



HEROIC CLASS VOCATION

Thug Vocation

The **House Rules** below present a modified version of the Thug vocation found in the Mongoose Publishing's™ OGL: STEAMPUNK Campaign Setting (pg. 61). It also contains features of the Robber vocation found within in Mongoose Publishing's™ OGL: WLD WEST Campaign Setting (pg. 36). It has been modified to provide a broader vocation which fits within Wizards of the Coast's™ d20: MODERN RPG System.

Life on the streets is tough and criminals with fewer reserves of flair resort to brute force to get by. Of course, this brute force is spiked with a heavy dose of dirty fighting and unfair trickery, so the thug is more certain to win his fights.

Prerequisites: Intimidate 4 ranks;

Bonus Starting Feat: Select one of the following:

Armor Proficiency (light), Brawl, Martial Arts, or Weapon Group Proficiency (pistol firearms);

Vocation Skills: Bluff (Cha), Disguise (Cha), Intimidate (Cha or Str), Hide (Dex), Move Silently (Dex), and Spot (Wis);

If a skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

Additional Bonus Feats: Brawl, Confident, Knockout Punch, Martial Arts, Persuasive, Point Blank Shot, Renown, Street-fighting, and Weapon Group Proficiency (pistol firearms, rifle firearms);

Wealth: +1;

Enforcer Talent Tree

Improved Intimidate (Ex): The Thug may substitute his 10 + Reputation for the d20 roll when making and Intimidation check against any character that is of lower level than the thug.

Over-watch (Ex): The Thug may ready an action to shoot anyone within 30 feet. They may act normally while holding this readied action, but may not attack (normally a character has two move actions each round). When the thug's readied action is triggered, the character must make a RFLX save (DC equals the Initiative score of the target who triggered the ready action). If the save is

successful, the thug's shot happens first; if the save is failed, then they shoot after the target has acted.

Prerequisite: Improved Intimidate talent;

Crew (Ex): The Thug's influence has led other subordinates to follow their orders. The character attracts a group of followers as per the Minions feat (as described on pg. 18 of the d20: *PAST Supplement*).

Prerequisite: Improved Intimidate talent, and character level 5th.

Killer Talent Tree

Sneak Attack (Ex): If a Thug can catch an opponent who is unable to defend himself effectively, they can strike a vital spot for extra damage. Any time the thug's target would be denied their Dexterity bonus to Defense, the thug can make a sneak attack (whether the target actually has a Dexterity bonus or not). The thug also can sneak attack any opponent they flank. Sneak attack deals an extra damage +1d6.

Ranged attacks count as sneak attacks only if the target is within 30 feet. A thug can't strike a vital area accurately beyond that range. With a sap (blackjack) or an unarmed strike, a thug can make a sneak attack that deals non-lethal damage. The thug may not use a weapon that deals lethal damage to deal non-lethal damage.

Only targets with discernable anatomies are vulnerable to sneak attacks.

This talent may be selected multiple times; each time the sneak attack deals an additional +1d6.

Waylay (Ex): This ability takes effect once the thug has made a successful sneak attack but before they have rolled damage. A thug can sacrifice +1d6 worth of sneak attack damage to make the target dizzy and unbalanced. The victim makes a FORT save (DC 10 + ½ the thug's level + their Strength modifier); and if it fails it is stunned for 1 round.

Prerequisite: Sneak Attack talent;

Crippling Strike (Ex): A Thug with this talent can sneak attack opponents with such precision that their blows weaken and hamper them. A victim damaged by one of the thug's sneak attacks also takes 2 points of Strength damage. This damage is temporary, and return on its own at the rate of 1 point per day.

Prerequisite: Sneak Attack talent;