

# 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

### Dragonscaled Kobold

Special 1

Thanks to your warren's association with a dragon, your scales are sturdier than other kobolds'. You gain 10 Hit Points from your ancestry instead of 6. You gain a +1 circumstance bonus to saves against dragon breath, effects with the sleep trait, and effects that would make you paralyzed.

PC2

## 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