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This is a RPG about halflings. Halflings live in a world of adventure that spins around them like a thunderstorm. But the halflings themselves are small, and live underground, and are largely forgotten by the world. They live mostly to eat at least seven meals a day, sit around and smoke their leaf, and chat idly about nothing more controversial than the changing of the seasons.

But for some poor halflings, the adventure comes and grapples them by the neck and throws them out in to the storm. Halflings being neither mighty, nor otherwise athletic mostly survive on their simple memories of their home, and getting back. Food reminds them of home, and gives them hope. A full-bellied halfling is actually a pretty hardy little creature, and they can accomplish amazing things when well fed. Fortunately if they do not have the skill of warriors or scouts, they at least have the ability to prepare themselves good things to eat, whereby they fortify themselves to face all manner of evil.

These are the stories of their gustatory quests…

Meals

- 1st Breakfast
- 2nd Breakfast
- Elevenses
- Luncheon
- Brunchdinner
- Tea
- Dinner
- Supper

Clases

Some tentative ideas for classes.

- Baconfiend - outdone in his foolhardy quest for bacon only by the boozehound's quest for booze, the Baconfiend is an indefatigable pursuer of that choicest of pork cuts.
- Bakerian - while perhaps the least “flashy” of the classes, every halfling relies on the simple bread recipies of the Bakerian when rarer ingredients are in short supply.
- Beerhunter - one of the “Drunkard” category of classes, Beerhunters are relatively in control of their excesses.
- Boozehound - unlike the Beerhunter, the Boozehound member of the “Drunkard” category of classes is often completely out of control. But no class is as prone to acts of courageous stupidity as they Boozehound.
- Brunchmeister - The Brunchmeister is broadly skilled in all of the cooking techniques of the morning and noontime meals (everything through Brunchdinner). While a master of no particular meal or cooking style, the Brunchmeister's versatility is still greatly valued.

- Gourmand - while the Gourmand has lesser cooking skills than any other class, they possess great noses for quality food, and more importantly have more Belly Points than any other class (when full).
- Glazinator - the enchanters of the halfling world, glazinators increase the goodliness of foods in various ways by adding just the right glaze. A member of the “Toppings” category of classes.
- Maitre'D - someone has to lead the way, and the master of the domicile is just the halfling to do it. While not as skilled in any cooking art as any other specialty, the Maitre'D is capable of organizing various foods into great meals, which increases halfling satisfaction no end.
- Panster - unrivaled masters of pan-frying, and other pan skills.
- Pastrymaven - pastries are a very difficult and arcane baking art to master. But the Pastrymaven creates the tasty delights that halflings love most.
- Elevensiesadin - protector of those meals that are eaten at what the “Biggies” would call odd hours, Elevensesadins ensure that mealtimes are kept nearly sacred.
- Shadowvegan - considered an almost sinister type by most halflings, the shadowvegan eats only vegetables. Somehow, however, they have an uncanny ability to gain much sustenance from these foods.
- Souschef - similar to the glazinator, the Souschef creates sauces to top other dishes. They excel at skills such as deglazing pans, and mixing. Souschefs are considered to be members of the “Drunkard” category, and of the “Toppings” category.
- Teatotaller - on the opposite end of the spectrum from the classes in the “Drunkard” category of classes, the Teatotaller instead delves deep into non-alcoholic beverages, especially those that keep the party sharp late in the day.
- Toastmaster - a member of the “Drunkard” category of classes, the Toastmaster is good at enabling greater effects from alcohol through clever toasts.

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