



Heroes of High Favor: HALFLINGS



A d20 Supplement
by Jeremy Baldrige and Benjamin Durbin

Sample Pages

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Dirty Fighting

The rogue's sneak attack is one of the core abilities of the class, yet the rogue concept promises so much more than the ability to simply butcher opponents.

The following rules allow your rogue to perform non-lethal combat techniques using your sneak attack dice.

To perform one of these techniques, all of the normal conditions for sneak attacks apply: The rogue must either be flanking his opponent or the opponent must be denied his Dex bonus to AC. If the conditions for a sneak attack are right, the rogue can opt to set aside one or more of his sneak attack dice. These dice are rolled separately and are not added to the damage total; instead these dice are totalled separately and compared to the listed DC for each technique. If the total of this sneak attack check result equals or exceeds the minimum listed DC, the technique is a success. If the total is less than the required DC, the technique automatically fails.

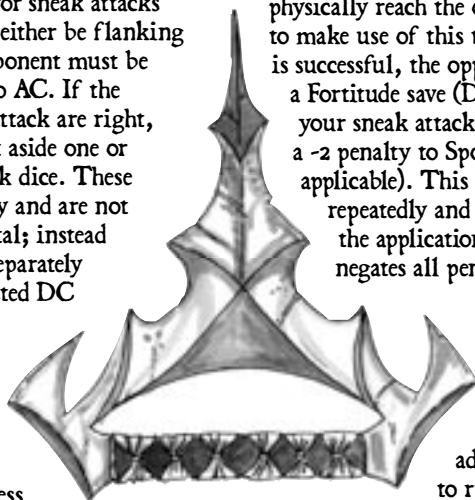
Note that the rogue is not required to set aside all of his sneak attack dice on any particular attack. All of these techniques require a successful attack, and though many of them entail seemingly non-lethal strikes, they still serve to wear an opponent down as surely as any other attack— they are simply and deliberately less lethal.

These rules are intended to give the rogue a selection of more interesting options in combat— the philosophy being, if the rogue can kill his opponent, you might as well

allow him to do something else interesting instead. However, if the GM feels they are too powerful, he can require the rogue to purchase each technique with a feat. Otherwise, all of the rules listed here apply.

BLINDING/DEAFENING STRIKE (DC15)

Using this technique, the rogue strikes at the opponent's head, sending blood dripping into the eyes or causing a ringing in the ears. Obviously, the rogue must be able to physically reach the opponent's head in order to make use of this technique. If the attack is successful, the opponent must succeed at a Fortitude save (DC equal to the result of your sneak attack check result) or suffer a -2 penalty to Spot or Listen checks (as applicable). This attack may be used repeatedly and is cumulative, though the application of any healing spell negates all penalties.



CRIPPLING STRIKE (DC10)

Many opponents a rogue faces have the advantage of being able to run faster to escape or, worse yet, to pursue. This technique allows the rogue to cripple his opponent's movement with a precise strike to the foot or leg. The target makes a Fortitude save against the total of your sneak attack check result; if he fails this check, his movement is halved (as if he had stepped on a caltrop). This effect is not cumulative.

FLECHE (DC15)

This technique allows the rogue to make use of his mobility to strike an opponent as he rushes past. Use this technique to attack your opponent before moving. Treat the total of your sneak attack check result as the

result of a Tumble check for the purposes of moving around or through your opponent's square. If you combine your attack with an actual Tumble check, you may add your sneak attack check result to your Tumble check.

NAUSEATING STRIKE (DC15)

With a boot to the jewels, a fist to the gut, or a pommel to the temple, the rogue attempts to leave his opponent weak and *nauseated*. The opponent must succeed at a Fort save (DC equal to the result of your sneak attack check result) or be *nauseated* for 1 round and *sickened* for 1d4 rounds afterwards.

NUMBING STRIKE (DC10)

Using this technique, the rogue strikes the hand, wrist, or elbow of the opponent a stinging blow. If the result of your sneak attack check result is equal to or greater than your opponent's BAB, your opponent suffers a -1 penalty to his BAB until he receives some kind of healing. This effect is not cumulative.

SHIELD SCHTICK (DC 5)

The intent of this technique is to foul up an opponent's shield by impaling the rogue's weapon in it. The opponent must be using a shield and the rogue must be using a weapon no less than one size category smaller than the shield. If the sneak attack check exceeds the hardness of the opponent's shield, the rogue succeeds in impaling his weapon in the shield. The added cumbersome weight

renders the shield useless until the opponent is able to pull the weapon from his shield (Strength check DC20). Regardless of whether this technique succeeds or fails, the rogue is disarmed (though presumably he has a backup weapon handy).

STAGGERING BLOW (DC5)

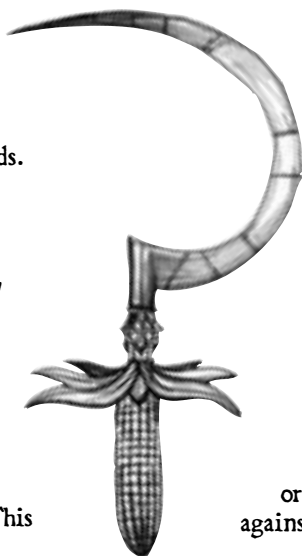
Using this technique, the rogue strikes a staggering blow that temporarily knocks the opponent off balance. If you follow this attack with a trip or bull rush attack before the end of your next action, add the result of your sneak attack check result to the total of your trip or bull rush attempt.

THREATENING STRIKE (DC5)

With a cry of "Your money or your life!" the rogue brings his weapon so threateningly near the opponent's vitals as to ensure a quick surrender. Add the total of your sneak attack check result to any Bluff or Intimidate check you make against this opponent this round.

WEAPON BEAT (DC 5)

The rogue deliberately strikes the opponent's weapon to knock it aside, allowing a follow-up attack. If the total of your sneak attack check result is equal to or greater than the opponent's BAB, your next attack receives a +2 bonus to hit. You must make the follow up attack before your opponent's next action.



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