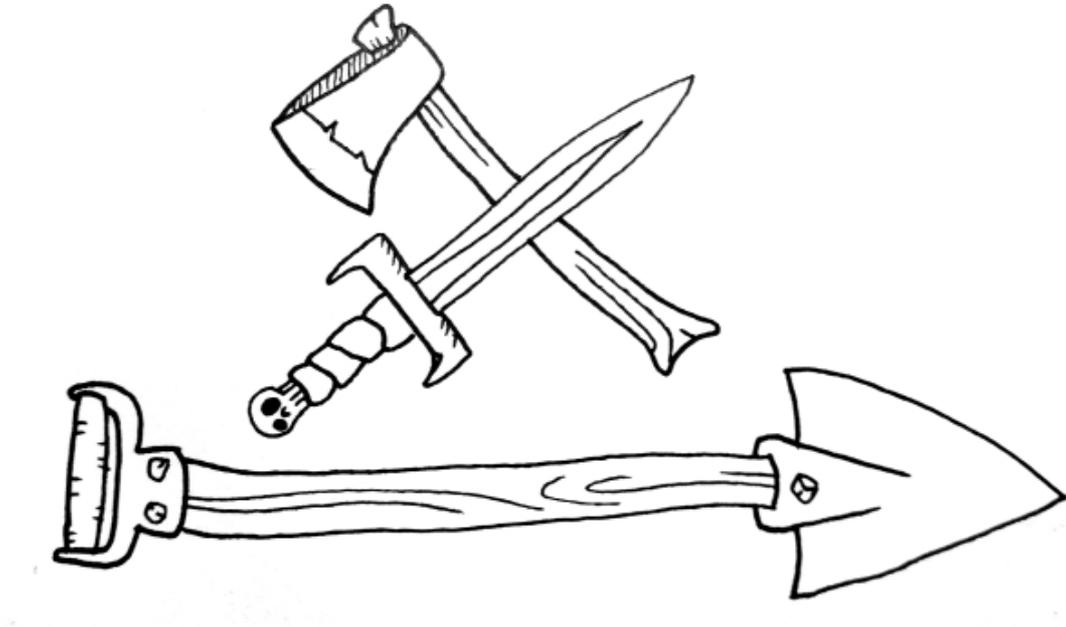


This document details the progression and class details for halfling graverobbers.



Halfling Graverobber

Description: As halflings build their homes into the hillsides, some of their hairy-toed brethren inevitably come across the tombs and sepulchers of past civilizations. Most of the time this simply results in a disappointed family and a quick change of location.

But some of the members of this race of homebodies are made of sterner stuff, and simply press on into the strange, deep catacombs under the hills.

Those who survive their first jaunts into the depths of the hidden underworld often find their hunger for riches and secrets grows with each discovery, and set upon a path of professional graverobbery.

Hit Points: Halfling graverobbers gain 1d5 hit points per level.

Weapon training: Halfling graverobbers tend to focus on weapons that are easy to use in the confined spaces of underground tombs. They are proficient with daggers, short swords, clubs, maces and handaxes. They can also use crowbars, shovels and other common tools in combat without penalty.

They often wear armour, although tend to avoid heavy and bulky defenses - plate mail is no good if you get stuck in a small passageway underground! Additionally, halfling graverobbers are proficient with using the tools of their trade as weapons (crowbars, shovels, and so on).

Alignment: Unlike their peace- and safety-loving brethren, most halfling graverobbers are chaotic or at least neutral. Lawful halfling graverobbers are almost unheard of, and must be searching for some fabled inheritance promised to them by a great-uncle or other distant relative.

Two-weapon fighting: Halfling graverobbers follow the same rules for two-weapon fighting as regular halflings (DCC Rulebook pg. 60).

Infravision: Halfling graverobbers spend most of their time skulking in underground passages. They can naturally see in the dark up to 60', due to their increased time spent underground.

Small size: Halfling graverobbers are often the runts of the litter, small by even halfling standards. Their height ranges from 2 to 3 feet, and as such they can fit easily into cracks and narrow passages.

Slow: Halfling graverobbers have short and stubby feet. Their base speed is 20'.

Sworn Enemy: As they plunge the hidden depths of the bleak moors, halfling graverobbers inevitably come across the restless dead. At first level a halfling graverobber may choose a type of undead which they are familiar with (skeleton, zombie, vampire, etc.). They always add their class level as a bonus to all rolls against such creatures.

Robber's tricks: In addition to their natural aptitude for stealth, halfling graverobbers hone the skills they need to pluck the hidden riches from their underground hidey-holes. Refer to Table A for skill advancement, and the thief section of the DCC Rulebook for descriptions (pg. 34-36). NOTE that unlike thieves, halfling graverobbers do not need a set of thieves tools to use their class abilities.

Skill	1	2	3	4	5	6	7	8	9	10
Backstab	+1	+3	+4	+5	+7	+8	+9	+10	+11	+12
Sneak & Hide	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick Lock	+1	+2	+4	+4	+5	+6	+7	+8	+9	+10
Find Trap	+1	+3	+4	+5	+6	+7	+9	+10	+12	+13
Disable Trap	+1	+1	+2	+2	+4	+5	+6	+7	+8	+10
Read Languages	+1	+1	+3	+4	+5	+5	+7	+8	+9	+10

Lucky: Digging around in forgotten graves isn't particularly heroic, and as such diminishes the natural luckiness of their hardy race, but halfling graverobbers still have a few tricks up their sleeve - after all, they are the ones who've survived stealing the bounty of the dead!

A halfling graverobber still doubles the bonus for Luck spent to improve roll results, and regenerates Luck points at the speed of points equal to their class level per day. However, they cannot convey their Luck to others, as they need it all for themselves!

Languages: At first level a halfling graverobber knows Common, Halfling, Thieves' Cant (see pg. 34 of the DCC rulebook) and one additional random language. A halfling graverobber gains one additional language for every two points of Intelligence modifier (roll additional languages on the halfling language list, DCC rulebook pg. 441).

Action dice: Halfling graverobbers use their action dice for attacks or skill checks.

Table B: Halfling Graverobber						
Level	Attack	Crit die / table	Action die	Ref	Fort	Will
1	+1	1d8/II	1d20	+1	+1	0
2	+2	1d8/II	1d20	+1	+2	+1
3	+2	1d10/II	1d20	+2	+2	+1
4	+3	1d10/III	1d20	+2	+3	+2
5	+4	1d12/III	1d20	+3	+3	+2
6	+5	1d12/III	1d20+1d14	+4	+4	+3
7	+5	1d14/III	1d20+1d16	+4	+4	+4
8	+6	1d14/III	1d20+1d16	+5	+5	+4
9	+7	1d16/III	1d20+1d20	+5	+5	+5
10	+8	1d16/III	1d20+1d20	+6	+6	+5

Titles: Halfling graverobbers often use the following titles.

TABLE C: Halfling graverobber titles			
Level	Chaotic	Neutral	Lawful
1	Filch	Moonlighter	Seeker
2	Scrounger	Pilferer	Hopeful
3	Prowler	Plunderer	Scion
4	Defiler	Nighthawk	Successor
5	Ghoul	Tomb raider	Inheritor