

RUFFIAN ROGUE

Jes, rogues like to - generally speaking - avoid confrontation whenever possible. They move in shadows, slipping from the scene of their latest crime just as easily as they slipped into it in the first place. Quick fingers, a cunning hand, and a body eager to be anywhere but where it is currently make for the ideal rogue. That being said, sometimes crime needs a bit of a... rougher touch.

Sometimes, you just need a couple kneecaps cracked, y'know?

HEAVY-HANDED

Starting at 3rd level, you can use your Sneak Attack feature with any one-handed weapon that deals bludgeoning damage, so long as you have proficiency in that weapon and it lacks the Heavy, Versatile, or Special properties.

Additionally, you gain proficiency with one such weapon of your choice. You gain proficiency with a second weapon at 9th level.

SENDING A MESSAGE

Also at 3rd level, you gain a particular talent for communication, in one way or another. Whenever you deal Sneak Attack damage to a creature, you roll a bonus 1d6 on your next Intimidation check against them.

Furthermore, your talents can be used for delivering particularly brutal messages through the wounds you cause in your victims. You can spend 1 minute with an unconscious or restrained creature, beating the living daylights out of it. This deals no damage, but leaves extremely visible bruises and injuries on the creature, which also cause it a great deal of pain.

If you get a creature you've used this feature on to deliver a message for you, the effect of that message is increased due to the bloodied state of the messenger.

SUDDEN KNIFING

Beginning at 9th level, weapons that qualify for your Heavy-Handed feature gain an additional use - surprise. Whenever you do not deal Sneak Attack damage on a successful attack with a Heavy-Handed weapon, you can stab the target if you are wielding a dagger in your other hand.

If you hit and could not deal Sneak Attack damage, you nonetheless roll half your normal Sneak Attack dice and add them to the damage dealt.

BRUISED AND SCARRED

At 13th level, the constant fighting has toughened you against damage. Your hit point maximum increases by an amount equal to your rogue level, and increases by 1 again whenever you gain a level in this class.

Additionally, whenever you use your Uncanny Dodge feature you can choose to expend one hit die and restore an equal number of hit points. You may only use this feature once per short rest.

RINGING BLOW

Starting at 17th level, dealing Sneak Attack damage to a creature with a bludgeoning weapon shakes it. The creature is stunned until the beginning of its next turn. If you critically hit a creature with a bludgeoning weapon from your Heavy-Handed feature, the creature is instead stunned until the end of its next turn.