

GUERRILLA



Rise up against those that have wronged you, with this new fighter archetype for the worlds greatest roleplaying game.

FIGHTER ARCHETYPE

GUERRILLA

The archetypal Guerrilla focuses on ramshackle tactics, seizing any chance they get to gain the upper hand on an opponent. Where most fighters focus on the perfection of their martial ability, Guerrilla's understand that their strengths lie in their imperfections and will often adopt odd and awkward stances to confuse a well-skilled foe. Guerrilla's take any chance to turn the tides of battle in their favour, believing that honour is found in fighting for their beliefs in whatever way possible.

RAMSHACKLE CRAFTSMAN

You have accumulated a wealth of secondhand knowledge, through observation and your own experimentation. Starting at 3rd level, you can add half your proficiency bonus, rounded down, to any ability check using tools that you aren't proficient with.

DIRTY TACTICS

At 3rd level, you've learned to mingle dirty tactics in with your attacks in order to gain the upper hand. You gain proficiency with improvised weapons and you can replace an attack granted to you by your attack action with an option from the list below. So long as you have the objects readily available on your person, you can use one of the following in replace of an attack.

- Spill a bag of ball bearings.
- Pour a flask of oil onto something in front of you.
- Spread a bag of caltrops.
- Use a fire source you're holding to ignite a flammable object within reach.
- Ignite a flammable object you're holding with a fire source within reach.

GUERRILLA WEAPONRY

Most Guerrilla fighters favour a weapon that can be used for battle and as a tool when need be, such as axes, shovels and hammers. These offer versatility over sheer power and reduce the need to carry around a weapon and a tool, lowering travel weight and allowing Guerrilla forces to travel quicker.

They're known to often create makeshift weaponry from things they find along their journey, fire-bombs made from flasks of oil and rags, bolas made from rope and stones, they've even been known to smear animal excrement over their blades before battle to increase the chance of infection. They'll create anything they can to assist them in gaining the upper hand against their enemies.

STRANGE STANCE

Starting at 7th level, you have learned to adopt an awkward stance in order to mask your movements and patterns, making it harder to pinpoint your openings.

You can use your bonus action to enter a strange stance. Until the end of your next turn, the first attack roll you make has advantage and the first attack roll each creature makes against you has disadvantage.

The effect ends early if you're incapacitated, restrained or grappled before the end of your next turn.

You can use this feature a number of times equal to your proficiency bonus. You regain all uses of this ability after finishing a long rest.

RISING SPIRIT

At 10th level, you bolster your courage and the courage of your nearby allies. As an action, you gain temporary hitpoints for the next minute equal to your Fighter level. Additionally, all allies within 20 feet of you gain temporary hitpoints for the next minute equal to half your fighter level, rounded down. Once you use this feature, you must finish a short or long rest before you can use it again.

UNWAVERING INTENSITY

Starting at 15th level, your desire to fight for what you believe in can drive you past your physical and mental limits. When you are below your maximum hit points, you gain advantage on Strength, Dexterity and Charisma saving throws.

Additionally you're immune to becoming frightened.

HIT AND RUN

At 18th level, you have the ability to enter the fray of battle and quickly exit unscathed. Your movement no longer provokes attacks of opportunity and your walking speed is increased by 10 feet.