

Specials

Darkvision

Special 1

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

CRB

Furious Footfalls

Special 3

The urge to fight drives you ever forward. You gain a +5 foot status bonus to your Speed. This bonus increases to +10 feet while you're raging.

PC2

Heritage

Special 1

You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

CRB

Vine Leshy

Special 1

The prehensile vines woven into your body grant you unmatched skill at climbing. You do not need to have any hands free to Climb. Additionally, if you roll a success on an Athletics check to Climb, you get a critical success instead.

PC1

Instinct

Special 1

Your rage wells up from a dominant instinct - one you learned from a tradition or that comes naturally to you. Your instinct gives you an ability, requires you to avoid certain behaviors, grants you increased damage and resistances at higher levels, and allows you to select feats tied to your instinct.

PC2

Dragon Instinct

Special 1

You summon the fury of a mighty dragon and manifest incredible abilities. Perhaps your culture reveres draconic majesty, or you gained insights by drinking or bathing in dragon's blood or watching a marauding wyrm burn your village. Select a type of dragon from the Dragon Instincts table as your instinct's dragon type. your GM might allow you to choose dragons from other sources and determine their tradition and dragon breath type.

Instinct Ability—Draconic Rage While raging, you can increase the additional damage from Rage from 2 to 4 and change its damage type to match that of your instinct's dragon breath instead of the damage type for your weapon or unarmed attack. If you do this, your Rage action gains the trait matching your dragon instinct's tradition, as well as the trait matching the damage type where applicable.

Specialization Ability (7th) When you use draconic rage, you increase the additional damage from Rage from 4 to 8. If you have greater weapon specialization, instead increase the damage from Rage when using draconic rage from 8 to 16.

Raging Resistance (9th) You resist piercing damage and the damage type of your instinct's dragon breath.

PC2

Red

Special 1

Cone of fire

CRB

Low-Light Vision

Special 1

Plant Nourishment

Special 1

You gain nourishment in the same way that the plants or fungi that match your body type normally do, through some combination of photosynthesis, absorbing minerals with your roots, or scavenging decaying matter. You typically do not need to pay for food. If you normally rely on photosynthesis and go without sunlight for 1 week, you begin to starve. You can derive nourishment from specially formulated bottles of sunlight instead of natural sunlight, but these bottles cost 10 times as much as standard rations (or 40 sp).

LO: CG

Quick-Tempered ◆

Special 1

Barbarian

Trigger You roll initiative.

Requirements You are not encumbered or wearing heavy armor.

So long as you are able to move freely, your fury is instinctive and instantaneous. You Rage.

PC2

Rage ◆

Special 1

Barbarian

Concentrate

Emotion

Mental

Requirements You aren't fatigued or raging. You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. While you are raging:

- You deal 2 additional damage on melee Strikes. This additional damage is halved if your weapon or unarmed attack is agile.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging. Rage lasts for 1 minute, until you fall unconscious, or until the encounter ends, whichever comes first. You can't voluntarily stop raging. When you stop raging, you lose any remaining temporary Hit Points from Rage, and can't gain temporary Hit Points from using the Rage action again for 1 minute.

PC2