

# Thug

Medium natural humanoid Brute

⬇ **Sap** (std; at-will) ⬆ **Weapon**

+6 vs. AC; 1d4+3 damage.

⤴ **Handaxe** (std; at-will) ⬆ **Weapon**

Ranged 5/10; +6 vs. AC; 1d6+3 damage.

## Group Training

The thug gains a +1 bonus to attack rolls for each ally that threatens the target.

Medium natural humanoid

Level 1  
Brute

**Initiative** +1

**Senses** Perception +0

**HP** 36

**AC** 13; **Fortitude** 16, **Reflex** 14, **Will** 14

**Speed** 6





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