Enforcer

To survive and thrive in a brutal environment, you have learned to be equally brutal. Most enforcers are members of criminal guilds and gangs, but you might also be part of a mercenary company or hired guards, or even, rarely, a member of the Watch. Your skills are useful anywhere the knowledge and abilities of the rogue combine well with brute force and overwhelming numbers. You've learned to hit hard, to work in groups, and to wield fear as well as the blade. Many enforcers choose to use reach weapons, to take best advantage of their abilities.

BRUTE FORCE

When you choose this archetype at 3rd level, you gain proficiency in martial weapons and in the Intimidate skill. If you are already proficient in the Intimidate skill, you may choose another rogue skill instead. You also gain the ability to sneak attack with any melee weapon.

SUDDEN VIOLENCE

Starting at 3rd level, if you can reach an opponent with a melee weapon from where you are standing when combat first begins, you gain advantage on your initiative check.

FEARSOME

At 9th level, you can use the bonus action granted by your Cunning Action ability to make a Charisma (Intimidate) check against a single creature.

GANG UP

Also starting at 9th level, you can use the bonus action granted by your Cunning Action to take the Help action, potentially granting an ally advantage on their next attack against an enemy. You must be within melee weapon reach of the enemy to use this ability.

UNEXPECTED STRIKE

At 13th level, when an enemy within reach of your melee weapon makes an attack against a target other than you, you may spend your reaction either to make a melee attack against that enemy, or to take the Dash action. Once you have used this ability, whether or not the attack hits, you cannot use it again against that same target for 24 hours, as they are now aware of the trick. You may still attempt it against other enemies, however.

SKIRMISHER

Beginning at 17th level, when you use Unexpected Strike, you can both take the Dash action and make an attack all as part of the same reaction. In addition, this reaction can be triggered not just by an enemy within melee reach, but any enemy near enough that you can close to melee reach by using this Dash.

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