

# RUFFIAN ROGUE

**Y**es, 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

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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, Two-Handed, or Special properties.

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

## OVERT THREAT

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Also at 3rd level, you can turn a talent for being threatening into a combat strategy. You gain proficiency in the Intimidation skill, or Expertise if already proficient.

Furthermore, as a reaction when a creature you can see rolls initiative you can attempt to scare it into hesitating. The creature makes a Wisdom save, the DC of which is equal to 10 plus your Intimidation modifier. On a failure, the target has disadvantage on their initiative roll.

If you've successfully intimidated the target within the last hour, then this feature affects them automatically. A creature immune to the charmed or frightened conditions is unaffected.

## SUDDEN KNIFING

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Beginning at 9th level, you gain skill with unexpected stabbings. When you successfully hit a creature but do not deal Sneak Attack damage, you can choose for your next dagger attack that turn to deal damage using half your Sneak Attack dice rather than a d4.

You may only use this feature if the original attack was made with a weapon eligible for your Heavy-Handed feature. After using this feature, you cannot use it again until after the end of your next turn.

## BRUISED AND SCARRED

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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

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Starting at 17th level, your blows can daze most creatures. Whenever you deal Sneak Attack to a creature using a weapon qualifying for your Heavy-Handed feature, you can choose to stun it by using only half your Sneak Attack dice.

The creature is stunned until the beginning of its next turn. If your attack was a critical hit, it is instead stunned until the end of its next turn. If this attack would bring a creature to 1 hit point or less, you can choose to cause them to go unconscious but remain stable.