

## Black Widow – Abilities & Gear

### Cat Fall (Feat, Skill Feats)

**Traits:** General, Skill  
**Prerequisites** trained in Acrobatics

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter. If you're a master in Acrobatics, treat them as 50 feet shorter. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.

### Combat Climber (Feat, Skill Feats)

**Traits:** General, Skill  
**Prerequisites** trained in Athletics

Your techniques allow you to fight as you climb. You're not flat-footed while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

### Confabulator (Feat, Skill Feats)

**Traits:** General, Skill  
**Prerequisites** expert in Deception

Even when caught in falsehoods, you pile lie upon lie. Reduce the circumstance bonus a target gains for your previous attempts to Create a Diversion or Lie to it from +4 to +2. If you're a master in Deception, reduce the bonus to +1, and if you're legendary, your targets don't get these bonuses at all.

### 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.

### Feather Step (Feat, General Feats)

**Traits:** General  
**Prerequisites** Dexterity 14

You step carefully and quickly. You can Step into difficult terrain.

### 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).

### Rapid Mantel (Feat, Skill Feats)

**Traits:** General, Skill  
**Prerequisites** expert in Athletics

You easily pull yourself onto ledges. When you Grab an Edge, you can pull yourself onto that surface and stand. You can use Athletics instead of a Reflex save to Grab an Edge.

### Tiger Stance (Basic Kata, Class, Feat, Rogue)

**Traits:** Monk, Stance  
**One Action**  
**Requirements** You are unarmored.

You enter the stance of a tiger and can make tiger claw attacks. These deal 1d8 slashing damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits. On a critical success with your tiger claws, if you deal damage, the target takes 1d4 persistent bleed damage.

As long as your Speed is at least 20 feet while in Tiger Stance, you can Step 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.

### Deny Advantage (Class, Rogue)

As someone who takes advantage of others' defenses, you are careful not to leave such openings yourself. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

### Powerful Fist (Class, Class Feats, Rogue)

You know how to wield your fists as deadly weapons. The damage die for your fist increases to 1d6 instead of 1d4. Most people take a -2 circumstance penalty when making a lethal attack with nonlethal unarmed attacks, because they find it hard to use their fists with deadly force. You don't take this penalty when making a lethal attack with your fist or any other unarmed attacks.

### 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 (2d6) (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.