

Feats by Category

GOBLIN FEATS

Very Sneaky

ROGUE FEATS

Nimble Dodge

SKILL FEATS

Assurance (Stealth)

Experienced Smuggler

Feats A-Z

Assurance (Stealth)

Feat 1

Fortune General Skill

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Special You can select this feat multiple times. Each time, choose a different skill and gain the benefits for that skill.

CRB

Experienced Smuggler

Feat 1

General Skill

Prerequisites trained in Stealth

You often smuggle things past the authorities. When the GM rolls your Stealth check to see if a passive observer notices a small item you have concealed, the GM uses the number rolled or 10—whichever is higher—as the result of your die roll, adding it to your Stealth modifier to determine your Stealth check result. If you're a master in Stealth, the GM uses the number rolled or 15, and if you're legendary in Stealth, you automatically succeed at hiding a small concealed item from passive observers. This provides no benefits when a creature attempts a Perception check while actively searching you for hidden items. Due to your smuggling skill, you're more likely to find more lucrative smuggling jobs when using Underworld Lore to Earn Income.

CRB

Nimble Dodge →

Feat 1

Rogue

Requirements You are not encumbered.

Trigger A creature targets you with an attack and you can see the attacker.

You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Very Sneaky

Feat 1

Goblin

Taller folk rarely pay attention to the shadows at their feet, and you take full advantage of this. You can move 5 feet farther

when you take the Sneak action, up to your Speed. In addition, as long as you continue to use Sneak actions and succeed at your Stealth check, you don't become observed if you don't have cover or greater cover and aren't concealed at the end of the Sneak action, as long as you have cover or greater cover or are concealed at the end of your turn.

CRB