Thug - Rogue Type

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Not all rogues are either dextrous or smart. Some have learned the tough lessons of the street and turned to their strength and presence to stay alive. Commonly called a thug, this rogue archetype is the cornerstone of many a thieve's guild. Untrained in the fancy techniques of the fighter, the thug relies on brute force and cheap shots to get the job done.

### **Thug (Rogue Archetype)**

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### **Street Fighter**

You have spent your early training focusing on close combat techniques and mob combat. At 3rd level, when you choose this archetype, your unarmed strikes are considered light weapons and you may add your Strength modifier to unarmed strikes made as a bonus action. Your bonus Sneak Attack damage may be used with your unarmed strikes, as well as any one-handed melee weapon you are proficient with.

In exchange for the time and effort training in close combat, you no longer gain Sneak Attack damage when using ranged weapons.

**With a Glance**

At 9th level, you add your Strength modifier to your Charisma modifier when making Intimidate checks. In addition, you may use the bonus action granted by your Cunning Action to make an Intimidate check.

**Dirty Fighting**

At 13th level, when you successfully hit a target no more than one size larger than you with an unarmed strike, you force the target to make a Constitution saving throw (DC 8+your proficiency modifier + your Strength modifier). On a failed save, the target becomes stunned until the end of your next turn. Whether or not the save is successful, the target becomes aware of your trickery and is immune to this ability for 24 hours.

**Brutalize**

At 17th level, you gain your Sneak Attack damage on the first attack you make against an opponent you have successfully intimidated (skill contest determined by your DM, typically Intimidate vs Intimidate or Intimidate vs Wisdom), as long as that attack comes within 1 round of the intimidation. You may use this ability a number of times per day equal to your Charisma modifier.