

Black Widow – Abilities & Gear

Cooperative Nature

(Ancestry Feats, Feat, Human, Race)

Traits: Human

The short human life span lends perspective and has taught you from a young age to set aside differences and work with others to achieve greatness. You gain a +4 circumstance bonus on checks to Aid.

Quick Jump

(Background, Feat)

Traits: General, Skill

Prerequisites trained in Athletics

You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

Titan Wrestler

(Feat, Skill Feats)

Traits: General, Skill

Prerequisites trained in Athletics

You can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than you, or up to three sizes larger than you if you're legendary in Athletics.

Twin Feint

(Class, Class Feats, Feat, Rogue)

Traits: Rogue

Requirements You are wielding two melee weapons, each in a different hand.

You make a dazzling series of attacks with both weapons, using the first attack to throw your foe off guard against a second attack at a different angle. Make one Strike with each of your two melee weapons, both against the same target. The target is automatically flat-footed against the second attack. Apply your multiple attack penalty to the Strikes normally.

Scoundrel

(Class, Rogue, Rogue's Racket)

You use fast-talking, flattery, and a silver tongue to avoid danger and escape tricky situations. You might be a grifter or con artist, traveling from place to place with a new story or scheme. Your racket is also ideal for certain reputable professions, like barrister, diplomat, or politician.

When you successfully Feint (page 246), the target is flat-footed against melee attacks you attempt against it until the end of your next turn. On a critical success, the target is flat-footed against all melee attacks until the end of your next turn, not just yours.

You're trained in Deception and Diplomacy. You can choose Charisma as your key ability score.

Sneak Attack (1d6)

(Class, Rogue)

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 (page 620) with an agile or finesse melee weapon, an agile or finesse unarmed attack, or a ranged weapon 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

(Class, Rogue)

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.