

TORCHBEARER

The Burglar

Level 1

Burglar: Halflings may wield any weapon except two-handed swords, halberds, polearms, crossbows and lances. They may wear leather and chainmail armor. They can also use shields and wear helmets.

Level 2

Stone Thrower: A halfling with a stone never counts as unarmed. A good stone acts as an (improvised) weapon and once per conflict you can turn an Attack against Attack into a versus test.

Abstemious: At any point you so chooses, you may tighten your belt and push off your hunger or thirst. Remove the hungry and thirsty condition, but check off the angry condition.

Level 3

Stubborn: You're always last out of a fight. If your hit points are depleted to zero, instead reduce them to 1 and deduct the remainder of the damage from another player (or players) of your choice.

If there is another character with this benefit, the higher level character goes out last. If you are the same level, the higher Fighter skill goes last. If you have the same level and skill, the highest Nature goes last. If you're exactly the same in all respects, work it out yourselves.

Skirmisher: Improved leather armor. When you're wearing leather armor, roll 2D to deflect a blow. If either die comes up a 4-6, you reduce the incoming thrust by -1s.

Level 4

Plucky: When angry, you may use your Hidden Depths trait to your benefit (despite the restriction for the condition).

Oft Overlooked: Halflings are often overlooked by the other peoples of the land. If your group is captured, this halfling will be left behind. If your companions are targeted, the halfling will always be picked last. This goes for finding work, too!

Level 5

Companion: Gain a level 1 halfling companion. Your companion helps you with your native class skills. Add +1D to your roll when your companion is helping. In a conflict, your companion counts as part of your group and can be knocked out of the fight like a member of your group. A companion never acts on his or her own.

Helpful: In fights, riddlings and chases, help from this character counts as +2D instead of +1D.



Level 6

Pockets: This character has learned how to stow a lot in a little space. Increase inventory by three slots for small items like potions, jewelry and daggers. Items are held on the torso. What have you got in your pockets?

Clever: +1 disposition to conflicts involving riddles, fleeing or sneaking.

Level 7

It Could Be Worse: If all conditions except Dead are filled, you may make one test as if you have no conditions. This test does not cost a turn. You may be helped by your *companion* (as in L5 ability) or other halflings, but no others.

Shoulder the Burden: Your halfling is a boon: You'll go without so your friend can have a little something; you'll stay on watch so your friend can rest; you'll remain behind so your friend can escape. During the adventure phase, if one of your friends suffers a condition, you may take that condition on yourself—so that your friend is spared.

Level 8

Supreme Confidence: Use level instead of Will or Nature rank as a base for disposition for conflicts involving riddling, journeying and sneaking.

Friend of the Powerful: Halflings have a knack for charming the powerful. Upon meeting a potentate, if you put on charming or respectful airs, you may note the NPC as a friend on your character sheet. No roll or test is required. This may be done in any phase and does not cost a turn or check.

Level 9

Heroic Ability: Choose Will, Scout or Cooking. The chosen ability or skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

Transformed: Change one Nature descriptor: suffering, escaping or refusing (to surrender).

Level 10

Stalwart: When helping another character and the test is failed, the twist is that you step in and make the test yourself. No other twist or condition is given until after you have made your test. Your friend cannot help, but your success or failure counts for both of you. Halflings can do this once per session.

Humble: Gain a persona point (at the end of the session) if you have acted with humility and declined the trappings and pretensions of power. In addition, take +1D to Resources (in addition to other bonuses) when providing for your friends.

Level	Fate	Persona	Halfling Burglar	
1	0	0	Burglar	
2	3	3	Belt Tightening	Stone Thrower
3	7	6	Stubborn	Skirmisher
4	14	9	Plucky	Oft Overlooked
5	22	12	Companion	Helpful
6	31	16	Pockets	Clever
7	41	20	It Could Be Worse	Shoulder the Burden
8	52	24	Friend of the Powerful	Supreme Confidence
9	64	28	Heroic Ability	Transformed
10	77	32	Stalwart	Humble