



Heroes of High Favor: HALFLINGS



A d20 Supplement
by Jeremy Baldrige and Benjamin Durbin

Sample Pages

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Jellija for Sale

BA03104: *Heroes of High Favor: Halflings*

ISBN: 0-9720416-4-8

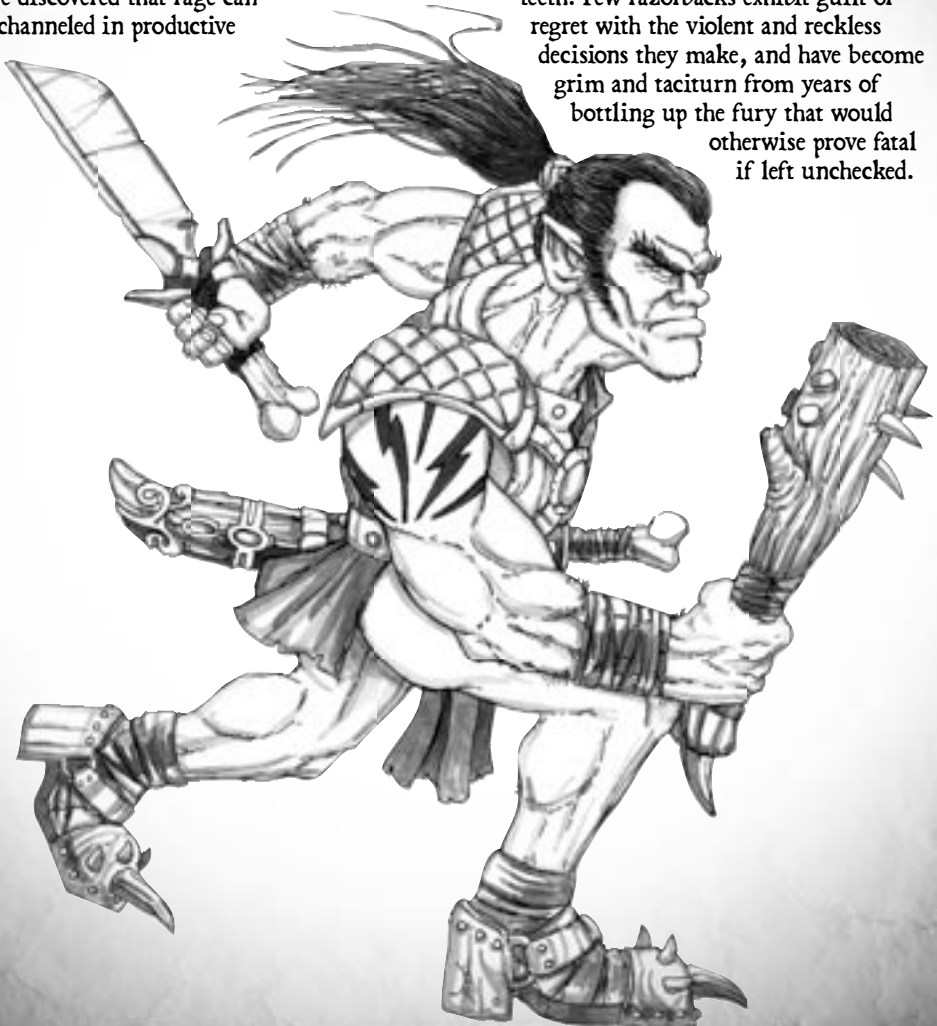
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Razorback

Many civilized halflings have learned to overcome adversity and limitations with ingenuity or tenacity. The often ostracized *razorback* surmounts those obstacles through the embrace of primitive impulses and tapping of internal strength. They have discovered that rage can be channeled in productive

and practical ways, and while a razorback's methods may lack subtlety, they seldom disappoint in their effectiveness. They have a keen understanding of when it is time to wait patiently and quietly, and when it is time to tear off the muzzle and flash their teeth. Few razorbacks exhibit guilt or regret with the violent and reckless decisions they make, and have become grim and taciturn from years of bottling up the fury that would otherwise prove fatal if left unchecked.



Role in Halfling Society

The razorback is admired, feared, and sometimes even hated, even within their own clan. The more unhinged and bestial ones are given the same berth as a wild boar, and even the ones with wits about them are still given a margin of mistrust.

Primarily, razorbacks are combat-oriented infiltrators. Once their more clandestine kin have gleaned vital information and cleared the way by unlocking doors and gates and eliminating sentries, the razorback bursts through the enemy's perimeter and spills blood with speed and savagery.

When battle is not planned, a razorback is kept around as a deterrent against troublemakers, most of whom can neither outrun or outmatch their barbarous kin. While the rare disciplined ones can serve as guards and sentries, most are too stir crazy to hold watch.

Some razorbacks even become leaders of bandit operations: groups of halflings who roam the wilds bordering trade roads and districts with weak patrols. They boldly pillage until they are forced to move on or they are wiped out by bounty hunters. Others become gladiators, making their fortune in arenas and smoke-filled dens. Sometimes even the mention of a halfling razorback competing will draw a large crowd of spectators to the bloodsport theater.

Role within the Adventuring Party

Razorbacks make durable scouts, though they are usually not the best at sneaking and hiding. However, they are more fleet of foot and can deal with conflict once the element

of surprise is lost. Typical rogues must run away once they're caught, but a razorback can stand and fight until the rest of the party can join the fray.

Most razorbacks don't put much focus on the finer aspects of being a rogue, such as disarming traps and picking locks and pockets. Instead, they concentrate on stealth, speed, and vicious sneak attacks to define their role within the party.

Rogue-Barbarian

If you do not choose Strength as your primary attribute then you must seriously consider compensating with feats or magic items to improve combat effectiveness. You will be in the thick of fighting once stealth is over, and must be able to dish out damage and live to tell about it.

Dexterity will obviously reward a rogue-barbarian in terms of AC, especially when coupled with *uncanny dodge*, as well as improving your Dex based stealth skills.

Constitution should be the third consideration. It is always advantageous to have bonus hit points, and though rogues make it a point not to get hit in the first place, a rogue-barbarian is more likely than most to end up in combat.

Intelligence will definitely fill out your sundry skills as a rogue-barbarian, especially if you begin as a rogue. But in this line of work you should really be making attack rolls, not skill checks.

Wisdom and Charisma are mostly trivial to a barbarian-rogue. They will increase your Will saves and make you more amiable when you're not frothing at the mouth and jumping up and down on your foes' corpses.

Razorback

Wild, swift, and seething with aggression, the razorback lunges at his foes with the passion of a berserker but the cunning of a hardened survivor.

Hit Die: d8

Requirements

Base Attack Bonus: +5

Climb: 8 ranks

Hide: 8 ranks

Intimidate: 8 ranks

Survival: 8 ranks

Feats: Toughness

Special: rage class ability; sneak attack +1d6 or more

Class Skills

The razorback's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Handle Animal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The razorback is proficient with all simple and martial weapons, with light armor, and shields.

SNEAK ATTACK

The razorback gains additional *sneak attack* damage every other level. This stacks with any previous *sneak attack* dice.

DANGER'S PATH

When making a charge action, the razorback does not have to travel in a straight line to reach his opponent. He may move sideways to avoid spaces threatened by other opponents or harmful obstacles, but not backwards.

EVASION (Ex)

The razorback gains *evasion*, as the rogue ability of the same name.

ASTOUNDING PROWESS (Ex)

If the razorback is already raging, he may expend an additional rage to wield a weapon one size larger than he could normally manage. For example, a Small razorback could wield a Large weapon in two hands, or a Medium weapon in one hand. (A Small character normally requires two hands to wield a Medium weapon, and cannot wield a Large weapon at all.)

When the *rage* is over, the razorback is *fatigued* as normal— even if he has the *tireless rage* ability— and must resume wielding weapons appropriate for his size.

UNCANNY DODGE (Ex)

The razorback gains the *uncanny dodge* ability. If he already has this ability, he gains *improved uncanny dodge* instead, and the levels from the classes that grant uncanny dodge stack to determine the

Table 1: Razorback

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+2	+0	Sneak attack +1d6, danger's path
2	+1	+3	+3	+0	Evasion, astounding prowess
3	+2	+3	+3	+1	Uncanny dodge, sneak attack +2d6
4	+3	+4	+4	+1	Ironguts, additional rage
5	+3	+4	+4	+1	Captive hostility, sneak attack +3d6
6	+4	+5	+5	+2	Bloody gambit
7	+5	+5	+5	+2	Additional rage, sneak attack +4d6
8	+6	+6	+6	+2	Tireless rage
9	+6	+6	+6	+3	Sneak attack +5d6
10	+7	+7	+7	+3	Mighty rage; additional rage

minimum rogue level required to flank the character.

ADDITIONAL RAGE

The razorback can *rage* an additional time each day.

At 8th level the razorback gains the *tireless rage* ability. At 10th level he gains the *mighty rage* ability.

CAPTIVE HOSTILITY

A raging razorback is extremely difficult to grapple or restrain. He will scratch, bite, contort and writhe in every effort to escape from constraint. While he is raging, he adds his razorback class level as a circumstance bonus to all grapple checks, including opposed attack rolls as well as Escape Artist checks.

IRONGUTS (EX)

A razorback is accustomed to unpleasant situations, sights, smells, tastes, and so on. Beginning at 4th level, a razorback who would normally be *nauseated* by an effect is *sickened* instead. The razorback is completely immune to effects that would normally leave other characters *sickened*.

BLOODY GAMBIT

While he is raging, any bonus *sneak attack* damage rolls made by a razorback may be rerolled once each. All dice used in the damage roll must be rerolled (for example, if you rolled 3d6 for your sneak attack damage, you must reroll all three dice). The new result is final, even if it is less than the original roll.

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