

Thug

Some seeq steal with finesse, their victims only discovering the crime when the thief is long gone and the coin already spent. A thug, on the other hand, cares nothing for finesse. Through both threat and violence, the thug gets what he wants by the promise of force, and has no problem making good on that promise as needed.

The thug is an archetype of the thief class, available only to seeq thieves.

Frightening (Ex): At 1st level, whenever a thug successfully uses Intimidate to demoralize a creature, the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, the thug can instead decide to make the target frightened for 1 round.

This ability replaces trapfinding.

Improved Dirty Trick (Ex): At 2nd level, a thug gains Improved Dirty Trick as a bonus feat, even if he doesn't meet the prerequisites. Once per round, when the thug performs a dirty trick maneuver against an enemy, he may deal damage to the enemy as if he had struck it with his normal melee attack. The thug must be wielding a weapon and have at least one hand free to use this ability.

This ability replaces a thief talent gained at 2nd level.

Sneaky Trick (Ex): At 3rd level, anytime a thug is able to deal sneak attack damage to a target, he can instead attempt to hamper the target. The thug must declare that he's using this ability before the attack roll is made. If the attack hits, it deals damage normally, but instead of rolling sneak attack damage, the thug can attempt a dirty trick combat maneuver against the target as a free action, adding 1 to the combat maneuver check for each die of the thug's sneak attack damage.

This ability replaces measure the mark.

Dirty Maneuvers (Ex): At 3rd level, a thug becomes skilled at deceiving and discomfiting his opponents. The thug gains a +1 bonus on disarm, dirty trick, and steal combat maneuver checks. The thug also gains a +1 bonus to CMD when attacked with the disarm, dirty trick, and steal combat maneuvers. These bonuses increase by 1 for every four thief levels after 3rd (to a maximum of +5 at 19th level).

This ability replaces danger sense.

Brutal Beating (Ex): At 4th level, whenever a thug deals sneak attack damage, he can choose to forgo 1d6 points of sneak attack damage to make the target sickened for a number of rounds equal to half his thief level. This ability does not stack with itself—only the most recent duration applies.

This ability replaces uncanny dodge.

Brutal Trick (Ex): At 6th level, a thug gains Greater Dirty Trick as a bonus feat. In addition, a creature that spends a standard action to remove a condition applied by the thug's dirty trick combat maneuver provokes an attack of opportunity from the thug, provided he's within melee range.

This ability replaces a thief talent gained at 6th level.

Deadly Surprise (Ex): At 8th level, when a thug hits an opponent that is denied its Dexterity bonus to AC against him with a weapon or unarmed attack, he may attempt a dirty trick combat maneuver as an immediate action as part of the attack.

This ability replaces improved uncanny dodge.

Thief Talents: The following thief talents complement the thug archetype: offensive defense, powerful sneak, strong impression, and weapon training.

Advanced Talents: The following advanced thief talents complement the thug archetype: crippling strike, deadly sneak, and knock-out blow.