7	You tried to prove your worth by serving with the human militia.	+2 Str, +1 Con
8	The local humans drafted you to serve as their local judge. You've met everybody on their worst day.	+2 Wis, +1 Int



You took to the road and you never looked back. You become a level 1 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Stealth*. The tables below will give you all your bonus skills from your class abilities. **What have you learned on your travels?**

1d6	What did you learn in the last town you passed through?	Gain
1	The chill of winter cobblestones on your feet at night.	+3 Con, Skill: Survival
2	The ire of watchful guards.	+3 Dex, Skill: Stealth
3	The tales of all the travelers in the inn.	+3 Int, Skill: Folklore
4	The quickest way out of the pillory.	+3 Dex, Skill: Lockpicking
5	Your unusual size and talents made you the temporary star of their sports and games.	+3 Con, Skill: Athletics
6	Everyone's secrets.	+3 Cha, Skill: Gossip

1d6	Why have you been in this particular town so long?	Gain
1	The people here are the friendliest you've met.	+2 Cha, Skill: Folklore
2	The local pastries keep you in debt to the baker.	+2 Con, Skill: Flattery
3	You found a cache of old books, and, even better, old maps.	+2 Wis, Skill: Pathfinding
4	There is something in town that you really want, but haven't been able to get it yet.	+2 Int, Skill: Stealth
5	Strangely, you set up shop.	+2 Wis, a trade skill of your choice
6	You've made fast friends with a local thug.	+2 Str, Skill: Survival



1d6	Trouble seems to follow you. What happened to you in this town? <i>The player to your right was there during your troubles.</i>	Gain
1	You got caught pocketing some pastries at the fair and had to talk your way out of it. <i>The friend to your right paid off the seller, and gains +1 Cha.</i>	+2 Cha, Skill: Deceit
2	A fae lord mistook you for his plaything and you fled. <i>The friend to your right cast salt behind you to throw off the chase, and gains +1 Dex.</i>	+2 Dex, Skill: Athletics
3	A group of weary mercenaries came to town with the intent of taking whatever they liked. You rallied the villagers and stood up to them. <i>The friend to your right stood at your side as you blocked their path, and gains +1 Con.</i>	+2 Con, Skill: Command
4	A giant eagle carried you and your friend a day to the east and dropped you in the branches of a tall oak. It was hard to find your way back. <i>The friend to your right figured out why the eagle did such a strange thing, and gains +1 Con. Ask your friend what the eagle was up to.</i>	+2 Con, Skill: Pathfinding
5	Late one night you heard a strange beast snuffling through the village and sounded the alarm. <i>The friend to your right is the only other one to get a clear look at the monster, and gains +1 Wis.</i>	+2 Wis, Skill: Alertness
6	You puzzled out some old runes carved in the city square, following them to the dragon's bones buried beneath the town. <i>The friend to your right pulled you away as the bones began to stir, and gains +1 Int. Neither of you are sure what will happen next.</i>	+2 Int, Skill: Ancient History

1d6	What reminds you of home?	Gain
1	A collection of old maps.	+2 Int, somewhat accurate maps
2	The pungent smell of smoke.	+2 Cha, an unerring firestarter, your hand- carved pipe
3	A memento of a lost love.	+2 Wis, a lock of golden hair
4	Fast work in the kitchen.	+2 Str, a set of fine knives
5	A book of family recipes.	+2 Con, a cookbook
6	Sleeping in the trees on warm summer nights.	+2 Dex, a length of good halfling rope



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Halfling Outrider begins with the following equipment: a dagger, traveler's clothing, camping supplies, knowledge of all the nearby roads, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 8 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d8

Initiative Bonus: +2

Armor: Rogues may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Halfling: As a halfling, you also have the Halfling Spirit and Small Stature special rules, found on p.25 of the 'Core Rules' Booklet. Note that you cannot have a Strength higher than 10, even if you roll it. Being a halfling is hard.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	1,500	+1	13	16	12	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10