



MOOTLANDER HALFLING

WFRP3

Default Characteristic Ratings (20 points)

Str: 1 Int: 2

Tou: 1 WP: 2

Agil: 3 Fel: 3

To reflect their environment and their ability to fit into human society, halfling characters have the following racial abilities:

- **Throwing Excellence:** Halflings gain 1 white/fortune die to throwing daggers/stars and slings.
- **What it means to be halfling:** At character creation, halflings may begin trained in three of the following skills: Ballistic Skill, Charm, Folklore, Observation, Stealth or Tradecraft (acquired, but not trained unless two points are spent).
- **Small:** Halflings may not use two-handed weapons or "too big" ranged weapons. Melee weapons other than dagger or main gauche are considered 2-handed.
- **Wound threshold:** 7 + Toughness rating

Career Eligibility

Agent, Agitator, Barber-Surgeon, Bounty Hunter, Burgher, Dockhand, Commoner, Gambler, Hunter, Initiate, Mercenary, Messenger, Ratcatcher, Scout, Smuggler, Soldier, Student, Thief, Watchman.

About Halflings

What needs to be said about halflings has already been said in many other treatises about these small, beardless folk.