

NAME

LOOK

Male: Angus, Duncan, Galloway, Liam, Malcolm, Mickey, Nigel, Rory
 Female: Beatrice, Eura, Fiona, Heather, Ione, Johanna, Magda, Megan

Eyes – Bright, Curious, or Shifty
 Hair – Bald, Curly, or Ponytail
 Body – Doughty, Portly, or Slim
 Clothing – Commoner, Overalls, or Traveler's Garb

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 8 + CONSTITUTION

ALIGNMENT

- CHAOTIC**
Embarrass or dress down someone for their own good.
- GOOD**
Make someone feel happy or safe.
- NEUTRAL**
Discover or reveal a secret.

STARTING MOVES

BETTER LUCKY THAN GOOD
 When you are **out of options and on your last chance**, roll with no ability score modifier. On a 10+, you catch a lucky break; the GM will tell you how. On a 7-9, your lucky break puts someone else in danger or attracts unwanted attention.

CONSTANTLY UNDERFOOT
 When you **Defy Danger against a Large or Huge enemy or obstacle of equivalent size**, on a 10+, take +1 forward against that enemy or obstacle.

DEEP POCKETS
 When you are **down to your last dungeon ration or use of adventuring gear**, roll with no ability score modifier. On a 10+, you have one more dungeon ration or use of adventuring gear stored away somewhere. On a 7-9, it's not on your person right now, but you know where to get it.

NIMBLE FINGERS
 When you **use manual dexterity to palm items, pick locks, or trick others**, roll + DEX. On a 10+, you achieve your goal and are unnoticed. On a 7-9, you achieve your goal, but it requires additional cost or time or puts you in danger (GM's choice).

SMALL-SIZED
 Being a halfling, you are smaller than most folk. When you are **able to use your small size to an advantage**, take +1.

HOUSE

- FATBELLY**
When you **engage in sleight-of-hand** (such as palming a small item), take +1.
- PIPEBLACK**
When **wielding a weapon with the hand or close tags**, you may add the *near* tag to the weapon and volley with it. This weapon must not have the *two-handed* tag.
- WAYMARCH**
When you and a larger ally **engage in close combat against the same opponent**, your small size is always an advantage.

BONDS

Fill in the names of your companions in at least one:

_____ and I are in the midst of a caper.

_____ is tougher than they look!

Because of my short stature, _____ underestimates me.

I traveled a long and winding path to meet _____.

ROLLS WITH NO ABILITY SCORE MODIFIER
 The Halfling has several moves that state "roll with no ability score modifier". These moves represent "pure luck". The Halfling has some advanced moves that apply bonuses to said moves; these bonuses also apply to any basic or special moves that do not allow an ability score modifier to be added to the roll (such as Last Breath).

THE HALFLING

LEVEL

XP

GEAR

Your **Load** is 9+STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight), a pipe (0 weight), a pouch of halfling pipeleaf (0 weight), and a sack (0 weight).

Choose your *armament*:

- Short Sword (close, 1 weight)
- Sling (near, 1 weight) and 3 ammo (1 weight)

Choose your *armor*:

- Leather Armor (1 armor, worn, 1 weight)
- Overalls (0 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

CITY HALFLING

You know well the secrets of the largest cities in your homeland. Take +1 to rolls involving navigating these places or discovering important clues there.

EVEN LUCKIER

You are too lucky to be believed.

House Fatbelly: When you use **Nimble Fingers**, on a 7-9, you can choose to put someone else in danger.

House Pipeblack: When you **volley against a creature engaging in close combat with an ally**, on a miss, you cannot hit your ally.

House Waymarch: When your **small size is an advantage in melee combat**, on a miss, you still deal 1d4 damage.

LUCKIER THAN GOOD

When you use **Better Lucky than Good**, take +1. If you take damage as a result of this move, you can negate the damage by spending a use of adventuring gear (describe how).

LUCKY SHOT

When you **volley and score a result of 12+**, you can choose to mark off 1 ammo and deal two damage dice. Apply these to the same target or two different adjacent targets.

MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for the purpose of selecting the move.

NARROW ESCAPE

When you **squeeze through a tight spot**, roll + DEX. On a 10+, you get where you were going and take +1 forward when you get there. On a 7-9, you get where you were going, but it takes longer than you expected or you are exposed to danger (GM's choice).

PARTY ANIMAL

When you have **returned home after a successful adventure**, you may carouse without spending the initial 100 coins and you take +1 to the roll. You gain a bonus to the roll for every 50 coins spent (instead of the usual 100 coins).

TEAM PLAYER

When you **gain the benefit of Constantly Underfoot**, nearby allies also gain the bonus, where applicable.

UNDERFOOT AND DANGEROUS

If you are in combat and gain the bonus from Constantly Underfoot, the bonus also applies to your damage and armor.

WELL-TRAVELED

When you **Spout Lore regarding somewhere you've been**, take +1. Describe your prior travel to this place.

Choose your *odds and ends*:

- More adventuring gear (5 uses, 1 weight) and pouch containing 6 coins (0 weight)
- Pouch of marbles (0 weight) and chalk (0 weight)

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

FORTUNE SMILES

When you **cannot add an ability score modifier to a roll**, take +1.

GOSSIP

When you **spend time in a community**, ask one question from the Discern Realities list; the GM must answer truthfully.

IN DEFENSE OF THE SHIRE

When you **take up arms to defend your home**, roll + WIS. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to:

- Find a secret stash of weapons; take +1 forward
- Heal yourself or an ally of 1d8 hit points
- Join forces with other defenders; take +2 to aid them

THE JOB

When you **plan a heist, intrusion, kidnapping, or other sneaky deed**, roll + INT. On a 10+, choose 3. On a 7-9, choose 1.

- It doesn't take a long time
- No one tries to stop you
- You get the thing you came for
- You hide the evidence of the act

LUCKY S.O.B.

Fortune truly smiles upon you.

House Fatbelly: When you **steal an item from an enemy engaged in melee combat**, you can choose to disengage from the enemy without cost.

House Pipeblack: Your ranged attacks distract your enemy and grant a nearby ally +1 forward against an enemy you damage.

House Waymarch: When you **gain the benefit of Constantly Underfoot**, if your subsequent move is a miss, treat it as a 7-9 result.

MULTICLASS EXPERT

Get one move from another class. Treat your level as one lower for the purpose of selecting the move.

NEEDLE IN A HAYSTACK

When you **search for something specific that is hidden from you**, roll with no ability score modifier. On a 10+, you find it, no problem. On a 7-9, you find the item, but getting it requires additional cost or time or you must expose yourself to danger.

PIERCE THE VEIL

When you **attempt to resist a charm or disbelieve an illusion**, take +1. If you throw off the effect or see through the illusion, grant your allies +1 forward to do the same.

SMOKING THE PEACE PIPE

When you **Parley and share your pipeleaf**, you may ask for a peaceful outcome and then do not need to provide concrete assurance.

WARY TRAVELER

You have traveled the world and know its dangers. When the **signs of an ambush are present**, roll + WIS. On a 10+, you detect the danger and warn everyone. There is no advantage. On a 7-9, you react quickly enough to save yourself, but cannot warn your allies.