

# d12 Monthly

WARRIORS & ROGUES  
ISSUE

Issu 36  
June, 2024

**FREE VERSION**

**SWORD &  
STEALTH**

KITS FOR WARRIORS  
& ROGUES

**INTRODUCING  
TRICKS**

GET MORE OUT OF YOUR  
ABILITY CHECKS & COMBAT

**DOWNTIME  
ACTIVITIES**

GET MORE OUT OF TIME  
BETWEEN ADVENTURES

DESIGNED FOR USE WITH

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**Thieves of Different Alignment**

*d12 Monthly* is a helpful resource for fantasy roleplayers.

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# TALES OF THE WOLFGUARD

Andrea Tupac Mollica



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Unless otherwise mentioned, all articles are written by Russ at YUMDM.

# Warriors & Rogues

## Issue

This is the final issue of the OSE-specific series looking at the various classes of that clone.

It was a fun ride to create, and I hope you have gotten a lot out of them, including this one.

There is something for most warriors and rogues in this issue - including new kits, multiclass options, and the introduction of Tricks - special actions that any character can take - but that have both a positive or negative outcome.

And much more to get your creative juices flowing. So, please enjoy this issue.

And, as always, happy gaming!

- Russ from YUMDM

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## About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

**Other TTRPGs I like:** WEG D6 Star Wars, Feng Shui RPG, & Warhammer FRP.

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... for making this zine as good as it is.

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# It's All In The Reflexes

## Introducing Tricks

Tricks are certain actions any character can undertake in a certain situation that carries with it both an advantage (if successful) and a disadvantage (if unsuccessful), depending on whether an Ability check is successful or not.

You do not have to use these, but it may make combat and other situations more interesting, especially if they fail their check.

Tricks are broken into a few different types: skill tricks, combat tricks, and spell tricks. We will only look at the first two in this article.

### Trick Rules

Some tricks have degrees of success and failure.

You can only perform one trick per round unless the trick states otherwise.

You need to declare you are using a trick at the beginning of the round unless the trick states otherwise.

### Skill Tricks

#### Conceal Weapon

You can conceal a small, light weapon upon your person.

Check: Make a DEX check.

*Success:* If you succeed, no-one will notice the weapon unless they frisk you.

*5+ Success:* Even if someone frisks you, they still don't find the weapon.

*Failure:* Everyone who studies you will notice the weapon automatically.

*5+ Failure:* You are noticed by local law enforcement and approached about your "hidden" weapon.

#### Extra Effort

You can swim or climb faster.

*Check:* Make a STR check.

*Success:* You can climb or swim an additional 20-ft on top of your normal movement for that round.

*Failure:* You only manage to climb or swim half your normal movement for that round.

#### Careful Listening

You can hear a little better with some extra effort.

*Check:* When listening at a door, make a WIS check.

*Success:* You increase your chance to hear something by 1-in-6 (maximum 5-in-6).

*Failure:* You fail to hear anything and a random encounter check is immediately rolled.

## Haggle

You are adept at haggling.

*Check:* When haggling, make a CHA check.

*Success:* You gain a +2 bonus to the reaction roll made when haggling.

*Failure:* If you are purchasing something, the price goes up 25%, if you are selling something, the price drops 25%.

### Haggling Prices

To simulate haggling over prices, the GM makes a reaction roll with adjustments from the PC's charisma and any other adjustments the GM decides on (see the *Haggle Trick* in this article).

Positive results equals a favourable outcome for the characters, while a negative result is an unfavourable result.

## Combat Tricks

Below are a number of tricks that could be useful during combat.

### Dismount Attack

You can dismount and attack in one smooth motion.

*Check:* Make a DEX check.

*Success:* You can dismount successfully and make an attack on an opponent as a charge.

*Failure:* You cannot attack this round.

## Feint

You can trick your opponent in combat to gain an advantage.

*Check:* Make a CHA check with a penalty equal to your opponent's attack bonus.

*Success:* If you succeed, your opponent is denied their DEX bonus to AC against your attack this round.

*Failure:* If you fail your check, you open yourself up to an attack and your opponent receives a +2 bonus to their next attack against you.

### Get Out of the Way!

You can dodge area attacks.

*Check:* If you move more than 20-ft this round and need to save Vs. Breath Weapon or Spell versus an area effect spell (like *Fireball*), make a DEX check.

*Success:* If you make the save, you take no damage from the attack.

*Failure:* If you fail the save, you take maximum damage.

### Group Feint

You can fool more than one opponent with your feint.

*Check:* Make a CHA check with a penalty equal to your opponent's highest attack bonus, plus an additional -1 per opponent.

*Success:* If you succeed, all opponents are denied their DEX bonus to AC against your attacks this round.

*Failure:* If you fail your check, you open yourself up to attacks from all your opponents, who receive a +2 bonus to their next attack against you.

## **Hidden Blade**

You can use a small hidden weapon in combat.

*Check:* If you have used the Concealed Weapon trick to hide a weapon (and you were successful), make a DEX check.

*Success:* You can draw that weapon and attack your opponent as one action.

*Failure:* You may not use the hidden weapon for two rounds.

## **Kip Up**

Stand up fast before your enemy gets to you.

*Check:* If you are prone for any reason, you may stand up as a free action without provoking any attacks from opponents if you make a DEX check with a -4 penalty. An additional -1 applies for each opponent within reach of you.

*Success:* You stand up as a free action.

*5+ Success:* You can move half your movement as a free action without provoking attacks from any opponent.

*Failure:* If you fail your check, you spend the whole round prone.

*5+ Failure:* Each opponent gains a free attack on you, and gains a +2 bonus when doing so.

## **I'll Take That**

You can grab the weapon of the opponent you disarmed.

*Check:* Make a DEX check.

*Success:* You grab your opponent's weapon instead of it falling to the ground.

*Failure:* Your opponent can make a free disarm attack on you.

## **Move Through Enemy**

Moving through the space your enemy occupies can be dangerous.

*Check:* Make a DEX check with a penalty equal to your opponent's attack bonus to hit.

*Success:* If you succeed, you move through their space without provoking any attacks. There is still a movement penalty for moving through that space.

*5+ Success:* If your check was 5 or greater than what was needed, as you successfully move through your opponent's space, you may make a free attack on them.

*Failure:* If you fail your check, your opponent either receives a free attack against you as you pass by, or prevents you

from passing them. You cannot end your turn in their space.

*5+ Failure:* If the check fails by 5 or greater, your opponent receives a free attack against you AND you cannot move through their space. You cannot end your turn in their space.

## **Nimble Charge**

You can charge over difficult terrain.

*Check:* Make a DEX check

*Success:* You are able to charge over rough or difficult terrain.

*Failure:* You fall prone half way through your charge.

## **Shield Cover**

You can sacrifice your shield in order to escape damage from spells.

*Check:* If you are targeted by a spell that just targets you and causes physical damage (eg. *Magic Missile* or *Lightning Bolt*) and are carrying a shield, you can use the shield to block the spell. Make a DEX check with a penalty equal to the spell's level.

*Success:* You block the spell and take no damage from it.

*Failure:* Your shield fails you and you take maximum damage.

Whether you are successful or fail, your shield is destroyed unless it is magical.

## **Slip Through Your Fingers**

You can slip out of grapples from larger creatures.

*Check:* Make a DEX check if you are grappled by an opponent at least one size greater than you.

*Success:* If successful, you gain a +4 bonus to escape when attempting to do so.

*5+ Success:* You can make a free attack on the opponent that had you grappled as you break free.

*Failure:* You automatically fail your next attempt and can do nothing else that round.

*5+ Failure:* You are re-grappled automatically as if you had never escaped.

## **Spot Weak Point**

You find a weak point in your opponent's armour.

*Check:* Make a WIS check with a penalty equal to the armour bonus your opponent's armour gives them (ignoring any shields).

*Success:* If you succeed, your opponent doesn't receive any armour bonus against your next attack.

*Failure:* If you fail, you are too distracted to defend properly and you are denied your DEX bonus to your AC and your opponent gains a +2 bonus to attack with their next attack against you.



## Mixing It Up

### Multiclass Combos

Multiclass combos add two (or three) classes together to create a new role.

See *Issue 32* for more information on using multiclassing for worldbuilding opportunities.

## Fighters

### Temple Guardian

*Fighter/Cleric*

A stalwart defender of a holy site. They excel at protecting others with heavy armour and healing magic, channelling divine power to create barriers and ward off evil.

## Knights

### Oathbreaker Knight

*Knight/Magic-User*

A knight who has fallen from grace, breaking their vows and wielding dark magic. Their once noble skills are now used for selfish gain or destructive ends.

### Hedge Knight

*Knight/Fighter*

A wandering warrior for hire, skilled in combat but lacking a liege lord. They might have a strong moral compass or be more mercenary, taking on jobs for coin and glory.

Also, check *Issue 32* of *d12 Monthly* for other Knight multiclass combinations.

## Thieves

### Alchemist Scrapper

*Thief/Magic-User*

Alchemist Scrapers are a versatile role that can deal damage in combat, disable traps, and use potions and concoctions to gain an advantage. They are cunning thieves, but their true strength lies in their alchemy. With their knowledge of potions and bombs, they can buff themselves and their allies, debuff enemies, and create explosions to take out groups of foes.

## Acrobats

### Treetop Ranger

*Acrobat/Ranger*

An acrobat who has mastered navigating the forest canopy or other high places. They use their agility to swing from location to location, scout for enemies from hidden perches, and launch surprise attacks from above.

## Assassins

### Cult Assassin

*Assassin/Cleric*

They serve a dark religious order, eliminating those who oppose their faith. They might be a true believer or simply use the cult as a cover for their own goals.



# Sword & Stealth

## Kits for Warriors & Rogues



Below are a number of Kits for fighters, thieves, and acrobats. For more information on Kits, see *Issue 32 of d12 Monthly*.

## Fighter Kits

### Myrbridge Myrmidons

Myrmidons are the royal guard of Myrbridge. They are elite warriors trained and equipped to defend the city-state.

They are renowned for their discipline, loyalty, and unwavering obedience to the city's leadership.

#### Requirements

To be a Myrmidon you need a minimum STR of 9 and a minimum CHA of 12.

### But I Don't Play in your Campaign World

Some of the kits have place names that exist in my own campaign world. If you want to adapt them to your own campaign world, simply change the names of the various kits (and benefits and hindrances, if needed) to suit your world.

#### Role

Myrmidons protect the city of Myrbridge from internal and external threats, and are a frontline of defence. This can mean they are attached to special teams, even adventuring parties, to help protect the city.

#### Secondary Skills

Myrmidons tend to have the following secondary skills: Armourer, Blacksmith, or Weaponsmith.

#### Equipment

Myrmidons start with platemail armour.

#### Special Benefit

Myrmidons receive extensive urban combat training, and they gain a +1 bonus to armour class and morale when within an urban setting.

Their elite status grants them a +2 bonus to reaction rolls when dealing with citizens of Myrbridge, and a +1 bonus when interacting with those who recognize their authority.

#### Special Hindrance

Myrmidons are used to fighting within an urban environment. If they find themselves

in combat in a wilderness setting they suffer a morale and attack penalty of -1.

Myrmidons need to follow strict orders given by their superiors, this may sometimes conflict with the actions of their companions. They are hesitant to disobey direct orders.

## Champion

A Champion is a charismatic leader who inspires allies and demoralises enemies with their presence on the battlefield.

### Requirements

To be a Champion you need a minimum STR of 9 and a minimum CHA of 12.

### Role

A Champion often acts as the party leader, and also in a support role as well.

### Secondary Skills

Champions tend to have the following secondary skills: Armourer, Diplomat, or Weaponsmith.

### Equipment

Champions start with a war horse with plate barding.

### Special Benefit

All Champions are resistant to charm and fear, and receive a +2 bonus to saving throws vs. fear and charm spells or abilities.

Champions can issue a rallying cry that grants a +1 bonus to attack rolls and morale to allies within 60-ft for a number of rounds equal to the Champion's level.

## Special Hindrance

Champions rely heavily on their charisma and leadership talents to see them through. As such, if they are charmed or affected by any fear-based magic, then the duration of this effect is doubled, and they receive a -2 penalty to shake it off.

Champions are often targeted by enemies as a high-priority threat due to their leadership role.



**Table: New Secondary Skills**

Outrider	Outriders patrol the outskirts of an area. They can determine their orientation and can survive in the wilderness*
Clipper	Someone who clips coins for profit. Always knows the price of valuable metals (gold, silver, etc). Can clip any coin to gain 1/10 of its value)^
Performer	Someone who can entertain a crowd with some form of performance. They can earn money as a busker, earning 2D4 silver per day~.

\* Requires a Wisdom check

^ Requires a Dexterity check

~ Requires a Charisma check

## **Thief Kits**

### **Pirates of the Isles**

The Pirates of the Isles are a swashbuckling band of adventurers and rogues who roam the high seas in search of treasure, glory, and adventure. They are skilled sailors, fearless fighters, and cunning opportunists, living by their own code of honour and loyalty to their crewmates.

#### **Requirements**

A Pirate of the Isles requires a Dexterity of 9 or better.

#### **Role**

The Pirates of the Isles use their seafaring skills, combat prowess, and roguish charm to navigate treacherous waters, uncover hidden treasures, and engage in daring raids and escapades. They excel at piracy, using their knowledge of the seas and their cunning tactics to outmanoeuvre their adversaries.

#### **Secondary Skills**

Pirates of the Isles tend to have the following secondary skills: carpenter, cooper, mapmaker, roper, or shipwright.

#### **Equipment**

A Pirate of the Isles receives a cutlass as a weapon.

#### **Special Benefit**

Pirates of the Isles are not shy of a good fight and have a great deal of physical labour for long stretches of time. Due to this, they use a D6 for their hit dice.

They also receive the seafarer secondary skill for free.

### **Special Hindrance**

The Pirates of the Isles are outlaws and fugitives from the law, hunted by naval authorities, privateers, and bounty hunters who seek to capture or kill them for their crimes.

Their reputation as pirates and brigands precedes them, making it difficult for them to gain trust and cooperation from legitimate authorities or law-abiding citizens.

### **Ashwood Scouts**

The Ashwood Scouts are elite elven guardians sworn to protect the sacred Ashwood Forest from interlopers, poachers, and those who seek to exploit its riches for their own gain.

They are masterful hunters, stealthy scouts, and skilled archers, blending seamlessly into the dense foliage of the forest and striking swiftly and decisively against any who threaten its sanctity.

#### **Requirements**

Ashwood Scouts are always elves, and require a Constitution of 9 or greater.

#### **Role**

They excel in reconnaissance, ambush tactics, and guerrilla warfare, using their mastery of stealth and wilderness survival to outmanoeuvre and outwit their foes while safeguarding the delicate balance of life within the forest.

## Secondary Skills

Ashwood Scouts usually take secondary skills such as Animal Trainer, Apothecary\*, and Bowyer/Fletcher.

\* A new secondary skill - see *Issue 32 of d12 Monthly*.

## Equipment

Ashwood Scouts start with a longbow and quiver of arrows.

## Special Benefit

When in wilderness settings, Ashwood Scouts gain a +15% bonus to their hide in shadows, move silently, and hear noise skills. They also receive the outrider & huntsman secondary skill as a bonus.

## Special Hindrance

Ashwood Scouts struggle in urban areas. While in an urban environment, they receive a -15% penalty to the skills pick pockets, find/remove traps, and open locks. They also find urban environments distracting and so suffer a -2 penalty to all ability checks.

## Grimport Rogues

The port city of Grimport is a dangerous place at the best of times - the home to pirates, rogues, vagabonds, thieves, assassins, and worse.

Thieves coming from this cutthroat environment are skilled in staying alive and even thriving.

## Requirements

None.

## Role

Grimport Rogues are known for their “what’s in it for me” attitude, and rarely do anything unless they can profit from it. Having said this, as long as there is steady income, a Grimport Rogue stays loyal enough to get any job done.

## Secondary Skills

Grimport Rogues tend to have the following secondary skills: Charlatan, Engraver, Clipper, Seafarer, or Shipwright.

## Equipment

A hidden dagger.

## Special Benefit

A Grimport Rogue knows how to kill or be killed. Any backstab they succeed deals triple damage.

## Special Hindrance

The reputation of Grimport denizens, especially thieves, precedes them. As such, when dealing with someone not from Grimport, they receive -2 to all reaction rolls.

## Acrobat Kits

### Troupe Performer

Troupe Performers are part of a travelling circus or performing troupe, using their skills in collaborative performances. They often know a wide range of acrobatic and performance-related skills.

### Requirements

A Troupe Performer requires a minimum DEX of 11.

### **Role**

These acrobats are versatile performers who can collaborate with others to put on elaborate shows and displays, often gaining the favour of local nobility and common folk alike.

### **Secondary Skills**

Troupe Performers tend to have the following secondary skills: Animal Trainer, Charlatan, Entertainer, or Performer.

### **Equipment**

A Troupe Performer has an outfit they use during their performances.

### **Special Benefit**

Troupe Performers focus on their acrobatic abilities more so than any other, and gain a +15% bonus to the following skills: Climb Sheer Surfaces, Falling, and Tightrope Walking (to a maximum of 99%).

A Troupe Performer also gains one of the following secondary skills as a bonus: Animal Trainer, Charlatan, Entertainer, or Performer.

Finally, they receive a +1 bonus to reaction rolls when dealing with people who appreciate entertainers, such as nobility or ordinary townsfolk.

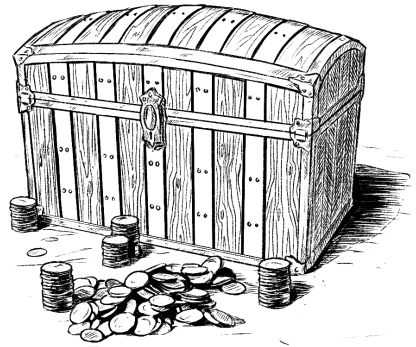
### **Special Hindrance**

As they focus on their acrobatic skills, there is less time to focus on their more clandestine skills. They receive a -15% penalty to Hide in Shadows and Move Silently.



## **Score!**

### **Thieves' Activities & Crimes**



Thieves do a lot more than simply adventure. They have illicit careers outside of backstabbing monsters.

Below are some past-times a thief could partake in during their downtime.

### **Simple Steals**

#### **Pickpocketing**

A classic for a reason. Target crowds, bustling markets, or distracted individuals.

See article *Snatch & Grab* in this issue for rules on this.

#### **Housebreaking**

Breaking into homes while occupants are away. Look for unlocked windows, flimsy doors, or hidden caches outdoors.

## Shoplifting

Palming small items from shops. May involve distractions, confederates, or creating a blind spot.

## Cargo Tampering

Sneaking onto wagons or ships to steal goods in transit. Risky, but potentially high reward.

## Grave Robbing

Stealing valuables buried with the dead. Grim, but lucrative depending on the culture and the deceased.

## Clipping

This involves snipping small bits around the edges of coins and then selling the gold or silver collected.

## Confidence Tricks & Deception

### Shortchanging

Palming coins during transactions or using sleight of hand to make change appear correct.

### Fake Merchandise

Selling shoddy imitations or worthless trinkets as genuine goods.

### Shell Game

A classic con where a hidden object is moved under cups or shells, tricking victims into betting on its location.

## Fortune Telling

Feigning magical abilities to extract money from the gullible.

## False Charity

Pretending to collect for a fake cause or exploiting real charities for personal gain.

## Fencing & Black Markets

### Fencing Stolen Goods

Selling stolen items to unscrupulous merchants who ask no questions.

### Black Market Brokering

Acting as a middleman to connect buyers and sellers of illegal goods (poisons, stolen magic items, etc.).

### Forgery

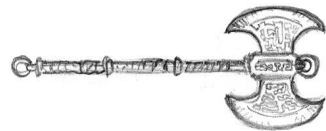
Creating fake documents, contracts, or currency. Requires skill and access to materials.

### Extortion

Threatening to expose someone's secrets or harm them unless they pay.

### Protection Rackets

Demanding regular payments from businesses in exchange for "protection" from other thieves (a racket in itself).



# Different Strokes

## Thieves of Different Alignment



Thieves of various alignments will behave differently and have varying motivations. List below are thieves of each of the alignments.

There are options for all nine alignments, and the basic three alignments.

### Nine Alignments

Use the following if using all nine alignments.

#### Lawful Evil

**The Mastermind:** This thief operates within a strict code, targeting specific marks chosen for their ill-gotten gains. They might steal from corrupt officials or

rival criminal organisations, all while maintaining a facade of legitimacy. They value order and efficiency, leaving no loose ends and exploiting loopholes in the law.

#### Neutral Evil

**The Opportunist:** This thief is all about personal gain, striking whenever a chance arises. They'll steal from anyone, rich or poor, as long as the risk is minimal and the reward is high. They have no qualms about violence if it secures the loot, but avoid it if unnecessary.

#### Chaotic Evil

**The Destructive Force:** This thief thrives on chaos and enjoys the thrill of the steal more than the loot itself. They might steal just to disrupt a target, leaving a trail of destruction in their wake. They're unpredictable and violent, using whatever means necessary to cause mayhem.

#### Lawful Neutral

**The Repossession Specialist:** This thief operates within a self-made code, perhaps retrieving stolen goods for a finder's fee or returning lost heirlooms for a hefty reward. They value contracts and loyalty, only stealing from those who've broken a pact or deserve punishment.

#### True Neutral

**The Professional:** This thief is a master of their craft, motivated by survival and a love for the challenge. They take on jobs

regardless of the target's alignment, as long as the price is right. They're skilled at disappearing and blending into the background.

## Chaotic Neutral

**The Impulsive Trickster:** This thief steals for the fun of it, enjoying the thrill of outsmarting their victims. They might steal from the rich and give to the poor, or simply keep the loot for a playful prank. They're unpredictable and love to leave a calling card, a signature taunt or symbol of their mischief.

## Lawful Good

**The Robin Hood:** This thief steals from the corrupt and wealthy to help those in need. They have a strong moral compass and a code of honour, only targeting the truly undeserving. They might be a part of a larger rebellion or simply a lone vigilante working for the greater good.

## Neutral Good

**The Borrower:** This thief only steals when absolutely necessary, taking what they need to survive or help others. They might steal food for the starving or medicine for the sick. They have a strong sense of empathy and avoid violence or permanent harm.

## Chaotic Good

**The Liberator:** This thief steals to break down unjust systems or free the oppressed. They might steal artefacts from cults or

documents exposing corruption. They believe in personal freedom and fight for a better world, even if it means bending the rules.

## Three Alignments

If you only play the three basic alignments, then you can use these instead.

### Lawful

**The Guild Agent:** This thief belongs to a thieves' guild with a strict code. They operate within a specific territory, targeting wealthy outsiders or corrupt officials. They value loyalty to the guild and take pride in their reputation for discretion and efficiency.

### Neutral

**The Freelancer:** This thief is a self-made operator, taking on jobs for whoever pays the most. Their moral compass is flexible, and they'll steal from anyone as long as the risk-reward is favourable.

### Chaotic

**The Thrill Seeker:** This thief lives for the excitement of the heist. They might steal for personal gain, but often the thrill of the challenge and the act of outsmarting authorities is more important. They're reckless and impulsive, often leaving a trail of chaos and confusion in their wake.





## Class Acts

### Dwarven Fighters

Dwarven fighters are trained to fight in underground settings.

To make use of surrounding cavern and dungeon features to use as cover and add to their own fighting capabilities.

### Dwarven Fighting

#### Dagger

Dwarves use a variety of daggers, but their favourite is one of their own design:

*Dwarven Fighting Dagger.*

#### Dwarven Fighting Dagger

No ordinary dagger, these large daggers have an 18-inch blade and a reinforced knuckle guard with small studs on the guard, which are used not only to cause wounds but to also catch enemy weapons and either snap bladed weapons or disarm an opponent. They are often used in pairs.

*Damage:* D4+1

*Critical:* 19-20/x3\*

*Type:* Piercing/Slashing

*Special:* Break, Disarm, Cannot be thrown

\* Crits on a roll of 19 or 20 and does x3 damage. If playing in a game without critical rules, simply ignore.

#### Break

When an opponent attacks you and misses, use an attack to make an opposed roll Vs. your opponent's attack and if yours is greater, the dagger catches your opponent's weapon. Make a Strength check at -4 to break the weapon if it is bladed.

#### Disarm

When an opponent attacks you and misses, use an attack to make an opposed roll Vs. your opponent's attack and if yours is greater, the dagger catches your opponent's weapon. Make a Dexterity check at -4 to disarm your opponent. The weapon falls to the floor at your feet.

### Dwarven Battle Tricks

You can make checks to see if you gain an advantage in a particular situation, if you succeed the check, you gain the boon. If you fail, you gain a disadvantage of some kind.

See the article *It's All In The Reflexes* in this issue for more information on Tricks.

### Defensive Terrain

Use terrain to bolster your defence.

*Prerequisites:* You must be a dwarf and have the fighter class as one of your classes.

*Check:* At the start of the round, while in combat within a cave, cavern, or dungeon environment, make a DEX check.

*Success:* You gain a bonus of +2 to your AC for this round.

*Failure:* You gain no advantage, and you place yourself in an awkward position and gain a -2 to all attacks for the rest of this round.

## Position Your Enemy

You are well versed in using the terrain around you to place your enemies in awkward positions.

*Prerequisites:* You must be a dwarf and have the fighter class as one of your classes.

*Check:* When you move or charge towards an opponent during combat within a cave, cavern, or dungeon environment, make an WIS check to place your opponent in an inopportune position.

*Success:* You gain an additional +1 bonus to hit that opponent, plus if they are attacking you, you get to attack before they do, no matter what the initiative rolls indicated.

*Failure:* You lose the ability to attack that opponent this round. You may attack another within reach, but this would be last in the round.

## Hold At Bay

You can use a spear (or similar weapon) to hold an enemy at a distance.

*Prerequisites:* You must be a dwarf and have the fighter class as one of your classes. You must be using a spear or similar weapon.

*Check:* When attacking an opponent, make a WIS check when in an underground

passage no more than 10-ft wide, or other tight, confined space.

*Success:* You can hold your enemy at bay at the tip of your spear so they cannot advance. They may only attack if they have a spear or similarly long weapon.

*Failure:* You fail to hold the enemy at bay and cannot attack them this round, although you are free to attack another opponent within reach.

## Ricochet

You can attack two opponents next to each other with one thrown weapon.

*Prerequisites:* You must be a dwarf and have the fighter class as one of your classes. You must throw a weapon.

*Check:* When you throw a weapon (such as a spear or hand axe), make a DEX check.

*Success:* Assuming you hit your target, you cause damage to the primary target, but the second target takes half as much damage.

*Failure:* Neither of your targets take any damage and your weapon is broken (unless magical).



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