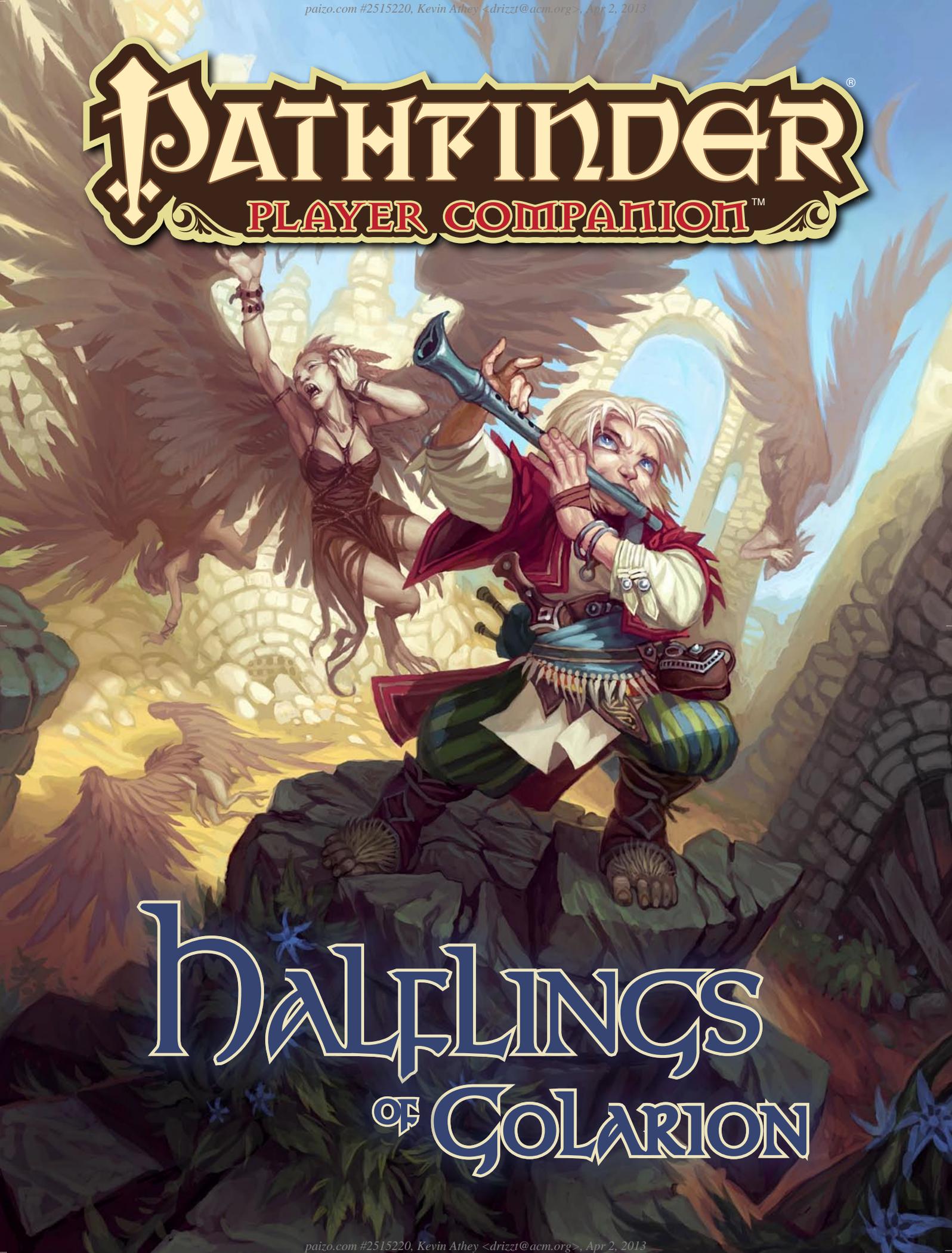


PATHFINDER

PLAYER COMPANION™



HALFLINGS

OF GOLARION

HALFLING RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Strength: Halflings are nimble and strong-willed, but their small stature makes them weaker than other races.

Small: Halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Halflings have a base speed of 20 feet.

Fearless: Halflings receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Halfling Luck: Halflings receive a +1 racial bonus on all saving throws.

Keen Senses: Halflings receive a +2 racial bonus on Perception skill checks.

Sure-Footed: Halflings receive a +2 racial bonus on Acrobatics and Climb checks.

Weapon Familiarity: Halflings are proficient with slings and treat any weapon with the word “halfling” in its name as a martial weapon.

Languages: Halflings begin play speaking Common and Halfling. Halflings with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, and Goblin.

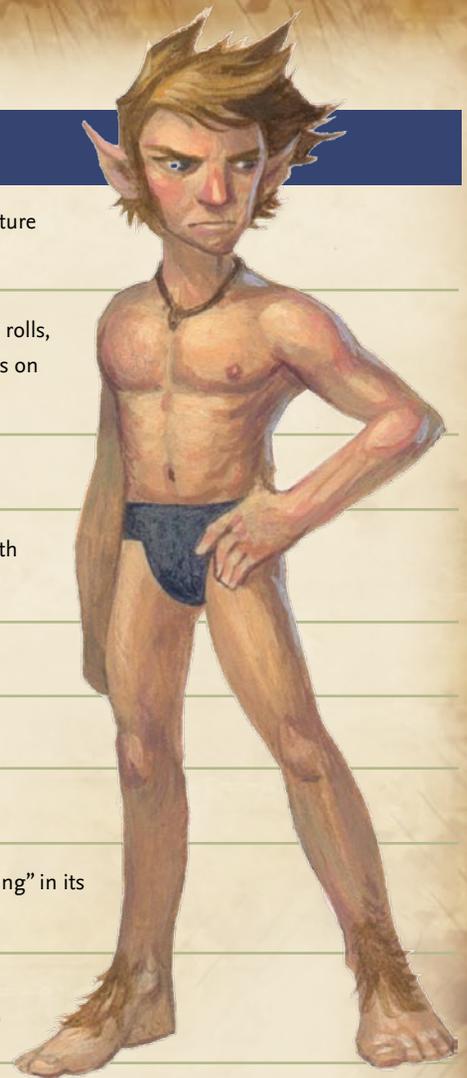
Favored Deities: Abadar, Cayden Cailean, Desna, Erastil, Iomedae, Norgorber, Sarenrae, Shelyn

Favored Regions: Andoran, Chelixa, Galt, Isger, Molthune, Nidal, Taldor, Varisia

Names: Most halflings have two names: one adhering to the naming conventions of the community they support and one of halfling origin.

Female Names: Anafa, Bellis, Chandira, Eireen, Etun, Filiu, Giama, Lissa, Marra, Onana, Piria, Rilla, Sistra, Sophone, Vaga, Yamyra

Male Names: Antal, Boram, Chimon, Edal, Elun, Guln, Hakon, Jamir, Kaleb, Karum, Lem, Liek, Mirn, Neg, Rocur, Sumak



FAVORED HALFLING DEITIES

Deity	AL	Areas of Concern	Domains	Favored Weapon
Abadar	LN	cities, law, merchants, wealth	Earth, Law, Nobility, Protection, Travel	light crossbow
Cayden Cailean	CG	bravery, freedom, wine	Chaos, Charm, Good, Strength, Travel	rapier
Desna	CG	dreams, luck, stars, travelers	Chaos, Good, Liberation, Luck, Travel	starknife
Erastil	LG	family, farming, hunting, trade	Animal, Community, Good, Law, Plant	longbow
Iomedae	LG	honor, justice, rulership, valor	Glory, Good, Law, Sun, War	longsword
Norgorber	NE	greed, murder, poison, secrets	Charm, Death, Evil, Knowledge, Trickery	short sword
Sarenrae	NG	healing, honesty, redemption, the sun	Fire, Glory, Good, Healing, Sun	scimitar
Shelyn	NG	art, beauty, love, music	Air, Charm, Good, Luck, Protection	glaive



HALFLINGS OF GOLARION

This Pathfinder Player Companion book works best with the *Pathfinder Roleplaying Game Core Rulebook*, the *Pathfinder Roleplaying Game Advanced Player's Guide*, and the *Pathfinder Roleplaying Game Bestiary*. Although it is suitable for use in any fantasy world, it is optimized for the Pathfinder campaign setting.

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HALFLINGS

IN HISTORY

“I know the bigger folk laugh at us. They treat us like children. They make us house slaves because we’re too weak for heavy work. They drag us along on their ships and caravans because they think we bring them good luck. To most of them, we are pets, not people. But they don’t realize that we’ve dodged all the misfortunes and calamities that have ruined or distracted their kind. The dwarves and orcs battle each other to the death. The elves retreated from Earthfall and lost most of their holdings. The gnomes battle their inner demons and memories of the First World. Human empires rise and fall. Yet our people survive and thrive right under their noses. Lightning strikes the tallest trees first, and the short ones grow stronger under the shelter of their sacrifice.”

—HALFLING PROVERB

HALFLINGS OF GOLARION

The most amazing feature of halflings may be that so many of their good features go unnoticed. When viewed objectively, halflings show themselves to be a courageous, intelligent, kind-hearted, loyal, and clever race. Yet for those whom they live among, halflings are forgettable, if useful, figures who keep to themselves and fade into the background.

Halflings wouldn't have it any other way. They know better than any what strengths and weaknesses their race possesses. They require no external validation, no immortality through song and legend. A halfling who blends in, a halfling whom others rely on and then forget about, a halfling who slips into the woodwork—this is a halfling who survives. Halflings are smaller, weaker, and slower than most races, and thus less able to defend themselves from physical threats. Their forgettable demeanor is their shield against a violent world. When halflings are seen as cheerful, harmless supporting figures instead of heroes, they become less likely targets.

Fate, though, has a way of pushing some halflings to the forefront whether they like it or not. Luck and halflings go hand in hand, and this best-known trait of the halfling race may also be the least understood one. Caravans in Katapesh pay dearly for halfling workers to ensure a safe and easy trip. Head cooks of manors in Magnimar wouldn't think of running a kitchen without a halfling servant to ensure the bread rises and the butter comes together. Bards singing for their supper in Andoren taverns rely on the "lucky halfling" for a warm reception.

Yet halfling luck is both more and less than a superstition. The sharp-eyed confidence of halflings makes them ready and willing to seize opportunities that arise and carry out dangerous tasks with a quiet smile. For the most part, halflings make their own luck. Still, many halflings tell tales of those of their kind blessed beyond what can be explained away by confidence and skill. Some halflings even possess the ability to manipulate the luck of others, causing grief and misfortune among their enemies. The presence of these "jinxes" indicates a definite supernatural aspect to the gift of halfling luck.

Halflings have a long history on Golarion, but not one easily traced and recorded. Their ability to blend in to their adopted cultures and keep to the background means that historians often overlook halfling heroes. Many important battles have turned and evil villains have fallen on the resourceful actions of halflings, but their deeds have gone unrecorded. Other civilizations have risen to prominence on the backs of halfling slaves, faceless and nameless and lost to history. The presence of halfling slavery in many cultures speaks to the utility of the race, but can also generate outrage and subtle action among halflings.

The protective guise of reserved good cheer and hard work that keeps halflings safe in strange lands also keeps their true natures hidden. Those who would study halflings must look beyond their facade and into the complexities beneath. If they are lucky, they'll find there a true heart and cheerful companion on whom to rely.

A BRIEF HISTORY OF HALFLINGS

Wherever a human has trodden across the land, a halfling shadow followed them. Halflings have no legends of an ancient homeland, nor is there an obvious halfling cradle country from which they emerged. Instead, halflings have always appeared within human settlements, working as servants, explorers, chefs, slaves, or merchants. Over time, as humans developed cities, halflings developed their own enclosed communities within those cities, continuing to work alongside humans.

Halfling slaves as part of human settlements go back at least as far as ancient Osirion. Though halflings were too small and too weak to assist much in the construction of some of the monuments whose ruins appear in Osirion today, they were valued as caretakers, entertainers, messengers, and scribes. Many halfling slaves were left abandoned after the revolts that collapsed ancient Osirian society, which left the families they had served for years either dead or broken apart. These lost halflings migrated to nearby Katapesh, where they sought new homes. Some found positions there, and their descendents remain there to this day, living in prosperity. Others were captured, sold as slaves, and ferried across the sea to burgeoning Taldor.

Empires have always required a strong foundation of slaves on which to build their palaces. The halfling race's history with powerful empires has been a dark one, embodying the oppressive relationship of master and slave. Records of halfling life in ancient Taldor are nonexistent, but a look at modern Cheliox suggests what life must have been like in those long-ago times. After the decline of Osirion, Taldor began its rise. Unfortunately for halflings, a rising empire demands labor to lift it up, and isn't always particular where it comes from. The imposing stone buildings in Taldor's major cities rose atop the bodies of halflings struggling in quarries, their small frames unsuited for such labor. Halflings today prefer not to dwell on the sadness of those long-past days, particularly when a crueler master appeared late in the Age of Enthronement.

Halflings have long held a place in Cheliox, much to their detriment. Throughout Cheliox's centuries of expansionism and conquest, the empire poured a stream of expendable halfling labor into their holdings in the form of slaves. Halflings built houses, ran households, collected garbage, tended herds, knelt to nobles—even served as little more than pack animals on expeditions

to new territories. Chelaxians simultaneously despised and relied upon halfling labor, and to this day halflings in Chelax struggle under the thumb of cruel masters, though the empire's borders have receded.

When the Empire of Chelax broke apart, halflings found themselves caught up in the human revolts that followed. Most halflings remained in service to the ruling classes of modern Chelax out of fear, although some took the opportunity to fall in with what they hoped was a better lot. Still others were murdered by their masters lest they try to flee or rebel. During the following years of change, some halflings decided the time was right to seize control of their destinies and free themselves from their history of enslavement. These halflings learned methods of freeing other slaves and formed various small organizations that preceded the secret society of emancipators that works today under the name of the Bellflower Network.

Descendants of halfling slaves from long ago can now be found in many countries that once were part of the Empire of Chelax.



PHYSICAL TRAITS

Halflings stand 3 feet tall on average, making it easier for them to go unnoticed. They have slim builds appropriate to their height, with dexterous hands and thick-soled feet. Their skin tone ranges from ivory to medium brown, always with a warm, golden cast. Most halflings have light brown or hazel eyes, but darker brown, green, and blue eyes are not uncommon.

Halflings are justifiably proud of the thick, glossy hair that grows on their heads and the tops of their feet. They usually have medium brown to golden-blond hair, styled in a fashion common to the area in which they currently live. Some even tint their hair with plant dyes to match the hair tones of the humans native to the area.

Those halflings who travel and seek the adventuring lifestyle often display remarkable athleticism. Their bodies are agile, their movements quick and sure. Those who make more permanent homes in cities still display these traits, but often hidden beneath a comfortable paunch.

On average, halflings live slightly longer lives than humans do, though not nearly as long as other races. This may explain why humans and halflings live so well together, as their lifespans are not shockingly different. A halfling servant may work with the same human family for more than a human generation, but not more than two.

Combat

Halflings possess lean muscles and agile frames more suited for using quick, light weapons than swinging heavy swords. Slings remain a popular choice for halflings in need of a weapon, and for good reason. Halflings' natural grace affords them greater accuracy with slings, and the weapons' range allows halflings to stay out of dangerous melee combat, where they fare worse because of their relative muscular weakness. In addition, halflings possess a lower center of gravity than most races. They remain stable and surefooted while slinging rocks at their foes, and some halflings have designed more exotic slings to take advantage of this trait.

Halflings who do engage in melee combat favor weapons that showcase their agility, such as rapiers and short swords. Although halflings are agile, their short legs prevent them from moving around the battlefield as quickly as their taller companions, and so finding a defensible position from which to fight—preferably higher ground—is a strategy for many halfling fighters. Their small stature allows them to hide more easily from danger, though, and in a rout a halfling is more likely to go to ground than to try to outrun his foes.

Diet

Halflings boast a robust digestive system that can handle even the spiciest and most exotic of foods, but they possess

HALFLINGS OF GOLARION

a refined palate. Halflings prefer the best food and drink available, but not necessarily the most elaborate meals. Simple, fresh ingredients prepared perfectly make a halfling diner happy.

Halflings are such inventive cooks, marrying different flavors and textures together with instinctive skill, that several of their creations have become iconic in different lands. In southern Taldor, rare is the household without a dish of Jalrune tapenade, a diced blend of Taldan olives, dried figs, garlic, and herbs. In Cheliox, most taverns serve the popular dish of pork loin from the eastern pig farms, simmered with chopped sweet onions and tart apples. In Qadira and surrounding lands, halfling cooks create a sort of sweet dessert tabbouleh by boiling local grains in milk and cinnamon, then mixing the plump grains with pomegranate seeds and chopped mint. Tavern and restaurant owners in many regions consider it lucky to have a halfling guest sample local dishes, and halfling travelers often find themselves served the same “lucky” dish at table after table, regardless of what they wish to eat.

Halflings prefer ale over wine and exotic spirits, but their nuanced palate makes them very discriminating when it comes to their drinks. Halflings who settle down and have access to significant funds, such as retired adventurers, often open taverns and spend years perfecting their house brews.

Dress

There is no such thing as traditional halfling dress. Halflings mimic the style of dress from the area in which they currently live, with some small changes. Halflings tend to design their clothes in more muted colors than those they imitate in an effort to remain low-key and escape too much notice. In an area such as Jalmeray, where intense reds, yellows, and blues are common, halflings tend to dress in neutral colors accented with sky blue or pale yellow cuffs and scarves.

Halflings tailor their clothes for their small statures, of course, but also simplify their outfits. Their goal is to look appropriate but not stand out, so they tend to eliminate elements like fussy collars and loud patterns. Halfling slave owners take more care with what their slaves wear, and so halfling slaves often appear better dressed than their free cousins at first glance. The discerning eye, however, might notice that free halflings are more simply dressed but in better-fitting, well-tailored clothes, while the colorful and elaborate outfits of enslaved halflings often have cheaper fabric and poorer construction.

As halflings age, particularly if they are free and well off, they begin to favor richer fabrics and more dazzling accessories. Older halflings may appear in bottle-green waistcoats with brass buttons, yellow silk shirts, or soft-

soled shoes of red leather. In areas where the majority of halflings are enslaved, though, those lucky enough to live to old age continue to maintain a quiet and unremarkable manner of dress.

Senses

Halflings are never truly at rest; even when sleeping, their ears, pointed and slightly oversized, listen for sounds that might indicate danger. Their eyes, while unable to see in the dark, grasp detail easily, and halflings are used to glancing around constantly in case of trouble. Halflings have an excellent sense of smell, and it is rumored some can differentiate between breweries by sniffing mugs of ale. Their sense of taste is just as developed, sensitive enough to identify the spices in a pot pie with a single bite.

Because halflings believe blending in is the most practical way to avoid trouble, they have grown used to constantly observing their surroundings, and halflings adventurers can pick up on details that slip past others.

Halflings’ keen senses of smell and taste are part of what makes them such good cooks. Halfling servants frequently work in kitchens, and even adventuring halflings often insist on cooking for their fellow travelers.

Perhaps surprisingly, given their retiring natures, halflings have a reputation for bravery. While most consider halfling fearlessness to be a mark of strong character, it may have a basis in halfling alertness as well. A halfling, being attuned to his surroundings, anticipates threats and ways to overcome those threats, and can respond quickly and sensibly to any sudden danger. At least part of halflings’ reputed bravery can thus be attributed to their exceptional senses.

Stature

Halflings’ height ranges from 2 feet 8 inches to 3 feet 4 inches, on average. They tend to be both shorter and lighter than gnomes, making them the smallest of all the common races. Halflings’ frames are proportional to their height tending toward slimness, and most races find their delicate features and lean figures aesthetically appealing—although half-orcs sometimes scoff at such a diminutive people, referring to halflings as “splinters” or “toothpicks.”

Halflings are weaker than most races, in keeping with their proportionally smaller frames. They are able to keep up with their adventuring companions for the most part, however, as halfling-sized gear is a lighter burden to carry. Halfling servants can manage cords of wood, baskets of produce, and other household goods without much trouble, though full stewpots and water-buckets designed for human-sized users can sometimes prove too much for them.

Halflings truly shine when agility is required, though, particularly when it involves climbing or balancing.

Halflings have light bodies and a low center of gravity, making it easy for them to walk across narrow beams or inch along ledges. Their tough, flexible feet and their habit of going barefoot provide them with a particular advantage when climbing. On wealthy estates, halflings are sometimes trained as acrobats and entertainers as well as servants.

MENTAL TRAITS

Bravery and curiosity remain the defining characteristics of the halfling race, tempered by pragmatism and a cheerful disposition. New locations and new experiences tempt halflings greatly, but their steady natures usually allow them to satisfy their curiosity without exposing themselves recklessly to danger. Unfortunately, interesting situations sometimes prove too tempting to curious halflings, overriding their common sense. When danger does arise, halflings find a way to safety through their cool-headed resourcefulness—and through their legendary luck.

Adaptability

In many ways, the halfling race owes its survival to its adaptability. When stronger cultures enslaved halflings, they found their slaves to be quick to learn and easily integrated into their new culture. Unfortunately, these traits also increased the value of halfling slaves and encouraged other cultures to continue to enslave them, creating a vicious circle that persists to this day.

Halflings are justifiably proud of their adaptable natures, and rely on this adaptability to keep them safe. They possess a strong sense of self, and remain calm and cheerful even when traveling into wildly different territory. Some individuals might find it difficult and disorienting to constantly change their outward appearance and mannerisms, but halflings, confident in their inner selves, find that outward change comes easily. To a halfling, taking precautions to blend in when traveling in a new area is no different than dressing appropriately for the weather. A person wouldn't head into a snowstorm without boots, a parka, gloves, and a scarf, so why head into Chelixa griping about how evil Asmodeus is?

Bravery and Curiosity

The bravery for which halflings are noted manifests in several different ways. To a halfling, bravery does not mean taking foolish risks, putting one's life on the line for those too stupid to protect themselves, or jumping into danger eyes closed and feet first—or it might mean all those things, in the right circumstances.

Because halflings are loyal to friends and family, they are willing to take risks to protect those close to them. A halfling member of an adventuring group will go to great

lengths to safeguard her companions. When a rescue mission is required, the halfling is quick to volunteer. When a mysterious doorway presents itself, the halfling offers to be the first one through. A halfling servant in a household often takes on a similar protective role toward the other servants, particularly weaker and more helpless ones. Halfling servants have been known to take blame for the mistakes of others if they consider themselves more able to deflect or absorb the deserved punishment. Halflings have very particular ties of loyalty, though. A companion the halfling considers undeserving will receive none of this protective bravery.

Halflings also demonstrate bravery in the face of the unknown as a result of their curiosity. They find undiscovered country almost irresistible, and will take the new and dangerous road over the known but safe one every time. An even-tempered nature allows most halflings to prepare for such excursions, and while halflings may eagerly traverse the road not taken, they usually take sensible precautions beforehand. From time to time, though, an opportunity so new and exciting arises that halflings stumble headlong into it, falling into catastrophic situations that require all their skill and luck (and a prayer to the goddess Chaldira) to escape.

Because halflings usually prepare well for disaster, they can, over time, develop a false sense of security. After a half-dozen easy escapes from danger, a halfling may confidently believe she can take on any risk. It only takes one calamity to shake the halfling back to sensible caution (provided she survives), but until then the halfling may swagger unconcerned through countless dangers. Many halfling travelers fall into a pattern of caution, building to confidence, culminating in a brush with seemingly certain death and then a plummet back to caution, at which point the cycle begins again.

Luck

Halfling luck may simultaneously be the most obvious and the most mysterious of halfling traits. So much legend and lore has built up around halfling luck that the trait has gained almost supernatural status. The tales are common in taverns: the halfling farmer, bankrupt and destitute, who resolves to plant one final crop and turns up a box of gold while plowing the land; the halfling adventurer trapped in a cave system who leans on a secret door and finds his escape along with the treasure-chamber; the halfling servant who cooks dinner for distinguished guests the one night the chef takes ill, and creates such an exquisite meal that he is elevated to head chef on the spot. Halfling luck is so legendary that other races strive to travel with halflings in hopes that some of their luck will rub off on the expedition.

HALFLINGS OF GOLARION

Is luck an innate, mystical trait of halflings? It appears to be, in part. Certainly halflings have a history of falling into beneficial situations or out of dangerous ones without any apparent skill on their part. Some of their luck, however, can be attributed to their opportunistic nature.

Halflings are always aware of their surroundings and ready to take advantage of opportunities that present themselves. Luck in many cases is being open to change and seizing a good moment as it comes. To a race as adaptable as halflings, always watching for changes in the environment that might signal a need for altered strategy, it's a simple thing to pick up and act on these lucky moments. A halfling's luck is, at least in part, his awareness, his lack of prejudice, and his willingness to seize the moment. This opportunistic bent cannot entirely explain halfling luck, but it factors strongly into the iconic trait.

Jinxes

On rare occasion, a halfling appears without her race's natural luck. Instead, she shows aptitude for manipulating the fortunes of others. Termed jinxes, these halflings can create ill luck for their adversaries and are the targets of suspicion, superstition, and fear among other races.

Among halflings, though, jinxes are seen as blessed individuals touched by Desna's favor. A jinx's birth is often marked by some portentous event: a shooting star, a red ring around the moon, a mirror cracking, or a plant withering. Halfling children suspected of being jinxes are watched closely. Their childhoods are often full of unusual incidents of ill fortune that strike those perceived as enemies, from school bullies to strict parents. These incidents are rarely powerful or permanently damaging, but instead cause discomfort and embarrassment, such as a boil in a sensitive area or a slip in a mud puddle. As a jinx grows older, though, she gains more control over her ability to cause misfortune and can thwart her enemies with severe bouts of bad luck that can prove fatal in combat.

Halfling communities urge young jinxes to pursue training in the arcane arts, and in fact, many jinxes also display arcane talents. Not all find the knack for arcane schooling, however, or show interest in such a path. No pattern seems to exist in those who are touched with Desna's gift. Jinxes can appear in any country, in any clan, and in any profession, from slave to barkeep to brave adventurer.

Superstitions about halfling jinxes pop up in many areas, particularly ones with superstitious beliefs. In

Ustalav, jinxes are respectfully avoided; no one wishes to offend a jinx, but no one wishes to get too close to one either. Among Varisians, jinxes are shown respect and treated well as legitimate manipulators of fortunes. In Katapesh, where halflings are seen as tremendously lucky, jinxes are seen as incredibly unlucky and are fearfully shunned.

Opportunism

According to a halfling proverb, an opportunity spotted is a fortune made. Halflings are inveterate opportunists, though few other races see them as such. Opportunism is a subtle halfling trait, often confused with curiosity and bravery. In truth, halflings possess the ability to quickly size up a situation and decide how to make the best of it. Their curiosity leads them into these situations, and their bravery allows them to act, but it is their opportunism that calculates the plans from which they benefit.

In most cases, halflings remain unburdened by concern for laws. While halflings care about remaining members of society in good standing, if bending a law brings a benefit and there is little chance of anyone finding out, most halflings won't hesitate to do so. Some halflings take their opportunism a step further and stray from the law and from societal approval. They take up illegal professions that suit their abilities, such as burglar, con artist, or spy. Most halflings in such professions join guilds if they are able in order to feel like part of a social system again, albeit a more flexible and dangerous one than traditional halfling communities.

Other halflings take advantage of their opportunistic natures and fulfill their desire for new experiences at the same time by becoming vagabonds or adventurers. These halflings likewise seek out a group with which to roam, from an adventuring party to a traveling circus, in order to feel a part of something larger.

Young halflings demonstrate more opportunism than older halflings. As a halfling enters middle age, he may give up his wandering ways and return to the more stable society of his childhood. Halfling communities are generally forgiving of these returning travelers, seeing them as having "shaken the wanderlust out of their feet." Halflings who have had the chance to wander and experiment with new professions in their youth are likely to settle down happily and become valuable members of the community.





HALFLING CULTURE

halflings possess a strong sense of personal identity, colored by the cultural trappings in which they cloak themselves in order to blend in. In a similar manner, halfling communities maintain a strong central culture, shaded by the cultural influence of the larger community in which they live. No two halfling settlements are exactly alike, as each picks up and makes use of the cultural influences around it. Still, halfling communities do possess structural similarities that make it easier for each one to blend in to its parent city.

This malleability on the part of the halfling race partly explains their lack of recorded history. Halflings have always shared a bond with the human race and filter

into human society with ease, settling in as quiet but cheerful workers as soon as human communities establish themselves. Human historians record the deeds of city founders and speak of the city itself as if it were a toadstool, growing and spreading organically without the influence of the working class. In most cases, halflings are the unseen force behind the development of cities and the strength of human empires. Sometimes this relationship is one of mutual respect, such as in Andoran, where halflings are citizens and their hard work is valued. Sometimes it is one of domination, such as in Chelifax, where halflings still suffer as slaves. In either case, halfling history is in many ways human history. The two are linked, inseparable.

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Despite their knack for reflecting the society around them, though, halflings have created their own traditions to mark and celebrate important milestones. They have developed a language, naming conventions, and rituals, and have perfected professions ranging from farmer to scribe. Halfling society may be subtle and colored by the surrounding culture, but it exists in a unique form specific to halflings of a particular area. As the region changes, halfling society likewise changes in small ways, though its core tenets hold across the land.

Human culture is always evolving, and in response, halfling culture continues to evolve with it. Particularly in areas outside Cheliox where halflings now enjoy free lives, their traditions have begun to shift to align more closely with those of their independent parent nations. For the moment, though, halfling culture remains influenced by the past but not chained to it, so as years pass, these rituals and traditions may give way to new ones.

BIRTH

Births bring with them excitement and celebrations in halfling culture. To a race as positive and opportunistic as halflings, a new baby holds a wealth of potential. Every baby could be a great halfling hero, a famous artisan, a world-renowned chef, or a prolific parent. Even in poor households with little to offer a new addition to the family, babies are celebrated as a reminder of the potential in each halfling and as a beacon of faith that halfling luck and tenacity will enable the race to survive.

Unlike many races that have faced a history of hardship, halflings celebrate pregnancies and new births right away. While other races may see too-early celebrations as a jinx on the child's well being, or a cause for regret if the infant or mother dies, halflings seize the opportunity to celebrate now even if hardship surfaces later.

In areas where halflings are enslaved and treated harshly, particularly Cheliox, Isger, and Nidal, infant mortality is high. Halfling mothers must often work throughout their entire pregnancy and may suffer from beatings or malnutrition. Under these circumstances, approximately one out of every 10 halfling infants doesn't live past a month, one in five doesn't live past a year, one in three fails to live to age five, and one out of every 50 halfling births ends in the death of the mother. Even in such dire circumstances, though, halflings cherish new lives. A halfling would rather remember the few weeks her baby lived as a time of joy, celebration, and dreams for the future than as a time of uncertainty and fear when she tried not to bond too closely with her new child. Oppressed halflings wisely understand that pain will come either way.

In places where halflings enjoy a higher quality of life, such as Andoran and Varisia, halfling infants prove much

more robust. Pregnant females, even ones in indentured positions, are not required to work in the latter stages of their pregnancy and have access to good food and practiced midwives. Infant mortality in these areas is no higher than it is for humans or other races. Most halfling mothers survive childbirth as well.

Birth celebrations involve plenty of food, singing, dancing, and speculating about the child's future. It is the only traditional halfling ceremony where alcohol is not served; halflings believe a child should come into the world clear-headed and among sober folk.

COMING OF AGE

Halflings attain maturity just past the 2-decade mark, and communities like to celebrate these occasions. When the halfling is still a child, his parents and community elders agree upon an appropriate coming-of-age task, often influenced by dreams and omens. Most tasks are mundane and can be accomplished after one or two tries, such as acquiring a particular weapon, preparing a fancy meal, or swimming the breadth of a lake.

In oppressed halfling communities, such as those in Cheliox, some halflings still try to celebrate coming of age through notably less difficult tasks. These may include baking a loaf of bread, drawing a skillful picture, or carving a wooden walking staff. Halflings in these situations understand that the coming-of-age task is a token one at best, but prefer to celebrate the occasion rather than obsess over their lot.

Once the halfling successfully completes his task, his family hosts a celebration. Food and drink are plentiful, as are music and dancing. At the height of the celebration, someone close to the halfling—usually a parent, but occasionally a teacher, mentor, or elder—presents him with a token to celebrate his achievement. The item may be symbolic, reminding the halfling of the task completed, or representative of the deeds the halfling may achieve out in the world on his own. Halflings who become wizards often enchant these tokens as their bonded objects.

On occasion, a halfling may repeatedly fail to complete his task. If a halfling attempts and fails his coming-of-age task five times, the community considers this an indication that the halfling is likely a jinx. His task is suspended for a year, during which time the community watches for further signs that the halfling is a jinx and urges him into arcane training.

MARRIAGE

The modern halfling marriage ceremony occurs in two parts, a ritual followed by a celebration. A halfling priest (usually of Erastil in most communities) performs the wedding ceremony, but if one is not immediately

HALFLING BOOCH

Whether fine wine, smooth liquor, or hearty ale, halflings love their booze. However, their unusual physiology often causes them to react in unusual ways when drinking different sorts of alcohol, and brewers have developed a number of varieties that take advantage of these unusual reactions. The beverages below leave halflings slightly impaired but also enjoying some additional advantage. Non-halflings do not receive any bonuses from these drinks.

Dragon Punch Whiskey (10 gp/cup): According to legend, the inventor of this dark and harsh liquor actually did attack a dragon bare handed (and presumably lived to pass on the recipe). Halflings who drink four cups of Dragon Punch Whiskey in the space of an hour take a –4 penalty to Dexterity but gain a +4 alchemical bonus on saves against fear for the next 10 minutes

Lisken's Medicinal Tonic (10 gp/cup): This mild sedative is normally used to treat insomnia, making the drinker reluctant to take hasty actions but adept at remaining still or silent. One cup of the tonic gives a halfling a –4 penalty on initiative checks for 10 minutes and a +2 alchemical bonus on Stealth checks for that time.

Luglurch Ale (1 gp/gallon, 4 sp/mug): Most races find this pale and frothy beer too salty to swallow, but halflings simply consider it an acquired taste. Drinking three or more cups of Luglurch in a 1-minute span gives a halfling a –2 penalty on Perception checks and a +1 bonus on Reflex saves and Acrobatics checks for 10 minutes.

available, any halfling elder may perform a “temporary” ceremony understood to be binding so long as the couple affirms their union as soon as possible with a priest. The wedding ceremony is very private, with usually only the couple, the priest, and one or two close friends in attendance. It's considered unlucky to make public the exact date and time of the ceremony, so while friends and family know a wedding is coming, they don't know when until it's over.

These customs date back to Imperial Cheliox, when slaves were the property of their owners and marriage between slaves was outlawed. A completed halfling marriage in these times did not confer any sort of legal benefit to the couple under Chelish law, but was an important personal experience for halflings and made a social difference in their local communities. Most notably, it gave social permission for the couple to have a child, and that did make a difference under Chelish law. The owner of a pregnant slave could demand that the father of the child must join the household, to take over the duties of the mother until she gave birth, and to help raise the child

and lessen its burden on the household. Chelish slave owners tried their best to prevent such fraternization lest they lose a valuable slave or gain unwanted infants that, by law, they were also responsible for.

Halflings didn't stop getting married and starting families, of course, but had to temper the cries of their hearts with the wisdom of their heads. Weddings were elaborately orchestrated in secret, and the fewer who knew of the impending ceremony, the safer the betrothed couple were.

In Imperial Cheliox, there were no celebrations to honor a wedding, so as ex-slaves spread to different lands, they celebrated their new freedom with as much revelry as possible. In such countries, a large celebration follows the private wedding ceremony, and everyone possible is invited to the party. Beer, symbolizing fertility and prosperity, flows freely at these functions. Sweet bites, such as squares of cake or taffy, symbolize marital harmony. Musicians, singers, and dancers take turns performing, and often the celebrations last for several days. Revelers find a comfortable corner or crawl under a table to nap for a few hours before emerging to pick up the celebration once more.

As the wounds of the past begin to fade, and more and more halflings are living free outside of Cheliox, the taboo on declaring a wedding ceremony has begun to fade. Particularly in Andoran, halflings have started blending wedding ceremonies and receptions. In modern Cheliox, however, slaves are still denied the right to marry, and halfling slaves take as many precautions as ever.

DEATH

Halflings keenly feel the loss of their kin, but their optimism and natural curiosity extends even into the realm of death. Halflings often refer to dying as the Great Journey, and believe that wondrous places and experiences await them after death. Most halflings are confident that Pharasma will judge them worthy after death and that once they pass through the Boneyard, an array of infinite and exciting new worlds will open up before them.

Halfling funerals are simple, solemn affairs. In cities where halflings work as servants and artisans and enjoy a reasonable quality of life, halflings construct their own graveyards within their communities or are allotted a section of city graveyards. A halfling is buried in a plain wooden coffin, dressed in his best clothes and holding against his chest the token given to him at his coming-of-age ceremony (if he still possesses it).

After the burial, the halfling's friends and family retire to a home to remember the departed and comfort each other. Alcohol is present in abundance, as it is customary for every guest at these gatherings to recall a story about the deceased and then propose a toast in his honor. The

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stories are, by unspoken mutual agreement, exaggerated and overly flattering to the deceased. As these gatherings can be large, they often extend well into the night.

In cities where halflings are enslaved and afforded no rights, it is the slave owner's prerogative to deal with a deceased slave's body as he sees fit. Most of these bodies end up incinerated or buried in a commoner's grave. The deceased's friends and family strive to gather and remember the dead after his passing, but may be constrained by time and funds. Often they skip the stories and simply propose quick toasts in succession with whatever they have available to drink, even rainwater.

NATIONS

Halfling communities exist nestled within human communities, but the relationship between the two is generally one of mutual benefit. Halflings have always supported and assisted humans as they traveled and settled across Golarion, and most large human centers possess halfling suburbs whose presence enriches life for all citizens.

Halflings tend to be the workhorses of a settlement. They are the brewers, cooks, farmers, laborers, tailors, servants and shopkeepers. Halflings support the functioning of a city but rarely its physical development; because of their small size, halflings are less useful as blacksmiths or masons in a human-sized city and generally avoid those professions.

Halflings themselves don't see their communities as separate entities from the parent cities. If a halfling wants to make it clear she's speaking only of the halfling community within a larger area, she generally refers to it as "our" city. For example, a halfling might differentiate between Magnimar, the city as a whole, and "our Magnimar," the halfling portion of the city.

Human citizens are the ones who often name halfling districts, and halflings willingly adopt those names when speaking to non-halflings. As gnomes generally prefer living near halfling areas where appropriately sized buildings and goods can be found, many human cities refer to shared halfling and gnome districts as Little Town or some variant of the name.

Absalom: In Absalom, a city that may have a larger halfling population, proportionally, than any other city, there are multiple halfling districts throughout the city. A small population of former slaves, some escaped, and some released because of old age or completion of a term of service, make miserable homes in Mudhaven. The bulk of halflings, however, make their homes in tidy dwellings in Eastgate, and work as artisans, laborers, and merchants in the commercial districts. Smaller halfling populations make homes in Green Ridge and Westgate.

Among halflings, Absalom possesses the reputation of being a city of good fortune, opportunity, and wealth, and many dream of visiting the city at least once in their lives. As the home of the Pathfinders, Absalom also represents adventure and excitement and attracts many halfling travelers.

Andoran: As a former thrall of Cheliox, Andoran hosts a large population of halflings. At the time of Andoran's revolution, most halfling slaves worked as apprentices and assistants to the large merchant class in the country. They quietly supported their masters' struggle against the ruling class, keeping the shops running so that the humans could focus on their battle. Since Andoran's break from Chelish rule, quality of life has improved greatly for the halflings there. Andoran slaves were freed years ago, and the new ruling class of merchant lords and enlightened aristocrats respects and values the contributions of halflings.

Many halflings work as merchants and artisans in Almas and Oregent, while others work as farmers and beekeepers in Bellis and Carpenden. A halfling hero, Jamus Hainard, even serves as an Eagle Knight, and is an inspiration and mentor to aspiring heroes of all races.

Cheliox: In Cheliox, halflings are treated much more cruelly and thoughtlessly than in any of the other human lands. There, halflings are derisively known as slips, and most Chelaxians think no more of kicking a halfling than of kicking a dog. Still, their ability to work well and cheerfully even in such abysmal conditions keeps the market value of halfling slaves high and their demand great.

Most halflings in Cheliox are life-slaves, and their owners can punish, torture, or kill them at will. A handful of slightly more fortunate halflings are term-slaves working off a particular debt, or sometimes traded for a time to pay off their master's debt, and cannot be killed or permanently disfigured. The Chelish thirst for slaves is insatiable, and any halfling entering Cheliox runs the risk of falling to the same fate as so many of his kin before him.

Galt: Halflings in Galt also saw a change in their status when the Hell-allied nobles took over Cheliox. Unlike in Andoran, however, the change was not for the better. Many halflings died in the wild riots that marked that country's revolution, while others sought to protect themselves by working as spies and informers, ferreting out Chelish sympathizers and turning over their names to the revolutionaries. Many still work ostensibly as servants while operating as information-gatherers for their masters. If a halfling goes too long without a useful report, though, she may be accused of sympathizer tendencies herself. Thus, some halflings are forced to

manufacture evidence and implicate innocents to keep their own lives safe.

Isger: Halflings who live in this thrall of Cheliox suffer much as their brethren in Cheliox itself do. However, Isger lacks the regimented nobility of Cheliox, and places less social status on owning many slaves. Thus, more halflings in Isger are relatively free to work as laborers. Many halflings are purchased by House Thrune to work as caretakers in Isgeri orphanages.

Katapesh: As with Qadira, halflings come to Katapesh either as valuable slaves or welcome travelers. Halfling slaves are always in demand and sell for high prices, as natives of Katapesh have elevated their belief in halfling luck beyond superstition into conviction. For the same reason, free halfling travelers can command excellent fees to do nothing more than accompany a caravan along its route, giving peace of mind to those merchants who believe halfling luck will protect them from sandstorms and gnolls.

Molthune: Halfling slaves in Molthune were not freed when the country separated from Cheliox, but their lot drastically improved. The new laws on slave ownership allow most halfling slaves to enjoy a comfortable life so long as they work hard, and they may eventually gain freedom and citizenship. Some slaves circumvent part of this process and join the military without their masters' knowledge; once the paperwork goes through, the slave belongs to the military and (just like any other person) becomes a citizen—and free—after 5 years of service. Slave-owners who know the proper legal channels can be compensated for this loss, though most don't bother with the bureaucracy. Most free Molthuni halflings live and work in one of the many farms and ranches, proudly seeing themselves as essential laborers who keep the country independent and prosperous.

Mwangi Expanse: Just as human settlers learned the value of halfling workers, human explorers learned the value of halfling support staff. Trading stations and outposts established by humans in the Mwangi Expanse often contain a number of halflings who work as guides, hirelings, and traders.

In the pirate town of Bloodcove, some halflings work on the docks as teamsters or sailors for hire. Most act as traders in Free Trade Square, however, and a handful of less scrupulous halflings work as cutpurses and sneak thieves, though none dare touch ship cargoes lest they bring the wrath of the Aspis Consortium down on their heads. Elsewhere, halflings live alongside native Mwangi tribes.

Nidal: Halfling slaves who work hard and talk little are treated relatively well in Nidal; despite the country's sinister nature, its citizens have more pressing interests than kicking around their servants. Halfling slaves do

find the ban on art and music onerous, though, and must refrain from whistling in the kitchen or adding embellishments to their crafted wares.

Qadira: Halflings come to Qadira as either slaves or travelers, and are welcome in both cases. Most of the large households and vast estates of Katheer boast at least one halfling servant. Free halflings have their pick of work as messengers, runners, servants, hawkers, thieves, or lucky mascots for mercenary bands. Some halflings enjoy the privilege of working as jockeys in the stables of noble houses; while a dangerous occupation, it is also a prestigious one.

River Kingdoms: For the most part, the River Kingdoms were carved out by the hard work of desperate human men and women, and like the founders of most human cities, they did so with the aid of halflings. Halflings remain the unsung heroes of many of the River Kingdoms; while humans staked out and fought for their territory, halflings built and maintained the infrastructure that keeps the towns and cities operating. Rare is the settlement in the River Kingdoms without a significant halfling population working industriously to keep households and trade routes alike running. The fact that the River Kingdoms abhor slavery makes the region an attractive prospect for many halflings.

In the most lawless of the River Kingdom cities, such as Pitax, halflings sometimes work as brigands and thieves, often as part of a larger gang.

Taldor: A halfling's lot is uncertain in Taldor. Some houses, struggling to retain the semblance of hedonistic nobility, buy slaves at every opportunity and treat them callously or even terribly. Lesser houses, particularly those from merchant families, prefer to employ only a few well-trained and reasonably treated servants. Often a halfling family in service to a merchant house has served that same family for generations, either as free folk or slaves.

Younger halflings who yearn for adventure and spurn the laws of the city gravitate toward the many groups of vagabonds, pirates, and bandits formed by other members of the underclass of Taldor). From time to time a gang comprised completely of halflings emerges, but for the most part halflings join human groups. There they prove useful thanks to their small size and natural agility, which make them excellent scouts, lookouts, and sneak thieves.

Varisia: Halflings are well suited to this wild, beautiful country so rich in legend and culture. Halfling servants, artisans, and merchants help keep the large cities of Varisia running, while traveling halflings carry stories and news across the land. The secret places and ruins of Varisia intrigue halfling adventurers as well, and few can resist the lure of uncovering something lost.

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Halflings play a specialized role in Korvosa, where most of their kind work as sailors on halfling-scale ships. As halflings are smaller and lighter than human sailors, they require less food and their agility helps them excel in their profession. Nearly half the ships in Korvosa are halfling crafts.

COMMUNITIES

While halflings might find their way to nearly every nation and city in the Inner Sea Region, several cities possess particularly bustling or noteworthy communities. Noted here are merely a few of the region's most significant adopted halfling homelands.

Absalom: Although sometimes overlooked amid the constant bustle of the City at the Center of the World, the halflings of Absalom refuse to be ignored. The second most populous race in the city, halflings stand just as much a chance as any taller race of making something of themselves—and that something might even be a deity. The city's halflings tend to be an eclectic lot, with dour souls escaped from Nidal or who have known a lifetime of service in Chelixa mixing with free spirits from Andoran. Those raised in the city often exhibit a talent for embracing and understanding even the most exotic cultures. Most halflings in Absalom keep to the Coins, Eastgate, and the Foreign District, but members of the race might be found in any part of the city—although with some scarcity in the Puddles where waist-high waters frustrate many.

Almas: Home to over 6,000 halflings, Andoran's capital city is the heart of its military and government, and the source of much woodworking and dwarven smithing. Many halflings work in support roles for lawmakers, enjoying the freedoms where every person is an equal.

Augustana: Second in Andoren halfling population only to Almas, this port city is the settling place of many halflings fleeing slavery in Chelixa. Halfling craftsmen help build the ships of the fleet, and halfling merchants trade local and foreign goods in the trade districts.

Canorate: Some of the most skilled halfling sculptors and artisans make their homes among the towering spires, grandiose arches, and incredible monuments of Molthune's capital city. Because their natural nimbleness aids them in crafting and sculpting where no human artisan would dare, halfling artists are often retained by local nobles or offered grants to produce works of incredible beauty in even the loftiest or most precipitous corners of the city. Canorate's halflings take incredible personal pride in their people's efforts in beautifying the capital, using their ever-handy slings to fling loose bits of statuary or mosaic tiles in retort to insults.

Cassomir: Though the human nobles of Taldor tend to be even more arrogant than usual around those physically smaller than themselves, Cassomiri halflings are still a proud people, with a touch of the Taldan hauteur themselves. Halflings provide an invaluable service in the city's famed shipyards, worming their way into spaces no human adult could reach to conduct jobs too complicated and technical for human children. As a result, many ships produced in Cassomir have stylized and humorous halfling graffiti tucked away in corners and inside hull walls, invisible to the sailors and often cracking jokes at humanity's expense.

Corentyn: Although halflings dominate the criminal scene in Chelixa's westernmost port, membership in the Thin Wisps—the city's halfling-run thieves' guild—isn't the only local prospect for members of the race. Although they still face the typical Chelish prejudices against their people, halflings generally have easier lives in Corentyn than at the nation's heart, with their efforts among the city's docks and shipyards winning them a measure of respect not enjoyed by those subservient to the



HALFLING COMMUNITIES



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nobles of the heartlands. Nearly all halflings in Corentyn have some knowledge of or skill at seafaring trades.

Daggermark: The River Freedoms make the River Kingdoms a popular destination for escaped halfling slaves, and as the largest city in the region, Daggermark houses a small but significant population. Many of the halflings here learn that their ability to slip from humans' notice makes them perfect additions to the city's powerful poisoners' and assassins' guilds, slitting throats and poisoning wealthy merchants before sliding away into the bustle of the marketplace, ready for the next job.

Egorian: Halflings—often derisively called “slips” by disdainful Chelish citizens—are far and away the most popular slaves and servants among the nation's nobility. Any noble worth his name in the capital of Egorian has at least one halfling footman or chamberlain, often forced to wear garish livery and sometimes brought to live in the manors themselves. As a result of their prevalence, halflings in Egorian have a strong subculture of their own in the city—one that's often tied to the city's underworld. Halflings in this city are hardly respected, and many locals seem harder, colder, and angrier than their brethren elsewhere, their subjugation endured by dint of a fierce pride and an opportunistic resolution to take whatever they can from their arrogant masters.

Kaer Maga: The infamous City of Strangers, an ancient prison-turned-refugee-camp and squatter's paradise in Varisia, boasts a comparatively large population of halflings. Although disrespected and disregarded in many of the other “civilized” cities of Avistan, in Kaer Maga, halflings find themselves able both to be judged on their own merit and to disappear completely into the teeming crowds. Many escaped halfling slaves find freedom and a new sense of purpose with the abolitionist Freemen of the Bottoms, or live in the city's fabled Halfway Houses, a community of interracial families in which halflings and the larger races are free to intermarry and live without prejudice.

Port Peril: Quick and agile, many halflings are at home in the rigging of ships, making them perfect sailors—or pirates. Port Peril—and indeed all of the Shackles—is full of the latter. Most such halfling brigadiers are escaped slaves and former servants, having either traveled to the Shackles themselves in search of the freedom of the sea and sword or turned against their masters during a pirate attack. Several notable halfling captains started life as cabin boys in the merchant marine of other nations, and are famous for offering halflings on captured vessels the so-called “bloody choice”: be enslaved anew by the pirates, or help slit the throats of their former shipmates and join the pirates as equals.

Sothis: Since the days of the ancient pharaohs, halflings have been invaluable contributors to Osirian society.

Today halflings are valued laborers, slaves, and artisans, and many Osirians believe that hiring them or being around them allows some of their innate halfling luck to rub off or bless a particular business venture—a belief picked up from superstitious Katapeshi traders.

BUILDINGS

Halflings who settle in large cities build their homes and businesses on several different scales. The ground level of a halfling building is usually sized to accommodate larger races, and bears proportions similar to buildings in the rest of the city. This larger main floor serves two purposes; it makes halfling buildings appear “normal” to the other citizens and allows for a more varied client base. Humans and other tall races feel more comfortable shopping in a store sized for them, and they generally have more money to spend than do other halflings.

The upper levels of the building are sized for halflings, although the exterior is designed to match the ground level. Most halfling buildings have two upper levels disguised to look like one level from the outside. Halflings, of course, feel more comfortable in living quarters of the proper size, and smaller upper levels afford an extra level of security; human-sized intruders have difficulty navigating through a halfling-sized home. In areas where building a second level is impractical or unusual, halflings usually build a larger main room and halfling-sized back rooms.

The exterior of a halfling home or business mimics the predominant architecture style of the city. In Taldor, halflings construct sturdy brick homes with small but intricate mosaics as thresholds, each one individually crafted and representing the family or business within. In Katapesh, halflings build square sandstone abodes with bright cotton drapes covering the doors and windows. In Cheliox, they live in squat wooden buildings painted black with dark red doors, usually with a small gargoyle or spiked rail above the doorway.

LANGUAGE

The halfling racial language wasn't originally a racial language at all, but rather a code. Just as halflings have no recollection of a native homeland, they possess no memory of a native halfling language other than the Taldane most humans speak. During the rise of Imperial Cheliox, halfling slaves developed a pidgin version of Taldane and incorporated words and syllables from Varisian to create a new language with which they could communicate privately. Over time, the language spread outside of Cheliox and was readily adopted by other halflings. Now the language is accepted as a racial tongue, and few non-halflings know of its grim origins.

Because the language originally developed as a code, it first consisted of a small vocabulary of utilitarian words. As the code developed into a language, halflings added words as needed to communicate less vital information. The code language had already spread outside of Cheliox by this point, resulting in marked changes in dialect from region to region. Two halflings from different areas can communicate basic ideas clearly in their language, but may have difficulty with colloquialisms and very complex ideas.

Oddly enough, the modern halfling code-language shares a common grammatical structure with Azlanti. While the languages are obviously not directly related, a person fluent in both languages easily recognizes the similarities. Scholars of Azlanti records suggest this indicates the existence of halflings among that great human race, and the patterns in the halfling language suggesting a fragment of racial memory that guided what Taldane and Varisian words and phrases the slave-halflings chose for their code.

NADES

Halfling names are as adaptable as halflings themselves. A halfling's parents grant her a name at birth and she assumes the same surname as her parents, but only her given name remains constant throughout her life. Halflings favor short, simple names and adopt a surname consistent with those of whatever region they currently live in. When a halfling marries, the woman usually takes the man's surname, though in some lands (such as Qadira, where wealth and status are traced matrilineally) the husband takes his wife's name.

Female halfling names usually end in a vowel or the letter "s" and have two or more syllables. Male halfling names are more likely to have just one or two syllables and end in a consonant.

If a halfling moves to a new region, she usually modifies her surname to reflect her new location, keeping the first letters or syllables the same but altering the rest. Thus, a halfling born in Varisia might be given the name Kernis and adopt her parents' current surname, Albezci. After she grows up and travels for a time, she settles for a year in Andoran, and changes her surname name from Albezci to Albestin, to reflect Andoren naming traditions. Later she decides to travel on a caravan down to Katapesh, and finds the land both interesting and profitable. She alters her last name once more, from Albestin to al-Besir.

The mutability of halfling family names makes tracing genealogy particularly difficult, but halflings don't have a great interest in the history of their race or its movements. This difficulty in tracing halfling family lines, in addition to the race's natural inclination to keep to the background, may be the reason so little of halfling history is preserved alongside human history.

RACE RELATIONS

Contrary to popular belief, halflings hold strong opinions about other races—they simply keep those opinions to themselves. In public, halflings speak mildly and approvingly about those who live around them. In private, with only other halflings or extremely trusted companions around, they may express less popular opinions. What follows are the typical opinions halflings hold toward the other races of the world.

Chelaxians: Vicious as badgers, poisonous as snakes, and cold as stones. You can count on them to uphold the letter of an agreement, but it's better to stay away from them altogether. Outside Cheliox, it can be a different story. Andorens are some of the best people around. Still, better to be cautious until you're positive one can be trusted.

Dwarves: Easier than any other race to fool into thinking we are hapless and harmless. Get a dwarf on your side, though, and you've got a friend and protector for life. They're the only race almost as good at brewing beer as we are.

Elves: Good enough folk, but don't count on them to warn you of danger—not that we need much warning. Their crafts are a marvel, though. Study elven work if you get a chance, and let it inspire your own creations.

Garundi: Interesting to look at, easy to travel with, and fun to sing and dance with. The Garundi know the joy of travel and the importance of a good time.

Gnomes: Everyone thinks we must be best friends because we're both short. To be fair, they're entertaining to have around, and they tell fantastic stories, but they're more likely than not to be gone in the morning.

Half-Elves: They've got no homeland either, but it seems to bother them for some reason. They may understand what it's like to be a halfling better than any other race, but can't quite make it work for them. If we spent more time together, perhaps we could help them learn to appreciate the gifts they have.

Half-Orcs: Watch you don't get trampled under their huge, clumsy feet. Fortunately, you can hear most coming from 10 blocks away.



Thamir Gixx

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Keleshite: Stay alert around them, lest they pluck you out of your tent and toss you on a slave ship. They're good to have on your side in a fight, though they get more dangerous the farther away they are.

Kellid: Keep your tricks to yourself around Kellids, but respect their straightforward approach to life. Kellids have some of the best stories, and if you're lucky, maybe one night around a campfire one will share hers with you.

Mwangi: Halflings have a saying: "If you've met one Mwangi, you've met one Mwangi." Make no assumptions about the race. The Zenj are generally willing to trade, the Bonuwat are fun to swap stories of the sea with, and the Mauxi are boring, but that said, within each of those groups, there are dozens or hundreds of tribes, no two alike. And watch out for the Bekyar—they've learned we fetch high prices.

Taldan: Dress well, speak softly, and most Taldans will leave you alone to do your job. Don't pull their beards or let them see the impression you do of them in the kitchen. They're learned but stupid folk.

Tian: They're quiet and a little strange, but they understand the importance of family. Once a Tian accepts you as a friend, you can count on her.

Tieflings: A sad and dangerous race. Those of us who live in Chelixa see the anger and hatred that seethe beneath the surface, but we've also seen a rare few rise above it. If you find a tiefling you can trust, don't trust him.

Ulfen: If there ever was a race who couldn't take a joke, it's the Ulfen. They'll meet innocent teasing with an axe to the face, and some of them are such brutes they'll literally try to bite your head off. Best to keep them at several arms' lengths.

Varisians: Who doesn't like Varisians? They sing, they dance, they'll tell your fortune and act all mysterious about it, and if they don't steal your purse, they're the best companions to have around. It takes a lifetime for them to really trust you, though.

Vudrani: These are complicated and beautiful people, with some of the best food in the world. They're as deadly with an open palm as most others are with a sword, but even-tempered.

RELIGION

Halflings are faithful worshipers, but not extremely devout. Most halfling communities see religion as a way to tie people together through ceremony and ritual. Halflings adopt the religion of the culture in which they live, as part of fitting into the society, but also may

venerate other deities. Most halflings choose a faith based on their family's faith, or based on aspects of life that they value. Halflings generally do not seek rules or guidelines on how to live a good life, but assume the life they live is good and look for a faith that echoes their choices.

Abadar is a popular choice for halfling worshipers, based on his interest in cities and trade. Many halflings, treated unjustly in their own lives but believing inherently in justice, worship Iomedae. And halflings' love of beautiful things often leads them to the worship of Shelyn.

For some halflings, though, particularly those who believe devoutly enough to become priests or church officials, other gods hold a strong draw. Desna, with her dominion over dreams, luck, and travel, is the favorite choice for adventuring halflings and traveling halfling priests. The church's loose structure together with its focus on song and dance makes it attractive to many. Most halflings consider their inherent luck (or ability to jinx) a special blessing from Desna.

Many halfling adventurers like to keep some token of Desna on their person while traveling—a butterfly carved into a sling, perhaps, or a metal star pinned onto a collar. They prefer as well to camp, even if only for lunch, at shrines to Desna, and take pains to tidy the area before leaving. Halfling travelers at a shrine leave wood and tinder stacked and ready to make a fire for the next travelers passing through as a sign of respect to the goddess.

Erastil speaks to some halflings as the god of family. Halfling priests who take a position within a halfling community as an elder or community leader often follow Erastil. These priests oversee the ceremonies of birth, marriage, and death, and mediate disputes in the community. A halfling-sized hall serves as a home to these priests, a temple, and a place to hold celebrations. While most religions associate the longbow with Erastil, halflings associate the sling with him. A broken sling is an omen of ill luck and signals Erastil's displeasure.

Sarenrae's benevolent nature attracts some halflings as well. Halfling priests of Sarenrae can be found both settled in communities, where they tend to the sick and oversee care of the elderly and infirm, and traveling throughout the land, challenging evil and performing acts of kindness. The rare halfling born with red hair is considered blessed in some way by Sarenrae, and often finds himself pressured to enter the priesthood.

Halflings cheerfully see their gods through their own filter, depicting them as halflings in art. When challenged on this view, halflings sensibly point out that



Chaldira Zuzaristan

humans and other tall races view the gods as humans, so why shouldn't halflings see them as halflings? After all, a god should be able to appear in any form. Two gods are uniquely halfling, though, and are always depicted as such and almost never worshiped by non-halflings.

Chaldira Zuzaristan, also called the Calamitous Turn, is worshiped as the impetuous friend of Desna. Halflings view Chaldira as a representation of the innate luck gifted to them by Desna, the same luck that Chaldira relies upon to get her out of the trouble she frequently finds herself in. A halfling in peril is likely to call upon both Chaldira and Desna for assistance.

Thamir Gixx, also called the Silent Blade, is a much more somber god. He is the object of worship for assassins, thieves, and abused halflings pushed to the limit of their endurance. Halflings associate the Silent Blade with the worship of Norgorber, but their exact relationship changes depending on the story and the speaker.

The rise of Norgorber worship among halflings may seem surprising at first; Norgorber worship is an open secret in halfling communities. No one wants to talk about the phenomenon, but everyone knows it exists. Halflings disenchanted with their role as the cheerful workers in human society often turn to gangs, thievery, and violence, and Norgorber's faith appeals to these malcontents. Halflings who do worship Norgorber and act as assassins or thieves usually do so to the benefit of halfling communities, even if their influence is not obvious. Indeed, many halflings find trade venues opened or cruel masters struck down by mysterious accidents without ever suspecting a cult of Norgorber to be behind these "lucky" events.

Some halfling worshipers of Norgorber act individually, but most operate within a cult comprised solely of halflings. These cultists may also claim membership in thieves' guilds or other groups not associated with the cult, but their primary loyalty remains to their halfling brethren. Most halfling cultists of Norgorber worship the aspect known as the Gray Master, though some small cults do a brisk trade of poisons and potions created under the guidance of the aspect of Blackfingers. Halfling killers who worship Father Skinsaw almost always work alone (and usually are completely insane).

WORK ETHIC

Halflings are favored slaves for a reason. Once given a task, halflings work hard to complete it and complain only under extreme duress. Even when attending to the most complex and onerous tasks, they remain cheerful and attentive until they finish the job.

To a halfling, taking responsibility for a difficult or unpleasant job is a mark of pride. Some might gripe at

having to wash out all the garbage pails, but a halfling knows it's because he will do the job well and without complaint that he was given the chore. A servant might sigh at the thought of washing and peeling two sacks of carrots for dinner, but a halfling takes pride in the deft hands and stamina that makes him the prime candidate for the job. A halfling believes the tasks are assigned relative to the abilities of the performer. They believe being assigned simple tasks is more insult than reward, for it implies the halfling is incapable of doing more.

Halflings feel uncomfortable leaving a task half-done, and would rather go to sleep late or forgo a break rather than split a job into two parts. However, a halfling can be distracted if he believes another task will improve his performance on it. Thus, a halfling chef might leave lesser tasks in the charge of assistants and rush off to procure a rare herb that's "just the thing" to make a meal sublime. A halfling servant might abandon a house in the middle of spring cleaning if he believes a specific aromatic oil is essential to completing the presentation of a clean house. Among adventuring halflings, this may manifest as a halfling returning to an earlier dungeon room to search for a secret door, dismantling and rebuilding a lock to improve picking time, or similar activities that "waste" time in the interest of saving time.

CRAFTS AND PROFESSIONS

While conventional human wisdom is that "halflings make the best servants," halflings actually excel at many professions and trades.

Halflings in agrarian communities enjoy working as farmers but fare better in some tasks than others. Halfling farmers have the patience and commitment to raise excellent fruit and vegetable crops but are less adept with grains, simply because the size of the stalks makes reaping difficult for halflings. For the same reason, halfling farmers often raise chickens, pigs, and goats, but rarely cows or oxen. Halflings often maintain large herb gardens and can earn a small income drying, powdering, and selling herbs.

Because of their size, halflings make poor loggers, and usually work in another industry even in logging towns. They excel at fishing with a line but sometimes struggle with nets. Halfling agility makes them natural sailors, and they easily keep their footing on a rocking boat.

Halflings with wanderlust find comfort as traveling peddlers. Such traders have an eye for the compact and practical in each city they pass through, and their wagons are filled with orderly rows of hand-carved wooden plates, tin cups, polished letter-openers, bags of neatly labeled powdered spices, preserved fruits in wooden boxes, and hourglasses filled with colored sand. These peddlers

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consider their main trade to be information, though, and are responsible for carrying halfling-centric news from city to city, not just news from the point of view of the governing bodies.

Halflings in cities make excellent crafters in many areas. Bookbinding, glassblowing, leatherworking, painting, tailoring, and woodcarving all suit small and agile halfling hands. Halfling scribes gain particular renown in many cities, for their relatively small pens and natural dexterity gives them a very fine hand compared to human scribes. Halfling calligraphers and illuminators with talent and experience can demand astonishing prices in some large cities.

Halflings who create goods tend to make appealing but relatively simple items. They prefer clean lines, a few embellishments, but not overly festooned or ferociously engraved items. Halflings also create goods with an eye to permanence, preferring to take a little longer for a more durable product.

Cooking is a profession halflings take great pride in; while most halfling cooks are also household servants, some work exclusively as chefs in restaurants and on estates. Kings and queens throughout Golarion's history have considered it essential to have a halfling chef in residence. Halfling chefs take the same view to cooking as artisans do to crafting: a simple preparation with the best ingredients and a few appropriate, memorable embellishments is best.

Halflings also make excellent brewers and innkeepers, two professions which naturally go together. Halfling inns are generally considered reliable and honest, and their beer strong and flavorful.

ADVENTURERS

Although there are certain classes that appeal more to halflings, their flexible natures allow them to choose any path in life to walk. What follows is a description of the most common type of halfling attracted to each class.

Alchemist: Halflings who study alchemy tend to exemplify their race's curiosity, always wondering what will happen if they mix this potion with that one. Halfling luck helps these curious dabblers survive their own concoctions. Halflings who worship Blackfingers, a poisoner aspect of Norgorber, are almost all alchemists. Many halfling brewers dabble in alchemy to better create intoxicating and savory beers, wines, and ales.

Barbarian: Though most think of barbarians as uncultured savages, halfling barbarians tend to come from civilized areas where halfling slaves are badly treated. Most halflings bear up under constant abuse, but some who snap under the pressure find themselves able

to tap into a frightening inner rage. Some of these vicious halflings worship Father Skinsaw (a murderous aspect of Norgorber), while others channel their rage against those who would oppress other halflings.

Bard: Halflings value story, song, and dance, and their natural charm and good cheer make them excellent bards. Halfling bards often consider it an important calling to carry news between halfling settlements within large cities, as news that other bards bring tends to be human-centric. Halfling bards usually worship Desna or Shelyn.

Cavalier: Cavaliers by nature operate in very public ways. Most halflings shy away from such a visible role in the world. Those halflings who do act as cavaliers tend to start as squires, and take the lead only if pressed by necessity. Halfling cavaliers ride war dogs or very small ponies, and are most commonly found in Andoran. In rural parts of lands where all halflings are free (such as Andoran), rustic farmers confronted with monster attacks have been known to "saddle up" a pig or even a



cow and ride to defend their land, though city halflings insist this is merely a stereotype.

Cleric: While halflings embrace religion as appropriate to their area, few have a formal religious calling. Those who do tend toward the churches of Desna, Erastil, or Sarenrae, and with a few serving the Gray Master (the thieving aspect of Norgorber). Clerics of the benign deities serve as spiritual leaders and elders of settled halfling communities; followers of the Gray Master usually play a key role in a thieves' guild, especially when halflings run the guild.

Druid: Traveling halflings have many opportunities to witness the beauty and power of nature, and for some the impression is strong enough to turn them to the druidic lifestyle. Such halflings are relatively rare, however, and tend not to belong to druid orders—most worship Erastil, and look after remote or hidden communities. Halfling druids are most common in Varisia.

Fighter: Because of their physical weakness compared to humans, halflings favor methods of fighting that require agility. Most halflings who take up arms do so to protect their homes or friends, and specialize in slings and light weapons.

Inquisitor: Halfling cults of Norgorber sometimes count inquisitors among their ranks, whose job it is to hunt down any who might threaten the cult's security. Halfling inquisitors in other religions are almost unheard of.

Monk: Halfling monks are relatively rare, as their small size makes them less effective in unarmed combat than larger monks. Halflings who do pursue martial arts training tend to do so because they are enamored with the beauty and grace of the style, and often pick up the art through travel with Vudrani companions. Some halflings in oppressed lands such as Chelixa and Nidal study unarmed combat to better protect themselves.

Oracle: None can say who will hold the power of an oracle, but more and more of these mysterious spellcasters are appearing among halflings. This may be due to halflings' willingness to align their worship with that of the culture in which they live; after some time of this, a halfling stops seeing gods as individuals and instead becomes attuned to the shared tenets from the many religions available.

Paladin: Halfling paladins are rarer than halfling clerics, but those who serve as holy knights prove exceptionally brave and dauntless in their calling. Most dedicated their lives to Iomedae. These brave individuals sometimes find work among the Eagle Knights of Andoran, or in the employ of the Bellflower Network, trying to align their lawful nature with the secrecy necessary to liberate slaves. Erastil has been known to inspire a good halfling to great deeds that protect a community from a terrible outside threat.

Ranger: Halflings make excellent rangers thanks to their agility and their peaceful natures, which allow them to put wild animals at ease with a little practice. Most halfling rangers are experts with the sling, and many worship Erastil or Desna.

Rogue: Halfling rogues take many forms, from the stereotypical cutpurses and sneak thieves, to skilled spies in the employ of powerful agents, to treasure-hunters delving in the Darklands, to depraved cultists. Halflings are well suited to the roguish life and can attain great success in any profession requiring quick hands and a quiet step. In large cities, some halflings work as cutpurses, enjoying that they are often mistaken for human children.

Sorcerer: Halfling sorcerers are not unheard of, and many halfling sorcerers are also jinxes. Most halfling sorcerers attribute their powers to destiny (usually a blessing from Desna), though any bloodline is possible.

Summoner: Those few halflings who develop the powers of a summoner usually try to pass themselves off as less exotic spellcasters. They disguise or hide their eidolons to blend in more easily. A halfling summoner's eidolon is often a large, brightly colored farm animal.

Witch: The occasional halfling witch can be found in remote areas or communities lacking a cleric or druid, and serves the same role as those kinds of spellcasters.

Wizard: Halflings have no particular aptitude for wizardry, but neither do they have difficulty learning the arcane arts. Many halfling wizards study the more subtle arcane schools, such as divination and illusion, though their adventurous spirits can draw them to the flashier arts of conjuration and evocation.

WEAPONS

Halflings favor slings for many reasons. Slings are light, weighing almost nothing, and are easy to conceal under clothing or in pockets. A halfling with a sword or even a dagger at his belt, or a bow slung over his back, might raise eyebrows in some cities, and in places where halflings are bought and sold as slaves, they may be forbidden to carry weapons. But slings are just strings until you use them—a sling is easily disassembled and hidden, and ammunition can be found lying in the street. Most halflings can craft an improvised sling on their own out of a bent twig and some leather straps, instead of having to visit a weapon shop. Within halfling communities, there is usually at least one artisan—perhaps a blacksmith, potter, or mason—who creates almond-shaped bullets from lead, clay, or stone as a side business for halfling customers only.

Physically, slings are easy for halflings to control. They require less muscle strength than a bow does, and

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weigh much less than heavy and often bulky crossbows. Slings have a better range than javelins or throwing knives, and require a keen eye and steady hand, which halflings naturally possess. Stronger halflings prefer a halfling sling staff, a special weapon which features a sling attached to the tip of a sturdy cudgel. This weapon grants more leverage when hurling bullets or stones, causing significantly more damage. The staff itself can also be used as a bludgeoning weapon, eliminating the need to switch between weapons when enemies draw near.

To avoid drawing attention to themselves, halflings traveling through settled areas often tie a bright cloth decorated with feathers, costume jewelry, or painted designs over the sling atop their sling staff, disguising the weapon as an ordinary walking stick. If danger arises, the halfling can tear off the cloth and be ready to use the weapon beneath.

Halflings possess a special connection to slings beyond their appreciation for slings' utility. In their own way, halflings care as much for their racial weapon as elves care for their longbows. Unlike elves, however, halflings are unlikely to show their reverence for their sling outwardly, as they place so much stock in appearing peaceful and nonthreatening. When among other halflings, though, they share stories and tips on slingcraft, and many halflings privately name their slings. Halflings also believe that certain sling-building materials are "lucky" and favor slings of a particular wood or with a specific carving style.

BELLFLOWER NETWORK

The Bellflower Network is a secret halfling organization dedicated to freeing halfling slaves from Cheliox. Their ultimate agenda is to end halfling enslavement everywhere, but for now they maintain hidden routes out of Cheliox and work to liberate the most desperate and oppressed of their kin, using a network of safehouses and caches of supplies.

While halflings in Cheliox and neighboring countries hear stories of the Bellflower Network, not much is known for certain. As the organization requires secrecy to operate, tales of the Network often conflict. The Network's leader, known as the Farmer, keeps his true identity hidden. Halflings in Andoran sometimes hear

rumors that the Farmer has some connection to the Eagle Knights, but this, like so many other stories about the Network, may only be rumor.

More information on the Bellflower Network can be found in *Pathfinder Campaign Setting: Faction Guide*.

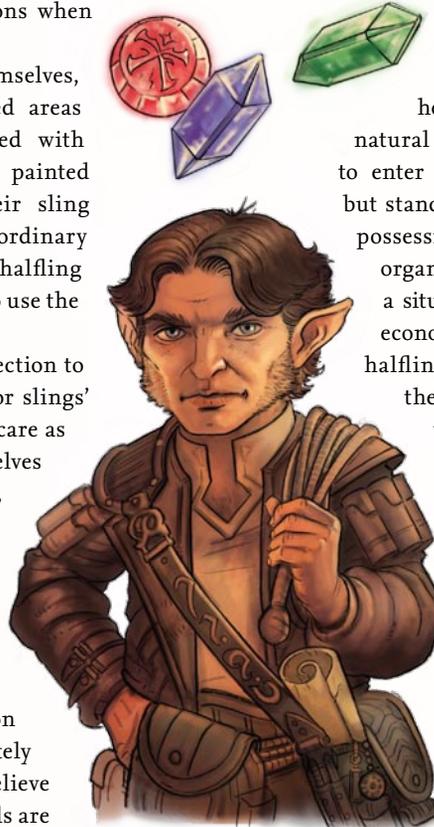
PATHFINDERS

The three generally understood member duties of the Pathfinder society are to explore, to report, and to cooperate. Halflings excel at each of these duties.

Halflings' quick reflexes, brave hearts, and curious natures make them natural explorers. Halflings are not only willing to enter dangerous ruins and ancient citadels, but stand a good chance of exiting again still in possession of least four-fifths of their limbs and organs. Halflings have the knack of sizing up a situation, and their reports tend to be both economical and informative. On top of all this, halflings have built their reputation as a race on their willingness to get along—always at the ready to pitch in and cheerfully pull their weight, slight as it may be.

There are not many famous halfling Pathfinders, possibly because of their natural inclination to keep to the background. Halfling Pathfinders are generous with credit, often inflating the contributions of their companions while downplaying their own roles. While this may make it difficult for halflings to gain rank and prestige in the Pathfinder Society, it makes them highly sought out as traveling companions.

Halfling Pathfinders may have an edge over their taller companions in many areas thanks to their ability to tap into any halfling communities in the area and get a ground-level view of what's really going on. For instance, Pathfinder expeditions to Galt to recover artifacts from abandoned estates benefit from a halfling who can talk to household servants without rousing suspicions of treasonous activity. In Katapesh, local sources are willing to help halfling Pathfinders on expeditions they'd shun as "crazy" had anyone else attempted them, based on the principle that halfling luck will carry the Pathfinders to success. In Taldor, human nobles might cling stubbornly to fabricated histories built on conflicting revisions, but halfling servant families are more willing to accurately recount their own history and shed new light on the truth.



COMBAT

HALFLING SLINGCRAFT

Halflings treat the sling with the same mixture of reverence and flat-out obsession that elves do their bows or dwarves their axes. But unlike these other races, halflings, being careful, quiet, and never ones to forgo an advantage, take pains to keep outsiders in the dark as to exactly how dangerous their slingcraft makes them. For many a foe, laughing at a grim-faced halfling whirling a sling over her head proves to be their final mistake. For the first time, a portion of the secret lore and fighting techniques that make slingcraft such an important part of halfling martial life shall be revealed, including slings and ammunition specially designed for use by halflings and a number of new feats, each one intended to ensure halflings can hold their own in ranged combat.



NEW SLINGS AND AMMUNITION

Halflings' short stature, keen senses, and uniquely low center of gravity give them many advantages, particularly when using slings. In fact, some of their sling techniques prove almost impossible for taller races to duplicate. All of the items below count as halfling weapons for the weapon familiarity halfling racial trait.

Double Sling: At first glance resembling a baton-like stick with a sling dangling from each end, this weapon requires extraordinary skill, or halfling acrobatics, to use to full effect. You can use a double sling as a normal sling, or use the second end to make one additional ranged attack each round. You take the normal penalties for fighting with two weapons when you use both ends of a double sling (as if it were a double weapon); the Two-Weapon Fighting feat reduces these penalties as normal. Reloading one end of a double sling is a move action (just like a normal sling), so unless you have an ability or feat (such as Ammo Drop) that allows you to quickly reload a sling, you cannot normally make multiple attacks per round for several consecutive rounds with this weapon.

You can hurl ordinary stones with a double sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you, and you take a –1 penalty on attack rolls.

Stitched Sling: Technically not a unique kind of weapon, a stitched sling is a sling, staff sling, or double sling whose cup is sewn closed around the ammunition, creating a weak sort of light flail. The ammunition sewn into the sling is irrelevant to the type and amount of damage it causes. A stitched sling cannot be used to fire ammunition unless the thread or cord holding the cup closed is cut open (a full-round action that provokes attacks of opportunity).

Little Starstones: Though they are technically sling ammunition, these thread- or cloth-wrapped pebbles are mainly used for signaling or celebration rather than battle, as they barely hit hard enough to sting. When soaked in oil or strong alcohol, they burn brightly for 1 round, illuminating an area like a candle and creating brief streaks of light as

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they fly through the air. They generally aren't hot enough and burn out too quickly to ignite combustibles.

Sharpstones: A thin layer of baked clay covers the spikes and jagged ridges covering this specially designed bullet. A proficient user knows how to crack the clay (a free action) so that it peels off from either the spikes or ridges when fired, dealing either piercing or slashing damage.

Softstones: These tight bundles of elastic fibers deal nonlethal damage when fired from a sling.

Spongestone: These bullets are actually made from a porous stone or heavy wood that absorbs liquids and shatters on impact. Spongstones are often used to deliver poison or burning oil. A flask of oil completely saturates 10 spongstones. When ignited (a free action if fire is available), a burning, oil-soaked spongstone deals +1d2 fire damage and can ignite combustible materials (such as a thatched roof). Allowing a spongstone to burn in a sling's cup for more than 1d3 rounds gives the sling the broken condition.

NEW FEATS

Halflings have developed several combat feats relating to their size and slings, some of which are also usable by other races.

Ammo Drop (Combat)

Your coordination is so perfect that you can simply drop ammunition from your hand at the exact moment required for it to fall into an open sling as your twirl it around.

Prerequisites: Sleight of Hand 1 rank, proficient with sling.

Benefit: You can load a sling or one end of a double sling with one hand as a swift action or move action. This does not provoke an attack of opportunity.

Halfling Slinger (Combat)

You have honed your racial talent for slingcraft.

Prerequisite: Halfling.

Benefit: You gain a +1 racial bonus on attack rolls made using a sling.

Juggle Load (Combat)

Your fingers are so nimble that reloading your sling is almost effortless for you.

Prerequisites: Ammo Drop, Sleight of Hand 1 rank, proficient with sling.

Benefit: You can load a sling or double sling as a free action. This does not provoke attacks of opportunity. This feat allows you to fire your sling as many times in a full-attack action as you could attack if you were using a bow.

Large Target (Combat)

The larger a creature is, the easier you find it to strike a vulnerable spot when attacking with a sling.

Prerequisite: Proficient with sling.

Benefit: Your attacks with all kinds of slings add a +1 bonus on damage rolls for every size category your opponent is larger than you. For example, if you are Small and your opponent Large (a difference of two sizes), you gain a +2 damage bonus. This is considered precision damage and is not multiplied on a critical hit.

Whip-Slinger (Combat)

You can use your sling as a sap to make attacks of opportunity.

Prerequisite: Proficient with sling.

Benefit: When wielding a sling, double sling, or halfling sling staff, you threaten areas around you as normal and can make attacks of opportunity with the sling into these threatened areas. The sling deals 1d4 nonlethal bludgeoning damage (1d6 for a Medium wielder), threatens a critical hit on a 20, and deals $\times 2$ damage on a critical hit. If the sling isn't loaded with ammunition when you make an attack of opportunity, you take a -4 penalty on the attack roll.

Normal: Slings and double slings are ranged weapons, do not threaten areas, and cannot make attacks of opportunity. A halfling sling staff can be used as a simple melee weapon that deals bludgeoning damage equal to that of a club its size; as a melee weapon, it threatens areas normally and its wielder can make attacks of opportunity with it.

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type	Special
<i>Ranged Weapons</i>								
Double sling	10 gp	1d3	1d4	$\times 2$	50 ft.	1 lb.	B	double (see text)
Stitched sling	—	1d4	1d6	$\times 2$	—	1 lb.	B	disarm, trip
Little starstones (10)	5 cp	1	1	—	—	2 lbs.	B	nonlethal
Sharpstones (10)	1 gp	1d3	1d4	—	—	5 lbs.	P or S	
Softstones (10)	1 sp	—	—	—	—	4 lbs.	B	nonlethal
Spongstones (10)	10 gp	—	—	—	—	2 lbs.	P	

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

FAITH

SACRED KEEPSAKES

Among halflings, tradition demands that young people must perform a noteworthy task before they can cross the threshold into adulthood. As a sign of their success, most earn or claim some minor token or memento. Though these keepsakes rarely have much value, halflings tend to cherish them and often carry them to their graves. However, for those few who hear the call of the gods, these tokens sometimes prove far more useful.

The sacred keepsakes detailed below give halflings new options when casting a particular 1st-level divine spell (sacred keepsakes have no effect on arcane spells). When used as an additional divine focus for the spell, a keepsake gives the caster the option to make that spell more effective or simply different. Each keepsake earned at the end of a halfling's coming of age task is unique and usually irreplaceable. However, a halfling who loses his keepsake might, if especially devoted, gain a nearly identical copy as a reward for completing a particularly important quest or assignment that directly benefits his faith.

Many halflings who are divine spellcasters attach their keepsakes to their holy symbols to prevent loss and to keep the keepsakes handy for casting spells. If the keepsake is too large or unsuitable for attaching to a holy symbol (such as the half-deck or game piece), it is worn on a strap around the neck or wherever the holy symbol is worn. If the keepsake is near the holy symbol, a halfling can grab them both at the same time with one hand and cast the spell as normal. If the keepsake is hidden away, the halfling must spend a move action to retrieve it before casting the spell.

Only the halfling who earned the keepsake can use it for the following purposes. These keepsakes are not magic items and do not radiate magic.

Since they only offer the chance to cast a variation of one specific 1st-level spell, these keepsakes have little real impact upon a particular character. GMs who wish to make a keepsake more powerful, perhaps by offering up variant spells for each spell level, should probably require that the character spend a feat to balance out the advantage gained.

Black Bead: Usually a trophy seized from a foe, this bead often commemorates tasks involving defeating a threat through manipulation or deception rather than

direct action. A halfling who uses the bead while casting *cause fear* can target multiple creatures within range of the spell so long as their total Hit Dice does not exceed 5. A creature that fails its saving throw becomes shaken for 1d4 rounds; a successful save means that the spell has no effect.

Blessed Button: This brass button often commemorates tasks requiring the youth to destroy or drive off a threat to the community without directly engaging it in hand-to-hand combat. A halfling who uses it while casting *bless weapon* on a sling affects enables the sling to confer the spell's benefits to the ammunition it fires.

Constable's Nail: This bent iron nail is often given to young halflings to commemorate tasks involving capturing a criminal or another outlaw and bringing her safely to trial. A halfling who uses it while casting *magic weapon* may have the spell give the weapon the *merciful* ability instead of an enhancement bonus. In the hands of anyone but the caster, the weapon loses the *merciful* ability and reverts to the normal effect of *magic weapon*.

Decisive Game Piece: This object, gathered from a larger set of game pieces, often commemorates tasks involving gaining a strategic advantage over a more powerful foe. A halfling who uses it while casting *bane* may give opponents who fail their saves a –2 penalty to CMD instead of the normal spell effect.

Half-Deck: This partially intact deck of cards often commemorates tasks in which the young halfling must successfully take calculated risks in order to achieve a noteworthy goal. A halfling who uses it while casting *divine favor* gains a luck bonus on all skill and ability checks instead of on attack and damage rolls.

Harvester's Pouch: This simple leather pouch, designed to dangle from a belt so the wearer could easily drop freshly picked fruits or vegetables into it, often commemorates tasks in which the halfling provided food for the elderly or infirm. A halfling who uses it while casting *goodberry* can focus all of the spell's magic into a single berry. If eaten, this berry cures 1 point of ability damage. A creature can only benefit from this version of the spell once during any given 24-hour period.

Jagged Dice: This pair of ruined dice is often given to young halflings to commemorate tasks that involve

HALFLINGS OF GOLARION

coordinating a group in order to accomplish something that benefits the community as a whole. A halfling who uses it while casting *deathwatch* can, instead of learning about the injuries of nearby creatures, gain a rough understanding of their relative power. The GM should offer a ranking of creatures by their CR (without stating their actual CR) from most powerful to least.

Knotted Strap: This coarse bit of leather, drawn into a tight loop, often commemorates tasks involving defending a wild place from encroaching civilization.

A halfling who uses it while casting *shillelagh* can cast the spell on a sling to give it the abilities of a +1 *sling*. Ammunition launched from this sling deals damage as if fired by a Large creature (bullets 1d6, stones 1d4) regardless of the halfling's current size. If not wielded by the caster, the weapon behaves as if unaffected by this spell.

Midnight Bandana: This dark bit of cloth often commemorates tasks involving eliminating a threat to the community by stealth or sabotage. A halfling who wears it while casting *sanctuary* on herself can cause the spell to affect only one creature instead of all opponents within range. This creature gets a saving throw as normal to resist the effects of the spell. If it fails this saving throw, the halfling can attack it without automatically ending the spell. Each round in which the halfling makes an attack against the target, regardless of the number of attacks or whether or not any actually succeed, the target may make another saving throw in order to overcome the spell and retaliate. Whenever the halfling successfully strikes the target, she reduces the remaining duration of the spell by 1 round. For instance, if the spell had 5 rounds remaining and the halfling struck the target three times in a single round, the spell has only 2 rounds left on its duration.

Noble Needle: This sharp, sturdy needle often commemorates tasks that involve great risks or sacrifices. A halfling who uses it while casting *cure light wounds* can deal up to 1 hit point of damage/level (maximum 5) to herself and then add this amount to the number of hit points recovered by the target of the spell.

Persuasive Arrowhead: This arrow fragment often commemorates tasks involving protecting a specific animal from hunters or other threats. A halfling who

uses it while casting *charm animal* gains a +10 bonus on Handle Animal checks regarding the charmed animal.

Resilient Spring: This tightly wound spring often commemorates tasks that involve great physical prowess. A halfling who uses it while casting *jump* can, as a swift action, choose to sacrifice some or all of the spell's bonus on Acrobatics checks (up to a maximum of her caster level) for the remaining duration of the spell in order to gain an equal bonus on any one skill or ability check that turn relating to Strength, Dexterity, or Constitution.

Trainer's Whistle: This simple whistle often commemorates tasks in which the halfling finds ways to eliminate the threat posed by particular sorts of animals without actually killing them. A halfling can, when first gaining this keepsake, designate one specific kind of animal (bears, wolves, cats, and so on) for which she has a particular affinity. When she uses the keepsake while casting *calm animals*, she can affect her chosen animal kind plus one other kind of animal (instead of the spell's normal limitation of affecting only one kind of animal). Alternatively, she can only affect her chosen kind of animal, and then adds her caster level to the number of HD of animals affected (this is in addition to the normal 2d4 + caster level worth of HD affected).

Vital Cup: This battered clay cup often commemorates tasks involving making the community a safer and more wholesome place. A halfling who uses this cup while casting *bless water* can pour the resulting water on one weapon or piece of ammunition to imbue it with the power of the holy water. The first creature the halfling strikes with this weapon during the next 24 hours takes additional damage as if it had been struck by a flask of holy water (assuming the creature is harmed by holy water).

Whirling Earring: Usually fashioned from a broken shield or armor, this bent earring often commemorates tasks involving daring risks which paid off not so much through skill or cunning but rather by sheer luck. A halfling who uses the earring to cast *entropic shield* can, as an immediate action, end the spell to make a ranged attack against her automatically miss. She must make this decision before the attacker actually makes the attack roll.



MAGIC

HALFLING JINXES

Halfings know that the universe often shapes itself for their benefit. Their fabled luck follows them into dark places and gives them a sliver of hope in even the direst moments. However, for a few halfings—a handful in each generation—their luck takes on a profoundly different cast. Instead of merely coasting on the winds of good fortune, they have learned how to consciously and deliberately inflict misfortune upon their foes. Most, perhaps because they have already sampled the power magic can exert, eventually drift into arcane careers. Though it costs them the good luck that halfings typically regard as their birthright, few of these jinxes would ever wish to surrender their power.



Only halfings may select the Halfling Jinx trait. All but one of the feats in this article require the Halfling Jinx racial trait as a prerequisite. A halfling jinx wizard can select these feats using his class bonus feats as long as he meets all the prerequisites. Many of these feats add to the effect of a halfling's jinx; unless otherwise stated, the feat's effect is in addition to the basic jinx's penalty on saving throws. For example, a halfling with the Alchemical Obstruction feat creates jinxes that penalize saving throws and interfere with alchemical items. A halfling can select the Ability Focus monster feat (see page 314 of the *Pathfinder RPG Bestiary*) to increase the DC of his jinx.

Arcane Jinxer

You can sacrifice arcane spells or spell slots in order to make it harder to resist your jinxes.

Prerequisites: Arcane spellcaster, Halfling Jinx trait.

Benefit: When you attempt to jinx a creature, you can expend one of your prepared arcane spells or available arcane spell slots to give your target a penalty on its jinx save equal to the level of the expended spell or spell slot. This does not alter the effect of the jinx, only the saving throw to resist the jinx.

Area Jinx

You can jinx multiple creatures so long as they are near each other.

Prerequisites: Widen Spell, Halfling Jinx trait.

Benefit: When you use your jinx, you create an instantaneous invisible burst with a maximum radius of 10 feet anywhere within the normal range of your jinx, affecting multiple targets. Any creature within this burst, regardless of whether or not you can see it, must make a saving throw to resist your jinx. If you use your jinx again, all of your current jinxes immediately end.

Special: You can gain this feat multiple times. Each time you do, the maximum area of your jinx burst increases by an additional 10 feet.

Bolster Jinx

Your ability to resist certain effects somehow makes it even harder for creatures you jinx to do the same.

HALFLINGS OF GOLARION

Prerequisites: Great Fortitude, Iron Will, or Lightning Reflexes; Halfling Jinx trait.

Benefit: A jinxed target's penalty on Fortitude, Reflex, or Will saves increases by 2 if you have the Great Fortitude, Lightning Reflexes, or Iron Will feat, respectively. If you have more than one of these feats, the additional penalties apply to all of the corresponding saves.

Distant Jinx

Your jinx can affect creatures from farther away than normal.

Prerequisite: Halfling Jinx trait.

Benefit: The range of your jinx increases by 30 feet.

Special: You can gain this feat multiple times. Its effects stack.

Fascination Jinx

If you jinx an already fascinated creature, it doesn't fully recover until the jinx ends.

Prerequisites: Bardic performance class feature, Halfling Jinx trait.

Benefit: If you jinx a creature under the effect of a bard's fascinate ability, it also takes a –10 penalty on initiative checks while affected by the jinx. A creature under the effect of your fascinate ability has a –2 penalty on its save against your jinx.

Jinx Alchemy

With your knowledge of alchemy, creatures you jinx cannot benefit from most sorts of alchemical compounds.

Prerequisites: Swift alchemy class feature, Halfling Jinx trait.

Benefit: A jinxed creature cannot benefit from the effects of potions, elixirs, or any other substance that he must ingest in order to activate. This includes alchemical substances such as antitoxin, but not extracts, mutagens, or other alchemist class abilities that only affect the alchemist. A jinxed creature still takes any penalties and detrimental effects from ingested compounds or poisons.

Jinxed Spell [Metamagic]

You can make a creature that fails its spell save suffer your jinx as well.

Prerequisites: Any two metamagic feats, Halfling Jinx trait.

Benefit: Any creature that fails its saving throw against a jinxed spell also suffers the effects of your jinx. This feat has no effect on spells that do not allow a saving throw. If the spell affects an area or multiple creatures, you must select one creature to take the jinx, unless you have the Area Jinx feat; if you have the Area Jinx feat, choose a jinx burst area within the spell's area or among its targets and apply the jinx

HALFLING JINX (RACIAL TRAIT)

You lose the halfling luck racial trait (and its +1 racial bonus on saving throws) and instead gain the ability to curse another creature with bad luck at will as a standard action. This curse has a range of 30 feet, and you must be able to see the target and have line of effect to it. The target gets a Will saving throw to resist this jinx (DC = 10 + 1/2 your level + your Charisma modifier). If your target makes this saving throw, it is immune to your jinx ability for 24 hours. A jinxed creature takes a –1 penalty on all saving throws. This jinx lasts for 24 hours or until you attempt to use your jinx again. A jinx is a supernatural ability, is not mind-affecting, does not allow spell resistance, and can affect any kind of creature not immune to luck effects.

to those in the burst that failed their save. A jinxed spell uses up a spell slot one level higher than the spell's actual level.

Malicious Eye

You can combine the effects of your evil eye and your jinx.

Prerequisites: Evil eye witch hex, Halfling Jinx trait.

Benefit: When a creature fails its save against your evil eye hex, add the effect of your jinx to the effect of the hex. The save penalties from the hex and jinx stack. Using your jinx on another creature does not end the hex or the jinx effect on the hexed target.

Sluggish Jinx

Your jinx makes creatures slow and clumsy.

Prerequisite: Halfling Jinx trait.

Benefit: Your jinx's penalty on saving throws also applies to the target's initiative and attack rolls.

Versatile Jinxer

Your jinx's power comes from a different source than most halflings.

Prerequisites: Iron Will, Halfling Jinx trait.

Benefit: Choose either Intelligence or Wisdom. The DC of your jinx is based on this ability score instead of on Charisma.

Worst Case Jinx

Your jinxes hinder beneficial spells.

Prerequisites: Knowledge (arcana) 5 ranks, Halfling Jinx trait.

Benefit: Beneficial variable effects on a jinxed target (such as *aid*, *cure* spells, *false life*, the variable ability damage cured by *lesser restoration*, and so on) always result in the minimum possible amount for the effect. For example, a 5th-level cleric casting *cure serious wounds* on the target only heals 8 hit points (the minimum for 3d8+5).

SOCIAL

HALFLING OPPORTUNIST

Even more so than the rest of their kind, halfling opportunists make their own luck. Shamelessly willing to take advantage of their foes, they can instantly assess a situation in order to find a way to turn it to their own benefit. When a giant swings his club, the halfling opportunist leaps onto it and uses the momentum to make her jump go that much further. When a spellcaster hurls a bolt of magical energy, the halfling opportunist steps in front of a door and uses the power to help her to smash through so she can make her escape. When a courtier tries to blacken her name, the halfling opportunist lets loose such a stream of cheeky accusations that the courtier ends up looking like the traitor instead. Halfling opportunists' ability to exploit their enemies gives them a breezy self-confidence and the sheer audacity to take risks few others would dare. Perhaps because of this brazenness, they seem blessed by amazing strokes of good fortune. However, they rarely take their luck for granted. Instead they rely upon their keen senses to sidestep danger and their adaptability to carry them through both combat and social settings.

Most halfling opportunists begin their careers as rogues, with bards and rangers tied as distant seconds. Barbarians and fighters with the presence of mind to adjust their combat styles prove surprisingly effective. Paladins and monks, troubled by the halfling opportunist ethos of deception and exploitation, are rarer entry points of this class than spellcasters.

Role: Their amazing luck, acute sense of danger, and ability to assess and then seize the advantage in virtually any situation makes halfling opportunists ideally suited for scouting or taking the front of party lines, especially when fighting only one enemy.

Alignment: Halfling opportunists view deception and taking advantage of others as a way of life. This makes it very difficult (but not impossible) for lawful characters that choose this prestige class to stick to their principles.

Hit Die: d8.

REQUIREMENTS

To qualify to become a halfling opportunist, a character must fulfill all the following criteria.

Race: Halfling.

Skills: Perception 5 ranks, Stealth 5 ranks.

Feats: Defensive Combat Training.

CLASS SKILLS

The halfling opportunist's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Linguistics (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the halfling opportunist prestige class.

Weapon and Armor Proficiency: Halfling opportunists gain no proficiency with any weapon or armor.

Exploitive Maneuver (Ex): A halfling opportunist can use an enemy's actions in combat for her own gain, as if the opponent were using aid another to assist the opportunist, giving her a bonus on her next skill check, attack roll, or to AC against the next attack (*Pathfinder RPG Core Rulebook* 86 and 197). The enemy must be able to reach the opportunist, and the opportunist must activate this ability as an immediate action and succeed at a combat maneuver check against the enemy's CMD; at the GM's discretion, the opportunist can substitute another ability score modifier for her Strength modifier when making her combat maneuver check (such as using Dexterity for an agility-related action or Charisma for a social-related action). If the halfling succeeds at this combat maneuver check, she adds the aid another bonus to her action on her next turn and subtracts that bonus from the enemy's roll for that action. Note that if the combat maneuver check is successful, the outcome of the enemy's roll is irrelevant to this ability—a halfling opportunist can use a giant's swinging club to jump farther whether the giant hits or misses with its attack roll.

The GM decides whether the enemy's action can benefit the opportunist in the desired manner. Circumstances occurring between the enemy's turn and the halfling's turn may prevent her from following through with the desired action); if this occurs, she loses the bonus from aid another but can take her turn normally.

HALFLING OPPORTUNIST

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1	+0	+0	+1	+1	Exploitive maneuver, trap spotter, excellent aid (+1)
2	+1	+1	+1	+1	Exceptionally lucky (+2), sneak attack +1d6, improved trap spotter
3	+2	+1	+2	+2	Fit in, excellent aid (+2)
4	+3	+1	+2	+2	Exceptionally lucky (+3), sneak attack +2d6
5	+3	+2	+3	+3	Opportunity attacker, excellent aid (+3)

Example: Piria is a halfling opportunist battling an ogre in a walled arena. On the ogre's turn, it swings at her with its club; Piria's player wants to use her exploitive ability to catch the club and use its movement to boost her toward the top of the arena wall, giving her a bonus on her Acrobatics check to jump. The GM decides this is a reasonable use, has the player make a combat maneuver check against the giant's CMD, and allows her to use Piria's Dexterity bonus in place of her Strength bonus in the check. She succeeds and will gain the aid another bonus on her Climb check on her next turn. The GM rolls the ogre's attack with a -2 penalty, hits Piria, and deals damage, but Piria still gets the aid another bonus on her next Acrobatics check—perhaps as the ogre's club hit her, she grabbed it, flipped onto it, and on her turn can jump from the swinging club using the +2 bonus from aid another.

Trap Spotter (Ex): A halfling opportunist has a keen ability to notice and react to danger. She gains the trap spotter rogue talent.

Excellent Aid (Ex): A halfling opportunist has an amazing talent for getting the most out of those who assist her. Increase the bonus she gets from aid another by +1. This increases by another +1 at 3rd level and again at 5th level. This increase does not apply to when she uses aid another to help others, only when others aid her.

Exceptionally Lucky (Ex): At 2nd level, a halfling opportunist learns how to squeeze even more from her innate luck. Her halfling racial bonus on saving throws increases to +2. This bonus increases to +3 at 4th level.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 for every even level (2nd and 4th). If a halfling opportunist gets a sneak attack bonus from another source, the bonuses on the damage stack.

Improved Trap Spotter (Ex): At 2nd level, the range of the opportunist's trap spotter ability increases to 20 feet.

Fit In (Ex): At 3rd level, a halfling opportunist masters the art of sending out nonverbal cues that suggest agreement and affiliation. This enables her to act as if she belongs in any situation, whether an aristocratic garden party or an evil cult's inner sanctum. She can

make a Disguise check in lieu of a Diplomacy check to influence the initial attitudes of NPCs. She does not need to change her appearance to make this check—this ability relies on instinctively knowing how to act to make it appear she belongs. If multiple creatures with differing views of appropriate behavior are present, she cannot simultaneously affect them and must choose a target creature or group to influence—she can't pretend to be a guest at a fancy party to impress the nobles and pretend to be a maid to mingle with the servants at the same time.

Opportunity Attacker (Ex): At 5th level, a halfling opportunist masters the art of striking foes when they are at their most vulnerable. When making an attack of opportunity, she deals her sneak attack damage even if her target is not flat-footed or otherwise denied its Dexterity bonus to AC.



TRAITS

HALFLING TRAITS

Character traits represent unique advantages conferred by a character's formative experiences or innate qualities. Only halfling characters (or members of other races who take the Adopted trait) may select the traits detailed below. Many of them demand additional requirements, such as the character worshiping a specific deity or hailing from a particular part of Golarion.

RACE TRAITS

Only halflings may select one of these traits.

Helpful: You see nothing wrong with letting others achieve greatness so long as the job gets done. Whenever you successfully perform an aid another action, you grant your ally a +4 bonus instead of the normal +2.

Lettered: You can read a smattering of most languages and know enough to make pretty good guesses about the rest. Linguistics is a class skill for you, and you gain a +1 trait bonus on Linguistic checks made for the purpose of deciphering writing in an unfamiliar language. You never draw a false conclusion if you fail your Linguistics check; instead, you simply realize you cannot make sense of the writing.

Providential Passenger: Those who travel for a living understand that your mere presence could make the difference between success and failure once a journey begins, and this gives you an edge when negotiating your fare or other privileges. Improve the starting attitude that ship captains, caravan leaders, and those with similar sorts of responsibilities have toward you by one step.

Scrounger: Others may call it junk, but you call it a bargain. You can buy objects with the broken condition at half price (instead of the normal three-quarters price). The value of the unbroken version of these objects cannot exceed four times your character level. The price you pay for this object can never exceed more than twice your character level in gp (for example, at 5th level you can spend up to 10 gp on a broken object, meaning you can buy any object that, if not broken, has a value of 20 gp or less).

Perfect Servant: Your training as a maid or valet has left you with unconscious mannerisms that seem to put members of the upper class at ease. You gain a +3 trait bonus on Diplomacy checks made to influence anyone with at least one level of Aristocrat.

REGIONAL TRAITS

The following regional traits are each tied to a specific country in Golarion. You must be from that country or have spent a significant amount of time there earlier in life to select one of these traits.

Cheap to Feed (Osirion, Varisia): Life in a big city taught the consequences of pride. Now you have no qualms about pointing out how little of a burden your upkeep would prove to potential employers, captors, innkeepers, or anyone else able to provide you with the necessities of life. You gain a +3 trait bonus on Bluff checks made in order to gain food, water, or shelter.

Dusk Dancer (Nidal): Growing up in shadowy Nidal has given you the confidence to avoid hazards which you can barely see. You gain a +2 trait bonus on Reflex saves in dim light or darkness.

Equality for All (Andoran): Even when facing foes much larger than yourself, you still embody the Andoran ethos of liberty. You gain a +2 trait bonus to your CMB and your CMD when facing opponents who are at least two sizes larger than you.

Legalistic Liberation (Molthune, Osirion): You followed—or some might say exploited—the rules and earned your freedom by finding the loopholes within your homeland's labyrinthine codes regulating slavery and indentured servitude. You gain a +1 bonus on all Knowledge checks to find a legitimate way to avoid, negate, or escape an existing obligation.

Rabble Rebel (Galt): Your time spent amid angry mobs has taught you exactly how to use crowds of people to distract your opponents. If you have at least three allies threatening your opponent, you gain a +2 bonus on Bluff checks to feint him and a +2 bonus on Sleight of Hand checks against him.

Isger Fixer (Isger): Everyone in Isger knows how to make do with substandard equipment, and you can improvise tools and materials in order to keep a damaged object working for just a little bit longer. Once per day, you can tinker with a broken object to allow anyone who uses it to ignore the penalties for its broken condition for 24 hours (this does not affect the object's hit points). At the end of this time, it regains the broken condition (but you can use this trait on it over and over again).

HALFLINGS OF GOLARION

Pomp and Pageantry (Taldor): Though others think you merely waste time, you know that those extra flourishes and ceremonial touches actually make your work just that much better. You gain a +1 trait bonus on Acrobatics, Diplomacy, Handle Animal, Intimidate, Perform, and Ride checks with class skills if you spend twice as long as it normally takes to make that check.

Clumsy Slave (Cheliox, Katapesh): As a former slave, you learned how to conceal your malice toward your owner behind a facade of clumsiness. The first time you attack someone with an attack that deals nonlethal damage, your target must make a Sense Motive opposed by your Bluff check minus the damage dealt to realize you actually intended to harm him; failure means he believe the injury was an accident on your part instead (though he may still want to punish you for it).

RELIGION TRAITS

Religion traits are tied to specific deities. The following religion traits reference the deities presented on page 43 of the *Pathfinder RPG Core Rulebook*, as well as two halfling deities presented on pages 51–52 of *Pathfinder Campaign Setting: Gods and Magic* and pages 17–18 of this book. You must worship the listed deity to select these traits.

Backstabber (Thamir Gixx): Pledging your faith to Norgorber's lethal shadow gives you the skill to make a brutal attack against an opponent who cannot fully fend you off. When you hit a foe you are flanking, you deal an additional 1 point of damage (this damage is added to your base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.

Call for Help (Chaldira Zuzaristan): Offering your devotion to and modeling your life on Desna's impetuous companion means you frequently find yourself in a jam but also ensures that you can always rely upon your friends to bail you out. When you take the total defense action, allies gain a +1 trait bonus on rolls made against a creature threatening you.

Dawn Renewal (Sarenrae): Your morning prayers often send a welcome spark of divine vitality into your most recent patients. When you use the Heal skill to provide long-term care, your patients heal an extra 2 hit points at sunrise.

Good Dreams (Desna): Your dreams often give you a hint of possible dangers you might face during your

day—such as a fall, a blast of fire, or a poisonous snake—and this hint sometimes makes all the difference. Each time you sleep, the GM tells you of a dangerous dream you had. Once per day, if you have to make a saving throw against a threat related or similar to that dream, you can roll twice and take the more favorable result. If you do not encounter circumstances similar to the threat or situation you dreamed, this trait has no effect that day. If you have the Halfling Jinx trait (see page 27), you cannot select this trait, and vice versa.

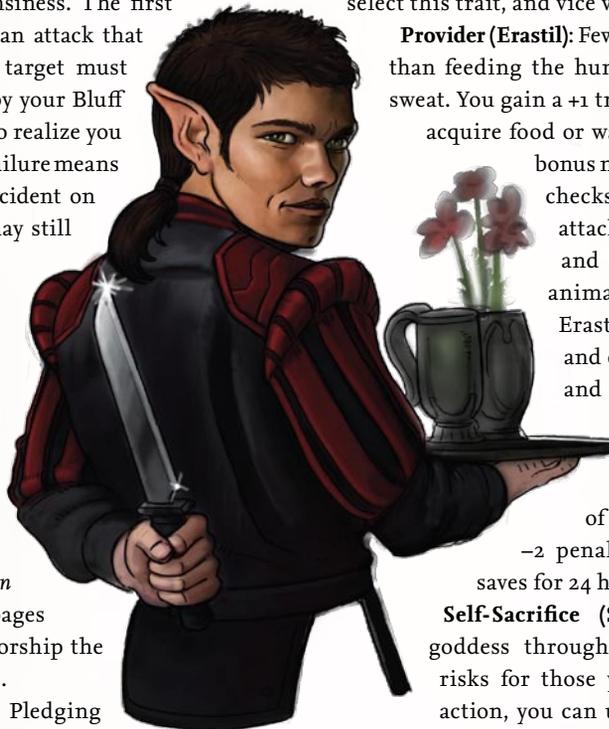
Provider (Erastil): Few things exalt your faith more than feeding the hungry with your own honest sweat. You gain a +1 trait bonus on any d20 roll to acquire food or water for others. Though this bonus most often applies to Survival checks, it could also apply to attacking monsters that are safe and nutritious to eat (mainly animals and plants). However, Erastil takes a dim view of waste and of those who scorn his favor, and if you abuse this gift (for example, by using the bonus to defeat a bear, then only eating one bite of it), he punishes you with a –2 penalty on attacks, checks, and saves for 24 hours.

Self-Sacrifice (Shelyn): You honor your goddess through your willingness to take risks for those you care about. As a move action, you can use your own body to grant soft cover (*Core Rulebook* 196) to an adjacent ally regardless of the difference in your respective sizes.

Sense of Order (Abadar): Your ability to notice even the slightest change, and the discomfort it causes, made service to Abadar a logical choice. You gain a +3 trait bonus on any Perception check made to identify any changes to a location that have occurred since you last visited it.

Sensing Imperfection (Irori): Your belief in Irori has honed your ability to recognize when someone lies or dissembles. Sense Motive is a class skill for you, and you gain a +1 trait bonus on Sense Motive checks.

Venom-Drenched (Norgorber): You have nothing to fear from one sort of poison. In fact, you can actually drink the toxic brew in order to make your blood dangerous. You are immune to one specific nonmagical poison (*Core Rulebook* 559). If you ingest a dose of that poison (even if it is a contact, inhaled, or injury poison), it remains in your system for 24 hours; any creature that bites you during that time is subject to the poison's effects.



COMING NEXT

Many gods influence the world of Golarion through their clerics, paladins, and other magical agents. The player-friendly *Faiths of Purity*, by Colin McComb, talks not about the gods themselves, but rather about things that are important to mortal members of that religion—including those who aren't divine spellcasters!

SEVEN GOOD DEITIES

What are the goals of a barbarian who worships Cayden Cailean, a bard who worships Shelyn, or a fighter who worships Torag? What taboos do you observe as a follower of Iomedae or Sarenrae? Why would a rogue worship Erastil or Torag? This chapter discusses the ins and outs of these churches (plus minor deities and racial pantheons) from the perspective of mortals, and includes two new traits for followers of each deity.

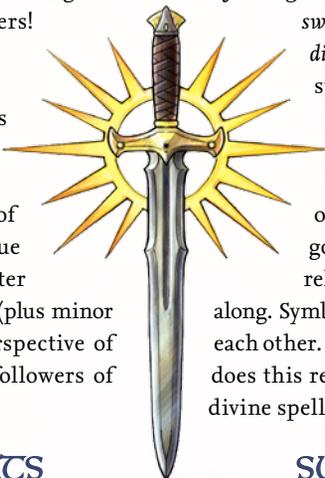
GODLY COMBAT FEATS

This section has nearly a dozen feats and combat tricks that aid religious mortals in combat. Whether it's Cayden Cailean's fighters learning how to fight while drunk, Desnan prophetic battle-dreams, or Sarenrae's faithful turning light itself upon their enemies, these abilities help worshipers of the good gods survive and endure when the time for battle comes.

PALADIN CODES

While the *Pathfinder RPG Core Rulebook* presents a simplified paladin code, each church has developed its

own specific code for paladins of the faith. This section details those codes from the perspective of a paladin. A paladin of Erastil believes, *"I am not seduced by the lure of money or power; I remember that true honor comes from within, not from the accolades of others."* One of Iomedae remembers, *"My strength is not in my sword, but in my heart. If I lose my sword, I have lost a tool; if I betray my heart, I have died."* Now each faith's paladin is distinct—yet still virtuous and righteous!



AND MORE!

Low-level spells for each faith. Information on minor deities like Milani and the six near-godly Empyrean Lords. Holidays for each major religion. How the different good religions get along. Symbols and clothing the faithful use to recognize each other. All of it written to answer the question, "What does this religion do for my character, even if I'm not a divine spellcaster?"

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Think Small!

Since the birth of modern fantasy fiction, halflings have been the incongruous, pint-sized adventurers at the center of it all, constantly overlooked and dismissed by their enemies, only to end up overcoming all odds. Nowhere is this more true than in the Pathfinder campaign setting, where plucky and courageous halflings do their best to integrate into the societies of larger races, where they're frequently preyed upon by slavers and malicious employers. Yet despite such adversity, halflings maintain a notoriously positive outlook and an uncanny knack for being in the right place at the right time. Those who disregard halflings based on their size do so at their peril, for you never know when that smiling servant might slip your coins into his pocket—or his knife into your back.

Put some hair on your toes with this new Pathfinder Player Companion. Inside this book, you'll find:

- ▶ Details on the halflings of Golarion—their physical and mental traits, style of dress, famous curiosity and opportunistic luck, and more.
- ▶ An overview of halfling culture, including a history of halflings on Golarion, their traditions and coming-of-age rituals, and relations with other races.
- ▶ Descriptions of major halfling settlements and communities, and how they differ from nation to nation.
- ▶ Halfling religion, crafts, weapons, and other tools and disciplines that help keep them safe, plus an overview of the Bellflower Network, an underground organization working to free halfling slaves everywhere.
- ▶ New types of sling ammunition designed specifically to help take down larger foes, as well as new sling-related feats.
- ▶ The Halfling Opportunist prestige class, perfect for stealthy characters of all sorts.
- ▶ New halfling-specific traits for characters of any background.
- ▶ Rules for sacred keepsakes that aid in divine casting, halfling jinxes capable of infuriating and incapacitating foes, and more!



This Pathfinder Player Companion is set in the Pathfinder campaign setting and works best with the Pathfinder Roleplaying Game or the 3.5 version of the world's oldest fantasy roleplaying game, but can easily be incorporated into any fantasy world.



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