

# Roguish Archetype

## ROGUE

The following option is available to rogues when they gain the Roguish Archetype feature at 3rd level.

### ENFORCER

Contrary to most rogues, enforcers focus their training on a more brash, rough-and-tumble approach—whether they find themselves up close and personal on the battlefield or shaking someone down in a back alley. Often employed as hired muscle or hitmen, these rogues lean on their physical dominance to intimidate and overpower their foes.

### BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with medium armor, as well as battleaxes, flails, morningstars, and warhammers.

### MUSCULAR MENACE

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to attempt to grapple a creature, and you have advantage on Charisma (Intimidation) checks against any creature you are grappling.

In addition, you learn to combine your tactical precision with devastatingly powerful blows. You can deal your Sneak Attack damage with any melee weapon that doesn't have the heavy property. You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if the creature is grappled and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

### BOUNCER'S BRAWN

Starting at 9th level, you can also use the bonus action granted by your Cunning Action to attempt to shove a creature.

When you attempt to shove a creature that is grappled by you, you can choose to hurl the creature through the air. If you succeed on the check, you can throw the creature a number of feet up to  $5 \times$  your Strength modifier away from you, and it must succeed on a Dexterity saving throw (DC  $8 +$  your Strength modifier + your proficiency bonus) or fall prone. If you fail the check, the creature is pushed 5 feet away from you and the grapple ends.

### OPTIONAL RULE: REFLAVORING WEAPONS

Don't be afraid to let your players have some fun with their weapon choices—especially when they're trying to play into their character's theme! For example, if the Enforcer Rogue wants to use a greatclub, but doesn't want to sacrifice the mechanical benefits of a stronger weapon, consider allowing them to use the statistics of a warhammer and simply call it a "greatclub." As long as it doesn't break the game, don't let rules get in the way of fun!

### RELENTLESS PHYSIQUE

By the time you reach 13th level, your body has become unyielding in the face of adversity. You have advantage on saving throws against any effect that would push you, pull you, or knock you prone, and you can't be frightened.

### SKULL CRACKER

Beginning at 17th level, your most precise and powerful strikes can daze your foes and send them reeling. Once on each of your turns, when you hit a creature that is no more than one size larger than you with a melee weapon attack, and you have advantage on the attack roll, the target must succeed on a Constitution saving throw or become stunned until the start of your next turn. The DC for this saving throw is equal to  $8 +$  your Strength modifier + your proficiency bonus.