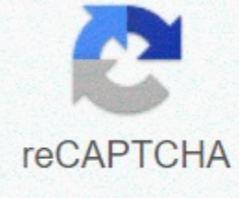




I'm not robot



Continue

How tall are halflings d

Share Edit The existing page for this article in this wiki has been merged with an imported page. The history for this page contains both versions. Update this article to the most complete version, or merge information from both versions to create the most complete article before removing this note. The Halfling, originally called Hobbit, is a race in Dungeons & Dragons. Halflings are short, nimble humanoids with a ability to sneak. Appearance and personality[edit | edit source] A halfling is a short humanoid, usually about three to four feet tall and weighs about 30 to 40 pounds. [1] Skills and Properties[edit | Edit source] Halflings are particularly nimble. They have a reputation for exceptional luck in avoiding danger. They often possess excellent skills in throwing slingshots stones, darts and other ranged weapons, this is popular sports in halfling communities. Their small size gives them an advantage over larger opponents, and they are adept at hiding from danger. Halflings tend to be lawful good. Culture[edit | edit source] Halfling societies enjoy peaceful life and hearty meals. They are curious and friendly. Religion[edit | edit source] In the World of Greyhawk worship halflings Yondalla, the goddess of the halflings. [1] Variants[edit | edit source] Numerous sub-breeds and variants of the semi-ling have been documented. The most common are as follows: Hairfeet: The most common type of halving in many worlds. Known for her hairy feet. Tallfellow: An unusually large type of halfling. It has been speculated that there is some elven blood. Stout: A robust, dwarf-arthver half- It has been speculated that it has long since multiplied through a mixture between semi-lings and dwarfs. Also called deep halflings, while in the forgotten rich, they are called stoutheart halflings. Lightfoot: A common form of semi-ling relative to the hair feet and tallfellow, standing about three meters tall and similarly proportiond to a human. Sporty and ambitious, and the most likely to be found as adventurers. Friendly and well liked. Called the hobniz in the world of Oerth. Less common halfling sub-breeds and variants are: Aquatic: Underwater Halflings. [2] Athasian: Wild halflings native to the world of Athas. [3] Desert: Nimble-fingered, cat-like halflings that can withstand heat. [2] Furchin: A rare polar halfling that can grow hair and most closely resembles the stout halfling. Native to the frozen world of Falakyr. Jerren: A ridiculous, evil offshoot of the light-footed halflings. [4] Jungle: Barbarians, the happiness or bravery of the light foot is lacking, but resist poison. [2] Kender: A kleptomaniac halfling native to the world of Krynn. Technically unrelated to the semi-lings of other worlds, burt rather a hidden evolution. Water: Particularly tough semi-lings with bluish-green hair and weak scales. Weak to fire. [5] Wispling: Planetouched descendants of halflings and demons. Demons. and have red hair. Have the ability to change your appearance. [6] Remarkable halflings[edit | edit source] Publication history[edit | edit source] Halflings have appeared in every issue of Dungeons & Dragons. Chainmail[edit | edit source] In Chainmail, the 1971 war game that inspired Dungeons & Dragons, halflings appeared under the name hobbits[7], inspired by the works of J. R. R. Tolkien, in particular *The Hobbit* (1934). Hobbits are included in Chainmail to recreate battles from Tolkien's works. Their ability to mix in the background appears first here, and they have excellent accuracy with sling stones. Original D&D[edit | edit source] In the original 1974 release of Dungeons & Dragons, halflings became known as hobbits, referencing their inspiration in Tolkien's works. Hobbits were renamed Halflings from the sixth print of the game (1977) after a lawsuit by the Tolkien estate over the TSR's *Battle of the Five Armies* game. [9] Hobbits were also renamed the fifth edition of Chainmail (1978). In the original D&D, Hobbits/Halflings are limited to the Fighting Men class and a maximum character level of 4. They have magical resistance and accuracy with long-range weapons, although how this accuracy works is poorly defined. The halflings are lawfully aligned. The half's ability to camouflage was not defined until *Greyhawk* (1976) introduced the thieves class. Halflings can reach unlimited levels as a thief and receive bonuses for all theft abilities, including opening locks, removing traps, pickpocketing, breastfeeding, hiding and hearing sounds. AD&D 1st edition[edit | edit source] Halflings appear in the *Advanced Dungeons & Dragons 1st edition Players Handbook* (1978). Halflings may only be thief sores or fighters and are limited to the 6th level as fighters. For the first time they receive a bonus on skill, but a penalty for strength. They possess magical resistance and poison resistance, similar to dwarves. You can surprise enemies by camouflage. The AD&D *Monster Manual* (1977) introduces two variants: the Tallfellow, a rare, elven-friendly unterrace, and Stout with the Dwarf Skills to see in the dark and with the slope of passages. The original type of semi-ling is retroactively known as hairfeet. AD&D 2nd edition[edit | edit source] Halflings appear in the AD&D *2nd Edition Player's Handbook* (1989). Halflings can now play not only fighters or thieves but also clerics. Their statistics are generally similar to the AD&D 1st edition, with the addition of a +1 bonus to be thrown with and slings. D&D 3rd edition[edit | edit source] Halflings appear in the third edition of D&D *Players' Handbook* (2000). Halflings now have bonuses for saving throws, sneaking, listening, climbing, jumping and and against fear. They retain their previous skill with thrown weapons (and from D&D 3.5 their bonus with loops), improved skill and reduced strength. They see better in low light conditions than people. They are small, which in this edition grants bonuses for armor class, attack and hide-and-peek, but limits the ability to carry large weapons and usually reduce the movement speed. The division of the halflings into sub-races no longer appears in the core rules, although the art style now portrays them as proportionally large small people, rather than squatting hobbits. D&D 4th edition[edit | edit source] Halflings appear in the D&D 4th Edition *Player's Handbook* (2008). Halflings now have bonuses for skill and charisma. Their small size hinders the ability to wielding large weapons, but they do not suffer from the associated reduced speed or strength. They retain their resistance to fear and talent for nimble movement and theft, and acquire skills to avoid enemy attacks. However, they have no skill with slings or long-range weapons, nor their superior sight or hearing. They are larger and heavier in this edition than in the third edition, stand about four feet and weigh about 70 pounds. D&D 5th edition[edit | edit source] Halflings appear as standard player character races in the D&D 5th Edition *Player's Handbook* (2014). Halflings in this issue retain their improved dexterity and resistance to fear. You are exceptionally lucky, able to avoid all sorts of dangers, and move finget between larger creatures. They are three meters high and weigh about 40 pounds, as in the third edition. They lack the range weapons skills of previous editions. The half-ling sub-breeds of AD&D return. Hair feet and tallfellows, now known as Lightfoot halves, have increased charisma and improved camouflage, while the Stout halves have improved the constitution and resisted venom. Creative origins[edit | edit source] Halflings are inspired by Hobbits, creatures from J. R. R. Tolkien's *The Hobbit* (1934) and *Lord of the Rings* trilogy. [10] Ad&D's three half-ling sub-breeds, the hair feet, stout and tallfellow, fit closely with Tolkien's three Hobbit breeds: Harfuß, Stoor and Fallohide, as well as their propensity to be of mixed heritage. The name Halfling appears in the works of Tolkien as a synonym for Hobbit: we had not heard of hobbits, or halflings, for many a long year, and did not know that no one lived in Middle-earth. — Haldir, *The community of the Ring Halfling* is speculated to draw etymology from the Scots Halflin or Hauflin, which means an adolescent human being, although whether Tolkien is from meaning is unclear. Contrary to popular belief, Halfling does not appear in any of Shakespeare's works.[11] although it appears in Sir Walter Scott's *Ivanhoe*, where it refers to a coin, not one person. The name hobbit appeared in *The Denham Tracts Tracts* where it is briefly mentioned in a list of ghosts or creatures from the folklore of northern England. The Hobbit as a fantasy race was defined by Tolkien's *The Hobbit* (1934), which inspired Gygax. [10] References[edit | edit source] - 1.0 1.1 D&D 3.5 *Player's Manual*, p.19-20 - 2.0 2.1 2.2 *Environmental Racial Variants*, D20 3.5 SRD. *Dragon Magazine* #173 (Sept 1991), p.9-17. * *Book of Vile Darkness* (2002), p. 13. • *Elementary racial variants*, D20 3.5 SRD. *Fiend Folio* (2003), p.139. • *Chainmail* 2nd edition. Copyright 1972. One morning, a marshal presented me with a subpoena as an officer of the TSR. It was from the Saul Zaents Division of ELan merchandising, the sum mentioned was 500,000 dollars, and the filing claimed proprietary rights to the above name as well as to dwarf, elf, goblin, orc, and some others as well. It also demanded an injunction sending and refraining from publishing the *Battle of the Five Armies* game. - Gary Gygax, *Dragonsfoot* forums, 2005. References to Hobbits and Ents have been changed to Halflings and Treants due to copyright conflicts with the Tolkien Estate (except for a single remaining reference to Pg 6 on Hobbits!) (see page 9 of *Men & Magic!*). In addition, many other violations of Tolkien's literary license have been exempted or amended; in particular references to Balrogs, Nazgul and even several mentions of Tolkien itself - Original D&D Set, *The Acaceum*. 10.0 10.1 Hobbit is another folk word borrowed from legends, but Tolkien embodied and developed these tiny stalwarts extensively. They and the name are practically unique in his works, and the halflings of both game systems are inspired by them. - *The Influence of J. R. R. Tolkien on the D&D and AD&D Games*, *Dragon Magazine* #95 (1985), p.12-13 - *A search for Shakespeare's collective works* shows no examples of the word halfling. This claim was first added in a Wikipedia edit in September 2004 and later repeated in *The Evolution of Fantasy Role-Playing Games* (2010), which becited by Bevington in 1992, but this is almost certainly a print copy of the *Complete Works of Shakespeare*, which the author is unlikely to have fully reviewed. *The Denham Tracts* (1895). Community content is available under CC-BY-SA unless otherwise noted. Noted.