

Specials

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

Whisper Elf

Special 1

Your ears are finely tuned, able to detect even the slightest whispers of sound. As long as you can hear normally, you can use the Seek action to sense undetected creatures in a 60-foot cone instead of a 30-foot cone. You also gain a +2 circumstance bonus to locate undetected creatures that you could hear within 30 feet with a Seek action.

CRB

Hunt Prey

Special 1

You designate a single creature as your prey and focus your attacks against that creature. You must be able to see or hear the prey, or you must be tracking the prey during exploration.

You gain a +2 circumstance bonus to Perception checks when you Seek your prey and a +2 circumstance bonus to Survival checks when you Track your prey. You also ignore the penalty for making ranged attacks within your second range increment against the prey you're hunting.

You can have only one creature designated as your prey at a time. If you use Hunt Prey against a creature when you already have a creature designated, the prior creature loses the designation and the new prey gains the designation. Your designation lasts until your next daily preparations.

CRB

Hunter's Edge

Special 1

You have trained for countless hours to become a more skilled hunter and tracker, gaining an additional benefit when you Hunt Prey depending on the focus of your training. Choose a hunter's edge.

CRB

Flurry

Special 1

You have trained to unleash a devastating flurry of attacks upon your prey. Your multiple attack penalty for attacks against your hunted prey is -3 (-2 with an agile weapon) on your second attack of the turn instead of -5, and -6 (-4 with an agile weapon) on your third or subsequent attack of the turn, instead of -10.

Masterful Hunter Upgrade (Level 17)

You can blend your weapon mastery with skillful targeting to make a series of precise attacks. If you have master proficiency with your weapon, your multiple attack penalty for attacks against your hunted prey is -2 (-1 with an agile weapon) on your second attack of the turn, and -4 (-2 with an agile weapon) on your third and subsequent attacks of the turn.

CRB

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

