

Halfling, Athasian (Feral) The Age of Heroes/7
Encountered: Prime Material Plane, Athas Principle Deities: Any
Ability Adjustments/Score Range:
STR: 5-20(-2) DEX: 12-20 CON: 5-20 INT: 5-20(-1) WIS: 7-20(+1) CHA: 5-20(-2)
Note: Roll 5d4 instead of 3d6 for stats
Class Options: Fighter (12), Ranger (16), Gladiator (12), Cleric (12), Druid (16), Thief (16), Psionist (U)
Thief Skill Adjustment: PP +5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -15%, RL -5%, FD -10%, BO -5%, EB +10%.
Typical Alignment: Any. Starting Age: 25+3d6 Maximum Age: 90+4d12
Average Height: 36+1d8(m)/34+1d8(f) Average Weight: 50+5d4(m)/46+5d4(f) Movement Rate: 6
Appearance: Muscular and in External Peak Condition.
Initial Languages: Athasian.
Special Advantages: +1 to Attack with Sling and Bows, +1 to save vs Magic and Poison for 3.5 CON, Psionic Wild Talent.
Disadvantages: None

Halfling, Cerilian Birthright Campaign Setting/7
Encountered: Prime Material Plane, Aebrynis Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18(-2) DEX: 10-18(+1) CON: 8-18 INT: 6-18 WIS: 6-18(+1) CHA: 3-18
Class Options: Fighter (7), Ranger (7), Cleric (8), Thief (U), Bard (15), Psionist (10)
Thief Skill Adjustment: PP +5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -15%, RL -5%.
Typical Alignment: Any. Starting Age: 20+3d4 Maximum Age: 100+1d100
Average Height: 32+2d8(m)/30+2d8(f) Average Weight: 52+5d4(m)/48+5d4(f) Movement Rate: 6
Appearance: Ruddy Complexion, Blonde to Saddy-red Hair, Blue Grey, and Green Eyes, with thick sideburns.
Initial Languages: Common, Dwarvish, Elvish, Halfling.
Special Advantages: +1 to save vs Magic and Poison for 3.5 CON, +1 to Attack with Sling and Bows. 75% to Detect Evil, Undead, or Necromantic Magic, Dimension Door or Shadowwalk where planar barriers are thin 3/day.
Disadvantages: None

Halfling, Furchin (Polar) The Complete Book of Gnomes & Halflings/75
Encountered: Prime Material Plane, Falakyr, Wildspace Principle Deities: Yondalla, Halfling Pantheon
Ability Adjustments/Score Range:
STR: 3-17(-1) DEX: 8-19(+1) CON: 10-19(+1) INT: 6-18 WIS: 3-17(-1) CHA: 7-18
Class Options: Fighter (9), Cleric (8), Thief (15), Bard (15), Psionist (10)
Thief Skill Adjustment: PP +5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -15%, RL -5%.
Typical Alignment: Any. Starting Age: 15+2d4 Maximum Age: 80+1d20
Average Height: 32+1d6(m)/30+1d6(f) Average Weight: 78+5d4(m)/72+5d4(f) Movement Rate: 6
Appearance: Pale Skin, Dark or Green Eyes, Any Hair Color, with beards.
Initial Languages: Dwar, Halfling.
Special Advantages: 60' Infaision, +4 Save vs Magic versus Cold-Based Attacks, Cold-Weather Survival Proficiency, +1 to save vs Magic and Poison for 3.5 CON, +4 to AC versus Giant Creatures or +2 to Attack, +1 to Attack with Sling and Bows.
Disadvantages: None

Halfling, Hairfoot The Complete Book of Gnomes & Halflings/68
Encountered: Prime Material Plane, Oerth, Toril, Wildspace Principle Deities: Yondalla, Halfling Pantheon
Ability Adjustments/Score Range:
STR: 3-17(-1) DEX: 8-19(+1) CON: 10-18 INT: 6-18 WIS: 3-18 CHA: 7-18
Class Options: Fighter (9), Cleric (8), Thief (15), Bard (15), Psionist (10)
Thief Skill Adjustment: PP +5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -15%, RL -5%.
Typical Alignment: Any. Starting Age: 20+3d4 Maximum Age: 100+1d100
Average Height: 32+1d8(m)/30+1d8(f) Average Weight: 52+5d4(m)/48+5d4(f) Movement Rate: 6
Appearance: Pale to Dark Skin, Blonde to Black Hair, Hazel to Brown Eyes, Thick Patches of Hair atop their feet.
Initial Languages: Common, Dwarf, Gnomish, Halfling.
Special Advantages: +1 to save vs Magic and Poison for 3.5 CON, +2 Reaction Rolls with Humans, +1 to Attack with Sling and Bows.
Disadvantages: None

Halfling, Hin Karameikos: Kingdom of Adventure/68
Encountered: Prime Material Plane, Mystara, Wildspace Principle Deities: Any Immortal
Ability Adjustments/Score Range:
STR: 3-17(-1) DEX: 8-19(+1) CON: 10-18 INT: 6-18 WIS: 3-18 CHA: 7-18
Class Options: Fighter (9), Cleric (8), Thief (15), Bard (15), Psionist (10)
Thief Skill Adjustment: PP +5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -15%, RL -5%.
Typical Alignment: Any. Starting Age: 20+3d4 Maximum Age: 100+1d100
Average Height: 32+1d8(m)/30+1d8(f) Average Weight: 52+5d4(m)/48+5d4(f) Movement Rate: 6
Appearance: Ruddy Complexion, Sandy to Dark Brown Hair, Hazel to Blue Eyes, Thick Patches of Hair atop their feet.
Initial Languages: Common, Dwarf, Gnomish, Halfling.
Special Advantages: +1 to save vs Magic and Poison for 3.5 CON, +2 Reaction Rolls with Humans, +1 to Attack with Sling and Bows.
Disadvantages: None

Halfling, Maztican

Maztica Campaign Setting/45

Encountered: Toril, Prime Material Plane

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 5-17 DEX: 8-19 CON: 10-19(+1) INT: 6-18(-1) WIS: 3-18 CHA: 5-18

Note*: +1 to DEX or CON Only

Class Options: Fighter (9), Cleric (8), Thief (15), Bard (15), Psionist (10)

Thief Skill Adjustment: PP +5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -15%, RL -5%.

Typical Alignment: Any. Starting Age: 20+3d4 Maximum Age: 100+1d100

Average Height: 32+1d6(m)/30+1d6(f) Average Weight: 78+5d4(m)/72+5d4(f) Movement Rate: 6

Appearance: Dark Complexion, Blonde to Sabyd-red Hair, Blue Grey, and Green Eyes, Lean.

Initial Languages: Payit.

Special Advantages: 60' Infavision, 75% Detect Sloping Passages, 50% Determine Undergrounds Direction, +1 to save vs Magic and Poison for 3.5 CON, +1 to Attack with Sling and Short Bows.

Disadvantages: None

Halfling, Ravenloft

Domains of Dread/238

Encountered: Ethereal Plane, Ravenloft

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 7-18 DEX: 7-18(+1) CON: 10-18(-1) INT: 6-18 WIS: 3-17 CHA: 3-18

Class Options: Fighter (7), Ranger (7), Cleric (8), Thief (U), Bard (15), Psionist (10)

Thief Skill Adjustment: PP +5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -15%, RL -5%.

Typical Alignment: Any. Starting Age: 20+3d4 Maximum Age: 100+1d100

Average Height: 32+2d8(m)/30+2d8(f) Average Weight: 52+5d4(m)/48+5d4(f) Movement Rate: 6

Appearance: Any Pure or mixed ancestry of Stout, Tallfellow, or Hairfoot stock.

Initial Languages: Common, Dwarvish, Elvish, Halfling.

Special Advantages: +1 to save vs Magic and Poison for 3.5 CON, +1 to Attack with Sling and Bows. Bonus to Infravision and Fear, Horror, and Madness Checks depending on Ancestry.

Disadvantages: None

Halfling, Rhul-thaun

Wind Riders of the Jagged Cliffs/7

Encountered: Prime Material Plane, Athas

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 5-20(-1) DEX: 12-20(+1) CON: 5-20 INT: 5-20 WIS: 7-20(+1) CHA: 5-20

Class Options: Fighter (12), Ranger (16), Cleric (12), Druid (12), Thief (16)

Thief Skill Adjustment: PP +5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW +15%, RL -5%, FD -10%, BO -5%, EB +10%.

Typical Alignment: Any. Starting Age: 25+3d6 Maximum Age: 90+4d12

Average Height: 36+1d8(m)/34+1d8(f) Average Weight: 50+5d4(m)/46+5d4(f) Movement Rate: 6

Appearance: Muscular and in Peak Condition.

Initial Languages: Athasian.

Special Advantages: 80% Chance to Climb Walls, +1 to save vs Magic and Poison for 3.5 CON, +1 to Attack with Sling and Bows, Psionic Wild Talent

Disadvantages: 1 % Chance of Minor Mutation, 10% Change of Mutation to be Major

Halfling, Stout

The Complete Book of Gnomes & Halflings/69

Encountered: Prime Material Plane, Oerth, Toril, Wildspace

Principle Deities: Yondalla, Halfling Pantheon

Ability Adjustments/Score Range:

STR: 5-17(-1) DEX: 8-19(+1)* CON: 10-19(+1)* INT: 6-18 WIS: 3-18 CHA: 5-18

Note*: +1 to DEX or CON Only

Class Options: Fighter (9), Cleric (8), Thief (15), Bard (15), Psionist (10)

Thief Skill Adjustment: PP +5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -15%, RL -5%.

Typical Alignment: Any. Starting Age: 20+3d4 Maximum Age: 100+1d100

Average Height: 32+1d6(m)/30+1d6(f) Average Weight: 78+5d4(m)/72+5d4(f) Movement Rate: 6

Appearance: Ruddy Complexion, Blonde to Sabyd-red Hair, Blue Grey, and Green Eyes, with thick sideburns.

Initial Languages: Common, Dwarvish, Gnomish, Halfling.

Special Advantages: 60' Infavision, 75% Detect Sloping Passages, 50% Determine Undergrounds Direction, +1 to save vs Magic and Poison for 3.5 CON, +1 to Attack with Sling and Bows.

Disadvantages: None

Halfling, Tallfellow

The Complete Book of Gnomes & Halflings/70

Encountered: Prime Material Plane, Oerth, Toril, Wildspace

Principle Deities: Yondalla, Halfling Pantheon

Ability Adjustments/Score Range:

STR: 3-17(-1) DEX: 8-19(+1)* CON: 10-18 INT: 6-18 WIS: 7-19(+1)* CHA: 5-18

Note*: +1 to DEX or WIS Only

Class Options: Fighter (9), Cleric (8), Thief (15), Bard (15), Psionist (10)

Thief Skill Adjustment: PP +5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -15%, RL -5%.

Typical Alignment: Any. Starting Age: 20+3d4 Maximum Age: 150+1d100

Average Height: 44+1d8(m)/42+1d8(f) Average Weight: 52+5d4(m)/48+5d4(f) Movement Rate: 6

Appearance: Fair Skinned and slender build.

Initial Languages: Common, Elvish, Gnomish, Halfling.

Special Advantages: +1 to save vs Magic and Poison for 3.5 CON, 6-1 to Detect Secret Doors, +1 to Attack with Sling and Bows.
Disadvantages: None

Halfling, Planar

The Planewalkers Guidebook/68
Principle Deities: Halfling Pantheon, Any

Encountered: Prime, Inner, and Outer Planes.

Ability Adjustments/Score Range: As Per Halfling Subrace

Class Options: As Per Halfling Subrace

Thief Skill Adjustment: As Per Halfling Subrace

Typical Alignment: As Per Halfling Subrace Starting Age: As Per Halfling Subrace Maximum Age: As Per Halfling Subrace

Average Height: As Per Halfling Subrace Weight: As Per Halfling Subrace Movement Rate: As Per Halfling Subrace

Appearance: As Per Halfling Subrace.

Initial Languages: As Per Halfling Subrace.

Special Advantages: As Per Halfling Subrace, can Detect Portal 1-3 on a 1d6.

Disadvantages: Considered Outer Planar Creature.

Halfling, Wildspace

The Complete Spacefarer's Handbook/##, Lost Ships/##
Principle Deities: Any

Encountered: Wildspace, Phlogiston, Prime Material Plane.

Ability Adjustments/Score Range:

Class Options: As Per Halfling Subrace

Thief Skill Adjustment: As Per Halfling Subrace

Typical Alignment: As Per Halfling Subrace Starting Age: As Per Halfling Subrace Maximum Age: As Per Halfling Subrace

Average Height: As Per Halfling Subrace Average Weight: As Per Halfling Subrace Movement Rate: As Per Halfling Subrace

Appearance: As Per Halfling Subrace.

Initial Languages: As Per Halfling Subrace.

Special Advantages: As Per Halfling Subrace, Zero-Gravity Combat and Spacemanship Proficiencies .

Disadvantages: None.

This file was created by Michael Arellano. All the above information has been collected from various sources and referenced.
Where some contradictions may occur I have used the latest information published on the mentioned Playable Characters Races.