

## ROGUE SUBCLASSES

A Rogue subclass is a specialization that grants you features at certain Rogue levels, as specified in the subclass. This section presents the Brutish Enforcer, Divine Trickster, Incisive Skirmisher, Thief, and Toxicologist subclass.

### BRUTISH ENFORCER

*Muscle Your Way Through Enemies*

Not all the members of a thieves' guild are slender spies that skulk through the darkness. Others are the enforcers at the doors, the first line of defense to any establishment. Just because their methods are different, the results tend to be the same: quick and painful death to their enemies. Brutish Enforcers will use heavy clubs, massive hammers, and their own fists to inflict terrible damage no matter where they are on the battlefield.

#### LEVEL 3: BONUS PROFICIENCIES

You gain proficiency with martial weapons and Medium Armor training.

#### LEVEL 3: OVERWHELMING BRUTALITY

You can use your brute strength to overwhelm an attacker. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike. If you aren't holding any weapons or a Shield when you make the attack roll, the d6 becomes a d8. Additionally, you can apply your Sneak Attack damage when making an attack using an Unarmed Strike or with any melee weapon attack that uses Strength, provided that weapon does not have the Reach property. All other rules for applying your Sneak Attack still apply.

#### LEVEL 9: COLOSSAL HIT

When you hit a creature with a melee weapon attack, you can make an Unarmed Strike and use the Shove option as a Bonus Action. If the creature fails, you can push the creature up to 15 feet away from you, rather than 5 feet, and if you choose to give the target the Prone condition you can make another Unarmed Strike against the target as part of the same Bonus Action.

#### LEVEL 13: MENACING THREAT

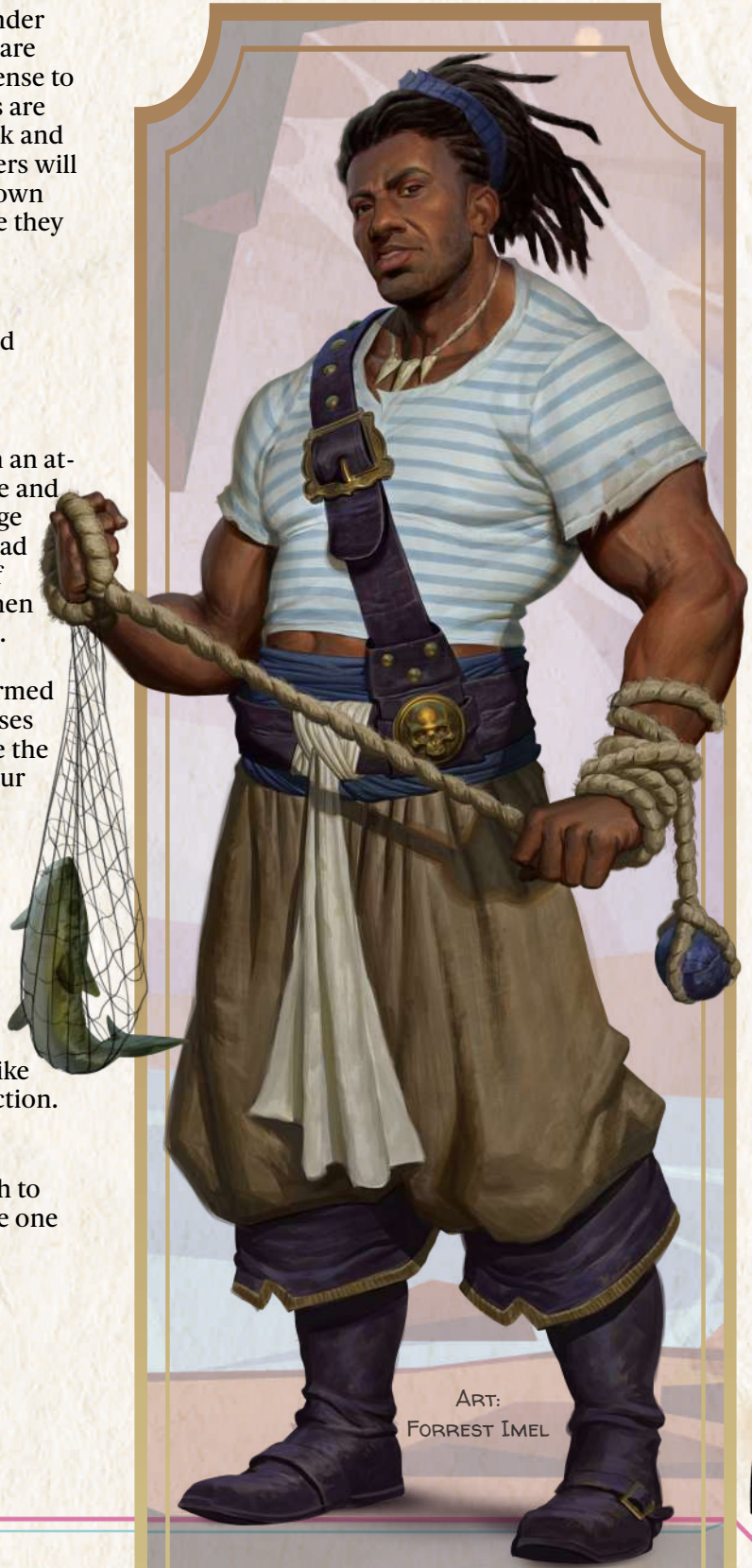
Your sheer presence and force of will is enough to make most crumble. As a Bonus Action, choose one creature that you can see within 5 feet of you.

The creature must succeed on a Wisdom saving throw (DC equals to 8 plus your Proficiency Bonus and your Strength or Charisma modifier) or have the Frightened condition until the end of its next turn.

While a creature has the Frightened condition from this feature, you have Advantage on attack rolls against them.

#### LEVEL 17: BLOODY FRENZY

You have Advantage on attack rolls if you are Bloodied.



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