

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

Deny Advantage

Special 3

As someone who takes advantage of openings, you are careful not to leave such gaps yourself. You aren't off-guard to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

PC1

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

Fungus Leshy

Special 1

Your body was made from fungi that grows in the shade of caves and trees, and you are at home in dark caverns and warrens. You gain darkvision. You lose the plant trait and gain the fungus trait.

PC1

Low-Light Vision

Special 1

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

CRB

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

Rogue's Racket

Special 1

You've begun to develop your techniques and approach to a job, while building your reputation in rogues' circles. Choose a rogue's racket.

PC1

Thief Racket

Special 1

Nothing beats the thrill of taking something that belongs to someone else. You might be a pickpocket working the streets, a cat burglar sneaking through windows, or even a consultant, testing your clients' vaults for openings.

When a fight breaks out, you prefer swift, lightweight weapons, and you strike where it hurts. When you attack with a finesse melee weapon or finesse melee unarmed attack, you can add your Dexterity modifier to damage rolls instead of your Strength modifier.

You are trained in Thievery.

PC1

Sneak Attack

Special 1

When your enemy can't properly defend itself, you take advantage to deal extra damage. If you Strike a creature that has the off-guard condition with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack, or a ranged unarmed attack, you deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.

As your rogue level increases, so does the number of damage dice for your sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

PC1

Surprise Attack

Special 1

You spring into combat faster than foes can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are off-guard to you.

PC1