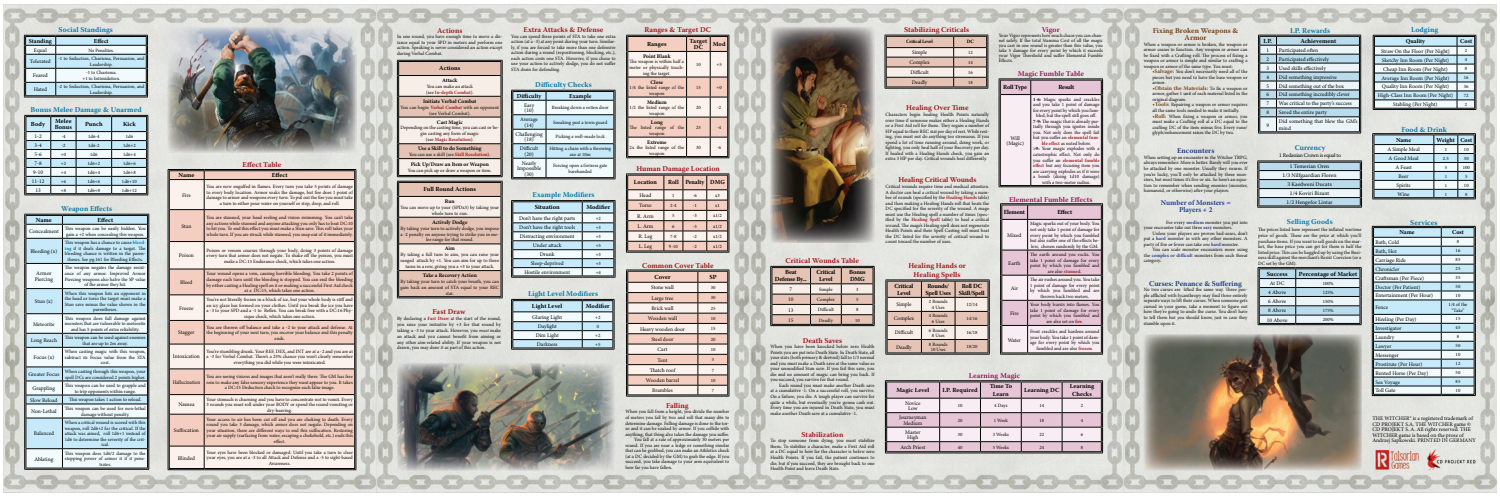


Full four-panel GM screen with beautiful art on the back side.

A booklet of additional content, adding Halflings as a playable race, Nobles as a new Profession, rules for "everyman" NPCs, and new gear.

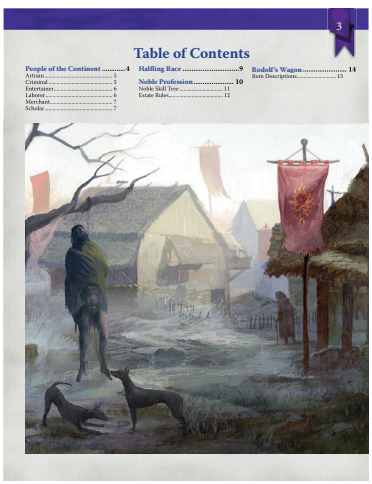


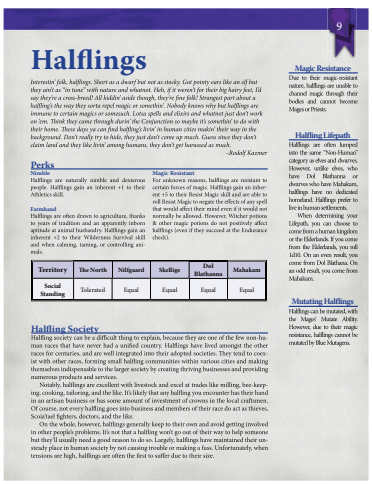
Table of Contents

People of the Continent 4
Artisan 5
Criminal 5
Entertainer 6
Laborer 6
Merchant 7
Scholar 7

Halfling Race 9

Noble Profession 10
Noble Skill Tree 11
Estate Rules 12

Rodolf's Wagon 14
Item Descriptions 15



Halflings

Interesting fish, halflings. Short as a dwarf but not as sturdy. Get potsey cars like an elf but they ain't as "in tune" with nature and whatnot. Heh, if it weren't for their big hairy feet, I'd say they're a cross-breed! All kidding aside though, they're fine folk! Strangest part about a halfling's the way they sorta eyed magic or somethin'. Nobody knows why but halflings are immune to certain magics or somesuch. Lotsa spells and elixirs and whatnot just don't work on 'em. Think they came through durin' the Conjunction so maybe it's somethin' to do with their home. Then days yo can find halfling's livin' in human cities makin' their way in the background. Don't really try to hide, they just don't come up much. Guess since they don't claim land and they like livin' among humans, they don't get harassed as much.

–Rodolf Kazmer

Perks

Nimble
Halflings are naturally nimble and dexterous people. Halflings gain an inherent +1 to their Athletics skill.

Farmhand
Halflings are often drawn to agriculture, thanks to years of tradition and an apparently inborn aptitude at animal husbandry. Halflings gain an inherent +2 to their Wilderness Survival skill and when calming, taming, or controlling animals.

Magic Resistant
For unknown reasons, halflings are resistant to certain forces of magic. Halflings gain an inherent +5 to their Resist Magic skill and are able to roll Resist Magic to negate the effects of any spell that would affect their mind even if it would not normally be allowed. However, Witcher potions & other magic potions do not positively affect halflings (even if they succeed at the Endurance check).

Territory	The North	Nilfgaard	Skellige	Dol Blathanna	Mahakam
Social Standing	Tolerated	Equal	Equal	Equal	Equal

Halfling Society

Halfling society can be a difficult thing to explain, because they are one of the few non-human races that have never had a unified country. Halflings have lived amongst the other races for centuries, and are well integrated into their adopted societies. They tend to coexist with other races, forming small halfling communities within various cities and making themselves indispensable to the larger society by creating thriving businesses and providing numerous products and services.

Notably, halflings are excellent with livestock and excel at trades like milling, bee-keeping, cooking, tailoring, and the like. It's likely that any halfling you encounter has their hand in an artisan business or has some amount of investment of crowns in the local craftsmen. Of course, not every halfling goes into business and members of their race do act as thieves, Scoia'tael fighters, doctors, and the like.

On the whole, however, halflings generally keep to their own and avoid getting involved in other people's problems. Its not that a halfling won't go out of their way to help someone but they'll usually need a good reason to do so. Largely, halflings have maintained their unsteady place in human society by not causing trouble or making a fuss. Unfortunately, when tensions are high, halflings are often the first to suffer due to their size.

Magic Resistance

Due to their magic-resistant nature, halflings are unable to channel magic through their bodies and cannot become Mages or Priests.

Halfling Lifepath

Halflings are often lumped into the same "Non-Human" category as elves and dwarves. However, unlike elves, who have Dol Blathanna or dwarves who have Mahakam, halflings have no dedicated homeland. Halflings prefer to live in human settlements.

When determining your Lifepath, you can choose to come from a human kingdom or the Elderlands. If you come from the Elderlands, you roll 1d10. On an even result, you come from Dol Blathana. On an odd result, you come from Mahakam.

Mutating Halflings

Halflings can be mutated, with the Mages' Mutate Ability. However, due to their magic resistance, halflings cannot be mutated by Blue Mutagens.