

# THUG

The Thug is an urban warrior, a vicious combatant who knows the streets like the back of his own hand. Though he is commonly associated with organized crime or street gangs, he can alternately be known as a hard-charging cop or bloodthirsty pugilist.

**Attributes:** The Thug is a rough and tumble fighter, making Strength and Constitution key attributes for this class. Quick wits are also vital to surviving on the street, so a high Wisdom is also beneficial.

**Vitality:** 1d12 + Con modifier per level.

**Starting Weapon Proficiencies:** 6.

## Class Skills

The Thug's class skills are Athletics, Bluff, Drive, Intimidate, Notice, Resolve, Sense Motive, Sneak, and Streetwise.

**Skill Points at Level 1:** (4 + Int modifier) × 4.

**Skills Points at Each Additional Level:** 4 + Int modifier.

## Core Ability

**Brutal:** You're a merciless combatant who makes *sure* your opponents go down — and stay down. Once per round, after making a successful attack against a target, you may spend 1 action die to make a final attack against the same target as a free action.

## Class Abilities

**Chip on Your Shoulder:** You're hard as nails — and have an attitude to match. At Level 1, your class level is added to your Constitution score when calculating your subdual damage thresholds. Further, after you make a successful opposed Resolve check, you gain a +2 morale bonus with attack checks made against the same opponent until the end of the current scene.

**Got Your Back I:** You're a loyal teammate in and out of combat. At Level 2, your maximum rank in the Bluff and Resolve skills increases to your career level + 4.

Further, you gain the Wolf Pack Basics feat.

**Vicious Attack:** At Level 3, once per combat after making a successful attack against a target within CQB Range, you may automatically inflict the maximum possible damage, as if you rolled the highest value possible with each of your damage dice. If you benefit from any bonus dice to this attack (e.g. action dice, sneak attack damage, etc.), they are rolled as standard. All damage inflicted when you use this ability is lethal. Further, the attack gains the *takedown* quality.

*Example:* You hit with a weapon that normally inflicts 1d10 subdual damage. Using this ability sets the attack's damage at 10 lethal and applies the *takedown* quality.

You may not activate a vicious attack as a critical hit, even if you score a threat with your attack check. Further, if you use this ability with an Autofire or Strafe action, it only affects the attack's damage upon the first target. Finally, if you use this ability with a Burst action, it only affects the first shot's damage.

At Level 5, you may use this ability up to twice per combat.

**Bonus Feat:** At Level 4, you gain 1 additional Basic Combat or Style feat.

Table 6: The Thug

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+1	+1	+0	+2	+1	1	—	<i>Brutal</i> , chip on your shoulder
2	+2	+2	+2	+0	+3	+1	2	1W	Got your back I
3	+3	+2	+2	+1	+3	+2	2	1W	Vicious attack 1/combat
4	+4	+2	+2	+1	+4	+2	2	1W, 1R	Bonus feat
5	+5	+3	+3	+1	+5	+3	3	1W, 1R	Vicious attack 2/combat

## POINTMAN CROSS-CLASS ABILITY

The Pointman's cross-class ability grants him access to the following abilities seen in this preview class: *bonus feat*, *chip on your shoulder*, *got your back I*, *vicious attack 1/combat*.

## Thug Class Preview

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