

## 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*

### 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*

#### Charhide Goblin

Special 1

Your ancestors have always had a connection to fire and a thicker skin, which allows you to resist burning. You gain fire resistance equal to half your level (minimum 1). You can also recover from being on fire more easily. Your flat check to remove persistent fire damage is DC 10 instead of DC 15, which is reduced to DC 5 if another creature uses a particularly appropriate action to help.

*CRB*

### Rogue's Racket

Special 1

As you started on the path of the rogue, you began to develop your own style to pursue your illicit activities. Your racket shapes your rogue techniques and the way you approach a job, while building your reputation in the criminal underworld for a certain type of work. A client with deep pockets might even hire a team of rogues for a particular heist, each specializing in a different racket, in order to cover all the bases. Choose a rogue's racket.

*CRB*

#### Thief Racket

Special 1

Nothing beats the thrill of taking something that belongs to someone else, especially if you can do so completely unnoticed. You might be a pickpocket working the streets, a cat burglar sneaking through windows and escaping via rooftops, or a safecracker breaking into carefully guarded vaults. You might even work as a consultant, testing clients' defenses by trying to steal something precious.

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

You are trained in Thievery.

*CRB*

### 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 flat-footed 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.

## Surprise Attack

Special 1

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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 flat-footed to you.