

DUNGEON RACES

Halfling



A Racial Supplement for Dungeon World

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Halfling

These wee folk tend not to make a fuss. That's what I've always liked about 'em. Whether food, pipeleaf, or plain good cheer a halfling always has something at hand to ease a tiresome journey. Others may scoff at their size, but not me. Why, old Tinderbrook saved our fannies more times than I can count. That's why we took to calling him 'lucky charm' and tousling his hair before battle.

EVELYN CRAWFORD, RETIRED HUMAN ADVENTURER

The halflings of Dungeon Races are a short, good-humored people with a lust for life and an affable nature. While not afraid of battle, many prefer to spend their time sharing jokes, tall tales, and pipeleaf instead.

Preface

While Bilbo and Frodo set the standard for halflings' wanderlust and adventurous spirits, they were pioneers among their people. The halflings of current fantasy take on these qualities as core attributes, almost creating a dualistic tension between their desire to explore and their inclinations to relax in comfortable surroundings. It really sets halflings apart as a race, and makes for some interesting characters. Along with that, what you'd expect to find is here: bonuses against big opponents, curiosity, luckiness, bravery, and of course food.

- Jason Shea

Names

These are suggestions. Name yourself whatever you want.

Male: Rudiger, Caspian, Willoughby, Oliver, Pembroke, Myles

Female: Teagan, Mirabella, Elise, Finleigh, Abigayle, Hermione

Look

Combine these options with your class options however you like.

EYES: Smiling, Contented, Trusting, Hungry, Keen, Determined

CLOTHES: Colorful, Tidy, Practical, Dignified, Comfortable

PACK: Overloaded, Well-Organized, Brand-New, Oversized

Bonds

Choosing these bonds doesn't change the max allowed by your class.

I'll teach _____ to enjoy the finer things in life.

_____ doesn't believe that I can hold my own in a fight, but I'll show them!

Gear

If the GM allows it, in addition to your class options, choose one:

- Halfling Pipeleaf** (6 uses, 0 weight), +1 to Parley when shared, which takes two uses.
 - Halfling Preserves** (3 uses, ration, 1 weight), Ample and varied food, each use can feed two people if shared.
 - Sling** (near, reload, 0 weight), & **River Stones** (3 ammo, 1 weight)
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DESIGNER'S NOTE

A sling can be used with any stones close at hand, but they would be wildly unpredictable. A -1 to Volley is one possible way to represent this. Characters can gather suitable river stones for free, but it will cost them time.

Starting Moves (Level 1+)

At level 1 you may either take your class racial move or one below.

Tavern Tales

When you **first Spout Lore in a place you've never visited before**, take +1, and say who told you curious tales about this place.

Cousins

This move can only be taken at Level 1

You come from a prolific family lineage. When you **seek out the aid of your kin in a place where halflings dwell**, they'll always offer what help they can but will ask for something in return.

What is your surname? _____
(e.g. Brandywine, Tallowdip, Cunningham, Rumbairn, Oldhollow)

Bargain Hunter

When you **look to Supply yourself with something special**, on a 10+ you find what you're looking for, and it is either cheaper than it would have been, or an enhanced version of what you sought.

Half-Breed

This move can only be taken at Level 1

The blood of another race is mingled with yours: _____.
When you **Level Up**, moves from both races are available to you.