

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

Cavern Kobold

Special 1

You hatched into a warren among narrow tunnels and countless kin. Your body is flexible. When Climbing rock walls, stalactites, and other natural stone features, you move at half your Speed on a success and at full Speed on a critical success (and you move at full Speed on a success if you have Quick Climb). This doesn't affect you if you're using a climb Speed. If you roll a success on an Acrobatics check to Squeeze, you get a critical success instead.

APG

Reactive Strike

Special 1

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

PC1