

Essence Thief

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Sleights
1st	+0	+2	+2	+0	Essentia, Swipe 1d4, Improved Steal, Valuable?	2
2nd	+1	+3	+3	+0		3
3rd	+2	+3	+3	+1		4
4th	+3	+4	+4	+1	Plunder	5
5th	+3	+4	+4	+1	Swipe 2d4	6
6th	+4	+5	+5	+2	Pillage	7
7th	+5	+5	+5	+2		8
8th	+6/+1	+6	+6	+2	Crime Spree	9
9th	+6/+1	+6	+6	+3	Swipe 3d4	10
10th	+7/+2	+7	+7	+3	Larceny	11
11th	+8/+3	+7	+7	+3		12
12th	+9/+4	+8	+8	+4		13
13th	+9/+4	+8	+8	+4	Swipe 4d4	14
14th	+10/+5	+9	+9	+4		15
15th	+11/+6/+1	+9	+9	+5		16
16th	+12/+7/+2	+10	+10	+5		17
17th	+12/+7/+2	+10	+10	+5	Swipe 5d4	18
18th	+13/+8/+3	+11	+11	+6		19
19th	+14/+9/+4	+11	+11	+6		20
20th	+15/+10/+5	+12	+12	+6	Grand Sleight	21

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

The Essence Thief's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are class features of the Essence Thief.

Weapon and Armor Proficiency

Essence Thief are proficient with light and one-handed simple weapons, throwing weapons, and one light or one one-handed martial or exotic weapon of their choice. They are proficient with light armor, but not with shields.

Essentia

You gain a pool of Essentia equal to your Essence Thief level + your Charisma modifier. This pool fills back to full after 8 hours of rest, or by spending a swift action to crush an Essence Orb and recovering an amount of Essentia equal to the HD of the orb. You do not gain the Weal effect for Essence orbs crushed this way.

Swipe

A Swipe is a special Steal Combat Maneuver that the Essence Thief can attempt. Each Swipe has two components, Weal and Woe. The Weal of a successful swipe normally takes the form of an Essence Orb which appears in your possession, while the Woe is a condition inflicted upon the target. As with all combat maneuvers, you must target a foe with the Swipe maneuver, and an Essence orb counts as an item from a foe. If you cannot (or do not) pay an essence cost, you cannot use a Swipe maneuver. Victims of the Swipe take 1d4+Charisma Modifier in damage (Fort save for half). This damage is untyped physical and is affected by DR. This damage increases by 1d4 at 5th level and every 4 levels thereafter. An Essence orb has an HD equal to the HD of the creature it was stolen from (Minimum 1). Swipes can affect undead and similar creatures that are immune to Fort save effects.

Any creature, at the end of their turn, may make a Fortitude save (DC equal to 10 + ½ Essence Thief's level + Essence Thief's Charisma Modifier) to remove the Woe placed upon them by the Essence Thief. They make a save against all ongoing Woes individually, but otherwise can attempt to save against all ongoing Woes at the end of their turn. An intelligent creature immediately knows when they have been a victim of a Swipe attempt (Although they may not

understand it), and can pick out any Essence orb without error that once belonged to them, and any creature witnessing a Swipe will know it as an unlawful act. A creature that obtains an Essence Orb that once belonged to them can spend a free action to destroy it, absolving them of any Woe that came from the Swipe that produced the Essence orb. If they have already saved against this effect, this has no effect, but may still be used as a normal Essence orb as below.

An Essence 'Orb' weighs 0.1lbs and is generally small enough to be held in one hand. These are not always orbs, with the shape and color differs from thief to thief, with examples being Orbs, gears, pages, miniature weapons, stuffed animals, and so on. These 'orbs' are considered to be potions for all intents and purposes. Simply holding the Essence Orb grants insight to what's inside of it, and must be crushed (Normally a standard action) in order to activate it, otherwise a DC 25+HD of the orb Spellcraft check can determine its function and HD, so long as the one making the check can see it's shape. An Essence thief automatically knows the HD and function of an orb they possess. Essence Orbs have HP and hardness equal to the number of HD it possess. Effects from orbs always grant an 'Essence Bonus'. An essence bonus can be any type of bonus, but does not stack with itself.

An Essence Orb only lasts for 1 day before crumbling into dust.

Finally, you may attempt a Swipe maneuver that costs no Essentia to produce an orb that can be used to recover Essentia as noted above.

Improved Steal

At 1st level, you receive the Improved Steal feat, even if you do not meet the prerequisites.

In addition, when making a Steal combat maneuver, you may use your Dex modifier in place of your Strength modifier, and your Essence Thief levels in place of your BAB.

Sleight

It's one thing to just steal something. It's another to steal it with style. Starting at level one, an Essence Thief gains two Sleights, and one Sleight every level thereafter. A Sleight is a mark of her own personal style that usually grants her access to extra Swipes. Unless otherwise stated, an individual Sleight cannot be selected more than once.

Swipes are listed out below in the following format:

Name: Name of the Sleight

Essentia: How much Essentia is required to be spent to use this Sleight.

Description: A short description of the Sleight.

Weal: If the Swipe maneuver was successful, any Orb or effect the Essentia Thief may obtain.

Woe: If the Swipe maneuver was successful, any effect the target may suffer.

Special: Any special rules individual to that Swipe.

Swipes are listed below by Essentia cost first, then alphabetical order.

Valuable?

At 1st level, You can determine what you can steal from one enemy as a swift action. You gain information based off what Sleights you have -- Therefore, if you have the Swipe Skill Sleight, you will know what feats and skills you can steal (Although you may not know what they do). You also learn the HD of the creature.

Plunder

At 4nd level, you can attempt to steal things held or worn by enemies. Enemies gain a +5 to their CMD to resist your steal attempts to anything they are holding(Such as a sword), and a +10 to resist your steal attempts to anything they are wearing (Such as armor).

Pillage

At 6th level, you gain the Greater Steal feat, even if you do not meet the prerequisites. You may spend any amount of Essentia as a free action whenever making a Swipe attempt to gain a bonus to the combat maneuver equal to the amount of Essentia spent.

Crime Spree

At 8th level, you may replace any attack you make with a swipe or steal maneuver. In addition, you threaten adjacent squares with your Swipe ability.

Larceny

At 10th level, you may make one free Steal or Swipe attempt whenever you make a standard or full attack. You must still be in range to initiate the Steal or Swipe attempt.

In addition, enemies do not get their strength to CMD versus your Steal or swipe attempts.

Grand Sleight

At 20th level, the culmination of your style reaches its pinnacle. You may choose from two of the following:

Soul Swipe: If you successfully Swiped from an enemy 7 times within 1 minute, you may, as a standard action take their soul, slaying them outright and capturing their soul in an Essence Orb. This is considered a death effect.

Mastery of the Basics: You treat all Steal and Swipe attempts as if you've rolled a 20. You can always make a Steal or Swipe attempt, regardless of any ongoing effects, such as stunned or unconsciousness.

Snatch and Grab: You can make two free Steal and/or Swipe attempts per round.

No friends richer than I: You can now use your Swipe class feature against allies. They do not suffer any Woes from your Swipe.

Cursed Woe: Your Woes are now considered Curses, and can only be removed with the Break Curse spell, Miracle or Wish spell, or some other form of divine intervention.

Thief of Legends: *Legends never truly die, and neither do you. When slain, you may resurrect after 1 day as per the Resurrection spell, with no negative levels. You cease to age, and no longer are affected by age penalties.*

Seven Stars: *Up to 7 of your Sleights cost 0 Essence. Once this choice is made, it cannot be undone.*

List of Swipe Sleights:

Swipe Bile:

Essentia: 4

You can Swipe bile from a target, taking it's hatred and turning it into a potent poison.

Weal: *You gain an Essence orb that allows you to apply a poison to a weapon by crushing it against a weapon as a swift action. This poison deals 1d2 ability damage(Of your choice) per round for rounds equal to the HD of the orb, 1 cure, Fort save equal to 10 + ½ Essence thief level + Cha mod. One Essence orb provides 1 dose, which is enough to coat 1 weapon or 10 rounds of ammunition.*

Woe: *A successful Swipe deals 1d4 ability damage to the target of the Swipe Maneuver. This ability damage must be the same type as the poison created by the Weal.*

Special: *Ability damage suffered from the Woe is treated as normal ability damage. Additionally, an Essence Thief with this Sleight no longer risks poisoning herself when applying poison to a weapon.*

Breath Stealer:

Essentia: 2

Weal: *You gain an Essence Orb that can be used to reduce Exhaustion to Fatigued, remove the Fatigued condition, grant immunity to Fatigue and Exhaustion for Rounds equal to it's HD, or allow one to go without breathing for rounds equal to it's HD.*

Woe: *They become fatigued for rounds equal to your Charisma modifier.*

Special: *If they were already Fatigued, they become Exhausted for that many rounds instead. If they were already Exhausted, they fall asleep for that many rounds instead.*

Swipe Life:

Essentia: 2

Weal: *You gain an Essence Orb that can be used to heal 1d4+Charisma modifier. This healing improves by 1d4 at 5th and every 4 levels thereafter.*

Woe: None

Magic Eater:

Essentia: 3

Weal: *You gain an Essence Orb that contains the spell used against you. This Essence Orb is treated as a scroll for all intents and purposes; except it can be activated as a standard action without the need of a UMD. If the spell or ability had a partial effect on a save, you are not affected by the spell. The Essence Orb has a Caster Level and Casting Modifier equal to the original spell.*

Woe: None.

Special: *You may use this Swipe as an immediate action, and can only make this Swipe against spells or abilities that you save against. You must make a swipe attempt against a DC equal to the save of the spell or ability to gain the weal's effects.*

Movement Sap:

Essentia: 2

Weal: You gain an Essence Orb that can be used to grant the user a Essence bonus to their movement speed equal to the amount of movement lost in the Woe for rounds equal to your charisma modifier. If they do not possess that movement mode, they also gain the movement mode for rounds equal to the HD of the orb.

Woe: They take a penalty to their movement equal to 10ft + 5ft for every 5 levels you possess.

Special: If the target of the Swipe maneuver has multiple forms of movement, you must choose one form of movement you know about. You may not reduce base movement below 0ft.

Swipe Sense:**Essentia: 3**

Weal: You gain an Essence Orb that can be used to grant a special sense that was targeted by the Woe, or gain a bonus to Perception equal to the HD of the orb for rounds equal to the HD of the orb.

Woe: You can blind a special sense (Such as Blind sense, Tremor sense, scent, low light, dark vision, etc). You may choose their normal sight instead, blinding them for that many rounds instead. This can also be used to Swipe certain parts of a perception, like the ability to see colors or the ability to smell flowers.

Swipe Might:**Essentia: 1 + Damage stolen**

Weal: You gain an Essence Orb that can be used to grant an Essence bonus to damage equal to the amount stolen by the Woe (Minimum 0). This last for rounds equal to the HD of the orb.

Woe: They take a penalty to all damage rolls equal to the amount of Essentia spent minus 1 (Minimum 0).

Special: You must spend Essentia equal to the amount of damage you want to steal before you make the swipe attempt. You may not spend more Essentia than your Charisma Modifier.

Swipe Armor:**Essentia: 1 + Armor Stolen**

Weal: You gain an Essence Orb that can be used to grant an Essence bonus to AC equal to the amount stolen by the Woe. This last for rounds equal to the HD of the orb.

Woe: They take a penalty to AC rolls equal to amount of Essentia spent on this Swipe minus 1. (Minimum 0).

Special: You must spend Essentia equal to the amount of AC you want to steal before you make the swipe attempt. You may not spend more Essentia than your Charisma Modifier.

Unwanted Goods:**Essentia: 3**

Weal: As a standard action, you may grant an ally within range of your swipes a save against any ongoing effect affecting them, with a bonus to that save equal to your Charisma Modifier. If they succeed on this saving throw, you gain an Essence Orb that contains the ongoing effect with the remaining duration in it. It can be used as a ranged or melee touch attack that transfers the ongoing condition with the remaining duration. The victim can make a save against this attack using the original save DC.

Woe: None

Special: You may only Swipe Spells, Spell like abilities, diseases, curses, poisons, or any ongoing effect that can be cured by a Paladin's Mercy. This Swipe can be used against allies.

Swipe Light and Darkness:**Essentia: 3**

Weal: You gain an Essence Orb that can be used to raise or lower the local light level by 1 step within a 30ft radius. The Essence Orb raises the light level if the Woe darkened it, or lowers the light level if the Woe raised it. This lasts for rounds equal to your charisma modifier.

Woe: You may raise or lower the light level within 30ft of you by 1 level. This last for rounds equal to your charisma modifier.

Special: You cannot raise the light level above Bright light or lower the light level below darkness. You do not need to make a combat maneuver, but you still must spend a standard action to activate this Sleight. Orbs produced this way cannot be crushed for Essence.

Swipe Skills:

Essentia: 1 + Skill Stolen

Weal: You gain an Essence Orb that can be used to grant an Essence bonus to a skill equal to the amount stolen by the Woe. This last for rounds equal to the HD of the orb.

Woe: They take a penalty to a skill (Selected when you use this Swipe) rolls equal to the amount of Essentia spent minus 1 (minimum 0).

Special: You must spend Essentia equal to the amount of Skill you want to steal before you make the swipe attempt. You may not spend more Essentia than your Charisma Modifier.

Swipe Feat:

Essentia: 4

Weal: You gain an essence Orb that can be used to grant a Feat stolen by the Woe. This last for rounds equal to the HD of the orb.

Woe: They lose the feat (But not any feats needing the stolen feat as a prerequisite).

Swipe Spotlight

Essentia: 3 + Rounds stolen

Weal: You gain an Essence Orb that can be used to gain the rounds per day or uses per day stolen by the Woe. You gain the respective class features (Bardic performance from the bard, Rage for the barbarian), but not any class features that key off of those (Mercies, Rage powers, etc). This lasts for rounds equal to the HD of the orb. The effective level of these abilities is equal to the HD of the orb.

Woe: They lose Bardic Performance, Lay on Hands, Touch of Corruption, Rage, Channel Energy, etc uses per day/rounds per day equal to the amount of Essentia spent minus 3 (Minimum 0).

Swipe Power

Essentia: (Level of the stolen spell or spell slot)²

Weal: You gain an Essence Orb that can be used as a scroll containing the spell swiped in the Woe. The Essence Orb is casted at a CL that the spell was cast as. Any meta-magic feats are also applied.

Woe: They lose the prepared spell. If they are a spontaneous caster, they instead lose a spell slot of that level, and the Essence Thief may choose a spell from their spell list of that level for their Weal.

Special: Activating this Essence Orb does not require the user to be able to cast spells or have Use Magic Device. Correctly identifying the Essence Orb allows the individual to make a Spellcraft check to identify the spell inside.

Swipe Spell

Essentia: 6

Weal: You gain an Essence Orb that can be used as a scroll containing the dispelled spell from the Woe. The Essence Orb is casted at a CL that the spell was cast as. Any meta-magic feats are also applied.

Woe: The target of this swipe is affected by Dispel magic as a Targeted Dispel, with the dispel check equaling 1d20+your essence thief levels.

Swipe Level

Essentia: 5

Weal: You gain an Essence Orb that grants +5 Temporary HP, and a +1 to Ability checks, attack rolls, combat maneuver checks, combat maneuver defense, AC, saving throws, and skill checks for rounds equal to the HD of the Orb.

Woe: They gain a negative level.

Special: These negative levels stack. The temporary Hp granted by the Weal stacks. This negative level can never become permanent, and can be saved against using the Swipe rules. You can not reduce a person below level 1 with this Swipe.

Swipe Luck:

Essentia: 3

Weal: You gain an Essence Orb that functions as the Embrace Destiny spell, with a roll equal to the roll you forced to re-roll by the Woe. This lasts for 1 hour per HD of the orb or until the roll is used.

Woe: The target of this Swipe must re-roll their most recent d20 roll and take the second result.

Special: This may be used as an Immediate action. You may not have more than 1 Weal from this Swipe active at one time.

Swipe Appearance:

Essentia: 2

Weal: You gain an Essence Orb that allows you to disguise yourself as victim of the Swipe as per the Disguise Self spell.

Woe: The target of the swipe becomes unrecognizable.

Swipe Time

Essentia: Special

Weal: You gain an Essence Orb that grants you the action stolen through the Woe.

Woe: The target of the swipe loses a move, standard, or swift action. This choice must be made when the swipe is made.

Special: The Essentia cost for this Swipe is based off what action is stolen. Move actions cost 4, Standard costs 5, and Swifts cost 6.

Steal Size

Essentia: 4

Weal: You gain an essence orb that increases or decreases your size by 1 step as per the Enlarge Person or Reduce person spell. The Weal must be the opposite of the Woe effect.

Woe: The target of the swipe shrinks down or grows 1 size as per the Enlarge person or Shrink Person spell.

Steal Speed:

Essentia: 4

Weal: You gain an essence orb that functions as the Haste spell with a spell level equal to the orb's HD.

Woe: The target is affected by the Slow spell for rounds equal to HD of the orb.

Steal Shadow

Essentia: 4

Weal: You gain an essence orb that contains the shadow of the victim of the Woe. This functions as the Shadow Conjurition spell, with the Will save to disbelieve equal to $10 + \frac{1}{2}$ Essence thief levels + Charisma modifier and a caster level equal to your Essence Thief levels.

Woe: The target of the swipe is sickened with an nameless melancholy.

List of Non-Swipe Sleights:

Steal Self: A strange technique, but effective none the less, this allows you to temporarily 'Swipe' yourself, causing reality to temporarily 'forget' about you. As an immediate action, you may spend 3 Essentia and make a Swipe CMB against an incoming attack with the DC equal to the attack roll of the incoming attack (Or the save, if present). If successful, you temporarily vanish from existence, reappearing 1 round later in any open space within Close range that you have line of sight from your original spot as reality remembers you. This is considered a teleportation effect, and counts as the Dimensional Agility feat for prerequisite purposes.

Empty Presence: You gain the Hide in plain sight class feature. You must be level 6 to gain this sleight.

Steal Space: The coveted ability to steal the space between you and the destination, effectively bringing you the area. This Sleight costs 4 Essentia and functions as per the Dimension Door spell, with caster level equal to your Essence Thief level, except that you may only teleport up to Close (25 ft/5ft per 2 levels) range.

Scavenge: You can make one swipe attempt against a corpse, provided they died no more than 24 hours prior.

TK Hand: You may spend 1 Essentia in addition to any other costs to initiate a Swipe maneuver at up to 30ft.

Bribe Death: You may bribe Death to ignore a creature who has died within 1 day. You may spend 1 hour to do so and sacrifice a number of Essence Orbs whose total HD equals (HD of the dead creature)*50. This otherwise functions as the Raise Dead spell.

Trapfinding: You gain the Rogue's Trapfinding class feature.

Essence Market: You gain the Black Market Connections Rogue Talent. Additionally, you do not pay any taxes (or bribes) for goods sold, and gain 10% extra gold when selling items this way. Selling items this way is considered illegal in many places.

Speed of Sound: You gain $\frac{1}{2}$ your Essence Thief levels as a bonus to initiative.

Body Theft: You do not provoke attack of opportunities from grappling. You may add any bonuses you get to your Swipe combat maneuver to you grapple checks. You may use your levels in place of your BAB and your Dex mod in place of your strength mod when initiating grapples. Finally, you may move up to your movement speed instead of half of your movement speed when moving with someone grappled.

Repossess: If you are the target of a Steal maneuver, you may make a steal maneuver in place of your CMD. If you beat their steal maneuver by 5, their steal attempt fails and you may make a free Steal or Swipe attempt against them.

Hit and Run: You may make Swipe combat maneuvers at any point during your movement. This still requires a standard action, and your movement still provokes attack of opportunity as normal.

Mass Plunder: As a full-round action, you may make a single Swipe maneuver against each adjacent foe. You may choose different Swipes for each enemy.

Explosive Orb: You may infuse an Essence Orb with explosive power. This is a free action and does not cost you any Essentia, but renders the Essence Orb incapable of restoring Essentia or being crushed for its Weal benefit. It keeps its HD when converted into an Explosive Orb. Whenever an Essence Orb is converted into an Explosive Orb, it becomes a Splash Weapon with a range increment of 20ft. This deals 1d6+HD of the Explosive Orb on a direct hit with splash damage equal to the Explosive Orb's HD. This damage may be Fire, Cold, Acid, or Electric damage, chosen at the time of the Explosive Orb's creation.

Demolitionist: You may take one Alchemist discovery that modifies Bombs and apply it to Explosive Orbs you create through your Explosive Orb Sleight when you first create them. This cannot raise the damage of the bomb, but may apply other effects or lower the damage of the bomb. Discoveries that do not stack with Alchemist bombs do not stack with bombs created by the Explosive Orb Sleight. Treat your Essence Thief levels as Alchemist levels for the purpose of meeting prerequisites. You may select this Sleight multiple times. Requires Explosive Orb Sleight.

Sticky Bombs: Whenever you would produce an Explosive Orb, you may instead produce a Sticky Orb. A Sticky Orb is considered an Explosive Orb for all purposes, but does not do damage immediately upon impact, instead sticking to the target, floor, wall, etc. As an immediate action, the owner of the Explosive Orb may detonate any number of Essence Orbs under their control, treating it as an Explosive orb that successfully hit what it was sticking to. If multiple Explosive Orbs detonate in the same area, add their damage together before calculating energy resistance. If an Explosive Orb is within the explosion radius of another Explosive Orb, or if it is reduced to 0 HP, it also explodes. An Explosive Orb may be removed with a Strength check or an Escape artist check equal to DC 10 + $\frac{1}{2}$ the Essence Thief's level + the Essence Thief's Charisma modifier. Requires Explosive Orb Sleight.

Card Shark: You can treat playing cards, harrow cards, etc as a throwing weapon that deals 1d8+Dex mod damage with a 30ft range increment. Cards thrown this way gain a +1 enhancement bonus at 4th level and every 4 levels thereafter for the attack. Additionally, you may re-roll any roll once that involves gambling or effects based off of pure random chance (Such as Drawing cards, Rod of Wonder activations, or being Reincarnated)

Swipe talent: You may select any Rogue talent or Ninja trick in place of a Sleight. You must qualify for the Rogue Talent or Ninja trick.

Deep Pockets: You gain an extradimensional space that can be used to store objects. This extradimensional space must be located somewhere on your body or personal effects, such as a tattoo on your hand or inside the sleeves of your favorite jacket, and thus can be forcibly sealed, emptied, or taken away from you. While being grappled, an enemy may make a perception check to find this

dimensional pocket, and as a standard action while maintaining the grapple, grab something from it. Otherwise, putting items in and pulling items out is a move-equivalent action. The exception is Essence Orbs, which can be stored and retrieved as a free action. When pulling out items, the Essence thief can always get what they want on the first try. This swipe can be taken multiple times, each time increasing the capacity by 50 pounds per Essence Thief level. The pocket can store 50 pounds per Essence Thief level.

Closed Fist, Filled Hand: You gain the Improved Unarmed Strike feat, the Weapon Finesse(Unarmed) feat, and your unarmed damage raises to 1d6 (If medium sized). You may add your Dex to damage when making unarmed attacks.

Tricky Sleight: You may spend 2 Essentia when making a Swipe to change the save to Reflex or Will instead.

Vanish: As a swift action, the Essence thief can disappear. Using this ability consumes an Essence Orb. This functions as the Vanish spell, with rounds equal to the HD of the orb.

Sticky Hands: Enemies do not get a bonus to their defenses when Plundering a weapon, and only +5 to their CMD when plundering items worn. Requires Plunder.

Becoming Two!: You may spend 5 Essentia as a full round action to animate your shadow into an image of yourself. This image follows you closely and grants you 20% concealment as per the Blur spell for rounds equal to your charisma modifier. While this is active, if you spend 1 additional Essentia whenever you make a Swipe, your image can also attempt a Swipe as a free action on your turn against any enemy within range. It may use any Swipe you know, and uses your Essentia pool for any Essentia costs. Any Essence orbs obtained by your shadow find their way into your possession. At 9th level, Becoming Two! grants 50% concealment instead.

Actually Two!: Whenever you activate your Becoming Two! Sleight, you may instead forego the concealment bonus to have your shadow move and act on its own. This shadow looks like a semi-transparent copy of you, and acts on your initiative. It cannot be damaged or attacked, nor can it make attack actions, but it can make Swipe combat maneuvers that you know, and has the same movement and movement modes that you do. You must pay for any Essentia costs associated with Swipe maneuvers. Requires Becoming Two!.

Sneak Thief: When activating Swipe that costs Essentia, enemies are no longer aware that they have been Swiped from if they are not already aware of you. Individuals witnessing the act no longer see it to be unlawful (Unless they have developed an opinion prior).

Hurl Orb: You may throw your orbs up to Close range (25 ft + 5ft per 2 levels) to hit an ally with it, breaking it and activating its Weal on that ally.

Find Weakness: Whenever you use Valuable? on an enemy, you gain a +2 to your Swipe DCs against that target.

Supporting Feats

Extra Sleight: (Requires: Sleight class feature) You gain another Sleight. Can be taken multiple times.