



RISKS & REWARDS PLAYTEST

Welcome to the Risks & Rewards Playtest! This playtest presents two new classes for Pathfinder: the daredevil and the slayer.

The **daredevil** is a risk-taker and explorer, often running headfirst into dangerous situations, assuming their skills and luck will pull them through. They rely on adrenaline to fuel their daring abilities, which sometimes get them into trouble!

The **slayer** is a monster-hunter extraordinaire, using their knowledge of creatures and their tactics to their full advantage. Slayers can take trophies from their kills, which enhance their weapons and armor in unique ways.

The daredevil and slayer will appear in an upcoming Pathfinder sourcebook scheduled for Summer 2027. We haven't announced this book yet, but rest assured that it will be full of similarly thrilling and adventurous character options!

How to Playtest

The playtest will run until April 10th, 2026. We're looking for your feedback, comments, and criticisms regarding these classes, but we're focusing our attention on feedback from play, both online through play-by-post campaigns and VTTs and at home tables for those of you who can play such games safely. Make new characters, use them as PCs or adversaries, and run a few game sessions or encounters using them! Our friends at Demiplane will also be hosting a free preview of their online character-building tools, allowing you to build playtest daredevils and slayers online! You can visit them at www.pathfindernexus.com/playtest. In addition, if you would like to use Foundry VTT to playtest these new classes, you can find the appropriate data at <https://foundryvtt.com/packages/pf2e-playtest-data>.

Anything can change based on the results of the playtest! These are early iterations of the new classes; some abilities might be a bit extreme or stretch some assumptions of the game, and the best way to find out if we've gone too far (or in the wrong direction) is for us to deliver them into your hands. We don't expect to release any changes during the playtest itself, only in the final book.

Once you've had a chance to try these classes, you can submit your feedback in a few ways:

- **Surveys:** Please head over to <https://www.surveymonkey.com/r/RisksAndRewardsClassSurvey> and also <https://www.surveymonkey.com/r/RisksAndRewardsOpenResponse> to take a survey that will allow us to gather your responses. These surveys will remain open until the end of the playtest.
- **Forums:** On paizo.com, you'll find playtest subforums for the daredevil and slayer, with threads for discussion and announcements. When you post, look for existing threads on your topic before starting a new one. Remember that every poster is trying to make the game better for everyone, so please be polite and respectful. We will attempt to monitor other channels online, but paizo.com is the dedicated space where you can be sure we can see your reports.

We'd like to thank you for participating in the Risks & Rewards Playtest. We look forward to seeing what you think and using your feedback to make these classes the best they can be!

Sincerely,

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DAREDEVIL

You rush headlong where others fear to tread, heedless of any dangers. You thrive in those moments where your back is up against the wall and the odds are against you. You dash across the battlefield seemingly to face an enemy only to catch them by surprise with an astounding stunt that sends them reeling. All the while, adrenaline courses through your body, fueling your appetite for risk.

KEY ATTRIBUTE

Strength or Dexterity

At 1st level, your class gives you an attribute boost to your choice of Strength or Dexterity.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During combat encounters...

You are constantly on the move, as the act of merely fighting isn't enough to keep your adrenaline pumping. You push yourself off walls, spin around pillars, and even ricochet between larger foes all while risking the ire of more reactive combatants. You might not hit as hard as other martial characters, but your follow-up attacks are often more reliable, so you tend to hit more often.

During social encounters...

You might be a gregarious individual, laughing off your cuts and bruises from your latest escapade. Or you might be a brooding loner, preferring to be left alone to recuperate once the adrenaline has worn off. In either case, the scars from your stunts can make for interesting conversation pieces.

While exploring...

The dangers of dungeons, ruined temples, and other sites of adventure are your bread and butter, so you often lead your allies in these situations. While you try not to trigger deadly traps on purpose, you can quickly extricate yourself from such hazards.

In downtime...

Thanks to your ability to withstand punishment, you generally spend less time recuperating than most. In your spare time, you might earn coin by performing your death-defying acts for an audience.

You might...

- Laugh in the face of danger.
- Regularly get yourself in over your head.
- Enjoy showing off your collection of scars and mended broken bones.

Others probably...

- Worry that you take too many risks.
- Get inspired by your devil-may-care attitude.
- Follow you excitedly into peril and adventure.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Expert in Fortitude

Expert in Reflex

Trained in Will

SKILLS

Trained in Acrobatics and Athletics

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

CLASS DC

Trained in daredevil class DC

DAREDEVIL ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, adrenaline, audacious combatant, daredevil feat, daredevil's endurance, daredevil's stunt, propelling strides, stunt damage
2	Daredevil feat, skill feat
3	Deny advantage, galvanized mobility, general feat, skill increase, will expertise
4	Daredevil feat, skill feat
5	Ancestry feat, attribute boosts, skill increase, weapon expertise
6	Daredevil feat, skill feat
7	Evasive reflexes, general feat, skill increase, weapon specialization
8	Daredevil feat, skill feat
9	Ancestry feat, perception mastery, skill increase, stunt flexibility
10	Attribute boosts, daredevil feat, skill feat
11	Daredevil expertise, general feat, skill increase
12	Daredevil feat, skill feat
13	Ancestry feat, light armor expertise, skill increase, weapon mastery
14	Daredevil feat, skill feat
15	Attribute boosts, general feat, greater weapon specialization, improved stunt flexibility, skill increase
16	Daredevil feat, skill feat
17	Ancestry feat, daredevil's fortitude, skill increase
18	Daredevil feat, skill feat
19	Enduring adrenaline, general feat, light armor mastery, skill increase
20	Attribute boosts, daredevil feat, skill feat

CLASS FEATURES

You gain these abilities as a daredevil. Abilities gained at higher levels list the level at which you gain them next to the features' names.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Adrenaline

As you slip past the deadly blades of your opponents and perform stunts that put life and limb on the line, the thrill of danger washes through your veins. This heightened state is called adrenaline.

You gain adrenaline by performing actions that have the risky trait. The GM might determine that a particularly dangerous action, such as leaping a deep chasm or sprinting across hazardous terrain, gains the risky trait. Such stunts typically involve at least one action and either automatically deal damage to you or risk dealing damage as the result of a failed skill check or saving throw.

You gain adrenaline at the start of the risky action (before you move or attempt any rolls). The adrenaline lasts until the beginning of your next turn, so you must constantly perform risky actions to keep your adrenaline flowing. Normally, you gain and keep adrenaline only in combat encounters, and when an encounter ends, you lose adrenaline.

To help you gain adrenaline, you gain the Daring Stunt action. Other daredevil actions, such as certain class feats, require you to have adrenaline.

DARING STUNT

DAREDEVIL | RISKY

Frequency once per round

You hurl yourself into the fray and try to maneuver a foe. You Stride or Leap. You can use Daring Stunt while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type. You must move at least 10 feet and end your movement adjacent to at least one enemy. At the end of your movement, you can attempt to Grapple, Reposition, Shove, or Trip one enemy within your reach. You must meet all the requirements of that action.

Audacious Combatant

Your adrenaline fuels you to attack again and again. Whenever you have adrenaline and make an attack as part of an action with the press trait, your multiple attack penalty is -4 (-3 with an agile attack) on your second attack of the turn instead of -5 , and -8 (-6 with an agile attack) on your third or subsequent attack of the turn instead of -10 .

Daredevil Feats

At 1st level and every even-numbered level, you gain a daredevil class feat.

Daredevil's Endurance

You're used to taking punishment and recovering from the aftermath. You gain the Diehard general feat, and

when you receive healing from Treat Wounds or Battle Medicine, you gain a circumstance bonus to the healing equal to your level.

Daredevil's Stunt

Where others see danger, you see opportunities to debilitate and inconvenience your enemies. You gain an additional 1st-level daredevil feat that must have the risky trait.

Propelling Strides

You can push yourself off a wall or large creature to gain some speed. If you are adjacent to a prop (see sidebar) at the beginning of a move action, you gain a +10-foot circumstance bonus to your Speeds for that move action.

Stunt Damage

When you smash your enemy into the scenery, it does real damage. Whenever you have adrenaline and force a target to move, and the movement is interrupted by a prop (see sidebar), the target takes an amount of bludgeoning damage equal 1d6 plus your Strength modifier. This damage increases by 1d6 at 5th, 9th, 13th, and 17th level.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

Deny Advantage

3rd

Even when adrenaline isn't flooding your system, your enemies find it hard to get the drop on you. You aren't off-guard 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.

Galvanized Mobility

3rd

Your foes have difficulty striking you as you slip and tumble past them. You gain a +1 circumstance bonus to your AC against attacks from reactions you trigger; this bonus increases to +2 when you have adrenaline.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and

KEY TERMS

You'll see the following key terms in many daredevil class features.

Flourish: Actions with the flourish trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

Press: Actions with this trait allow you to follow up earlier attacks. An action with the press trait can be used only if you are currently affected by a multiple attack penalty. You can't use a press action when it's not your turn, even if you use the Ready activity.

Some actions with the press trait also grant an effect on a failure. The effects that are added on a failure don't apply on a critical failure. If your press action succeeds, you can choose to apply the failure effect instead. (For example, you may wish to do this when an attack deals no damage due to resistance.)

Prop: A prop can be anything large and sturdy enough for you to push yourself off of. This includes a creature that is larger than you or a wall, column, or other durable terrain feature. The GM decides whether a creature or object counts as a prop, depending on the circumstances. For instance, the GM might decide that you can't use a Huge ooze as a prop, due to the consistency of its protoplasm.

Risky: Actions with this trait grant you adrenaline until the beginning of your next turn. You gain adrenaline at the start of the risky action (before you move or attempt any rolls), and you retain your adrenaline even if an attack or skill check associated with the risky action fails.

at 15th level, you can use them to become legendary in a skill in which you're already a master.

Will Expertise

3rd

Being a daredevil means not giving into fear. Your proficiency rank for Will saves increases to expert.

Ancestry Feats

5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Weapon Expertise

5th

You're more experienced using your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert.

Evasive Reflexes

7th

You've learned to move quickly to avoid explosions, dragons' breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

Weapon Specialization

7th

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

Perception Mastery

9th

You've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

Stunt Flexibility

9th

Sometimes different situations require different maneuvers. When you make your daily preparations, you can replace the 1st-level feat you gained through daredevil's stunt with another daredevil feat of 6th level or lower that you meet the prerequisites for, don't already have, and has the risky trait. You can use that feat until your next daily preparations.

Daredevil Expertise

11th

Your reckless techniques make you difficult to stand against. Your proficiency rank for your daredevil class DC increases to expert.

Light Armor Expertise

13th

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increases to expert.



Weapon Mastery

13th

You've mastered combat prowess. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

Greater Weapon Specialization

15th

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

Improved Stunt Flexibility

15th

Your past exploits have prepared you for tomorrow's challenges. When you use stunt flexibility during your daily preparations, you can gain two daredevil feats instead of one. While the first feat must be of 8th level or lower, the second feat can be up to 14th level, and you can use the first feat to meet the prerequisites of the second feat. You must meet all the feats' prerequisites, and both feats must have the risky trait.

Daredevil's Fortitude

17th

Your body has grown stronger from all the beatings you've taken by throwing yourself into danger. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Enduring Adrenaline

19th

The rush of combat keeps you on your feet. Your proficiency rank for your daredevil class DC increases to master. Whenever you gain adrenaline, you also gain a number of temporary Hit Points equal to half your level that last until the beginning of your next turn.

Light Armor Mastery

19th

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

DAREDEVIL FEATS

At every level that you gain a daredevil feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

BOLD BLUFFS

FEAT1

DAREDEVIL

Your tricks allow you to find a weak spot in your foe's defenses, though you risk overextending yourself. Your attempts to Feint gain the risky trait.

BREAKAWAY ATTACK

FEAT1

DAREDEVIL | FLOURISH | RISKY

You use a piece of your surroundings to make a surprising attack. Describe how you are using your environment

(throwing a pot or pan, kicking a loose post to make scaffolding fall, or slamming a door open or shut, for example). You Interact with the described object and then make a melee or ranged Strike with it, as appropriate for your description. Any fundamental runes you have on a *handwraps of mighty blows* apply to this Strike. A melee Strike has the finesse and deadly d8 traits; it deals 1d8 bludgeoning damage. A ranged Strike has a range increment of 20 feet and the deadly d10 and propulsive traits; it deals 1d6 bludgeoning damage. If the object is a mundane level 0 item that you could have held in your hand, it is destroyed; otherwise, it falls to the ground in your target's space. The GM can determine that your Breakaway Attack deals a different type of damage, depending on your description and the circumstances.

DON'T MESS WITH ME

FEAT 1

DAREDEVIL | **EMOTION** | **FEAR** | **MENTAL** | **VISUAL**

Prerequisites trained in Intimidation

Requirements You have adrenaline.

Trigger You get a critical hit on an enemy.

After striking an enemy hard, you glare menacingly at another. Attempt to Demoralize a creature within 60 feet that isn't the enemy you critically hit; the action loses the auditory trait, and you don't take a penalty if the creature doesn't understand your language. If you have legendary proficiency in Intimidation, you can use this as a free action with the same trigger.

FLYING HURDLE STUNT

FEAT 1

ATTACK | **DAREDEVIL** | **PRESS** | **RISKY**

Requirements The target can't be more than one size larger than you.

You forcefully grab an opponent and flip yourself over its head. Attempt an Athletics check against the Reflex DC of a creature within your reach.

Critical Success You enter the target's space, and the target is moved up to 10 feet into the space you just left. Your movement doesn't trigger reactions, though if there isn't enough room for the target to fit in the area you just vacated, the action fails. You gain a +1 circumstance bonus to melee Strikes against the target until the beginning of your next turn.

Success As critical success, but you don't gain the bonus to Strikes.

Failure You don't get enough of a grip on your target to flip over them, but you can immediately Step, though you must remain adjacent to the target.

Critical Failure Your stunt backfires. You become clumsy 1 until the beginning of your next turn, and you trigger any reactions as if you had performed a manipulate action.

FORCEFUL KICKOFF STUNT

FEAT 1

ATTACK | **DAREDEVIL** | **PRESS** | **RISKY**

Requirements The target can't be more than one size larger than you.

You plant a foot in an enemy's chest, pushing them away as

your leap backward. Attempt an Acrobatics check against the Fortitude DC of a creature within your reach.

Critical Success The target is pushed 15 feet away from you.

You Leap away from the target, and this movement doesn't trigger reactions.

Success As critical success, but the target is pushed only 5 feet.

Failure You Leap away from the target.

Critical Failure Your stunt backfires. You are off-guard until the beginning of your next turn.

PRESSING PUMMEL

FEAT 1

DAREDEVIL | **FLOURISH** | **PRESS**

Requirements You have adrenaline.

You put all your might behind a follow-up attack. Make a melee Strike. If this Strike hits, you deal an extra 1d10 damage of the same type of damage as your Strike. If you're at least 10th level, increase this to 2d10, and if you're at least 18th level, increase it to 3d10.

REBOUNDING FALL STUNT

FEAT 1

ATTACK | **DAREDEVIL** | **PRESS** | **RISKY**

Requirements The target can't be more than one size larger than you.

You entangle a foe's lower limbs as you attempt to bring them down with you. You fall prone and attempt an Acrobatics check against the Fortitude DC of a creature within your reach.

Critical Success The target falls prone and you deal stunt damage to them. You immediately Stand, which doesn't trigger reactions.

Success As critical success, but the target takes no damage.

Failure Though you don't bring your target down with you, you can immediately Crawl away from them.

Critical Failure Your stunt backfires and you take 1d6 bludgeoning damage from the fall. You can't Stand until your next turn.

SCRAMBLING RETREAT

FEAT 1

DAREDEVIL

Trigger You're targeted by a melee attack.

Requirements You have adrenaline and you aren't encumbered.

You slip away from an oncoming attack, though your foe might choose to follow. You gain a +2 circumstance bonus to AC against the attack. After the attack, you can Stride up to half your Speed. If you do, the attacker can Stride to follow you as a free action, keeping you in their reach throughout their movement until you stop moving or they have moved their full Speed.

WHEELING PULL STUNT

FEAT 1

ATTACK | **DAREDEVIL** | **PRESS** | **RISKY**

Requirements The target can't be more than one size larger than you.

You pull at an enemy's armor or clothes to shift their position. Attempt an Athletics check against the Reflex DC of a creature within your reach.

Critical Success Your target is grabbed until the end of your next turn unless you move or your target Escapes. You Step away from the target and move the target up to 10 feet; it must remain adjacent to you, and it remains grabbed by you.

Success As critical success, but when you Step, you move the target only 5 feet.

Failure If you already had the target grabbed or restrained, those conditions end. You can Step away from the target.

Critical Failure Your stunt backfires. You trigger reactions as if you had moved out of the square you started in.

2ND LEVEL

CAROMING CHARGE ➡

FEAT 2

DAREDEVIL

Requirements You have adrenaline.

You move between your foes and batter them as you pass by. You Stride twice. You can move through enemies as part of this movement, and you deal stunt damage to each enemy you move through. As normal, this movement can trigger reactions, and you can't end your movement in an enemy's space.

OPENING GAMBIT ♦

FEAT 2

DAREDEVIL | FORTUNE | RISKY

Trigger You are about to roll initiative.

As combat begins, you perform a minor stunt that might allow you to make the first move. Attempt an Acrobatics or Athletics check against a standard DC for the highest-level creature in the encounter, though the GM can assign a different DC based on the circumstances. Regardless of the result, you gain adrenaline during your first round of the encounter.

Success Your initiative is equal to 19 + your initiative modifier.

Failure Your initiative is equal to 1 + your initiative modifier.

STUNT DRIVER

FEAT 2

DAREDEVIL

Prerequisites trained in Driving Lore, Piloting Lore, or Sailing Lore

As you control a vehicle, you feel your adrenaline surging. When you take a reckless action while piloting a vehicle, that action gains the risky trait. You gain a +2 circumstance bonus to the piloting check to keep control of the vehicle. In addition, you treat all vehicles as props, regardless of their size, and can use them as props while you are on board the vehicle, even when they are in motion.

TRIP UP ➡

FEAT 2

DAREDEVIL | PRESS

You follow up an attack with a sweeping blow at a target's lower limbs. Make a melee Strike. If you hit and deal damage, the target is clumsy 1 until the beginning of your next turn (or clumsy 2 on a critical hit).

TUMBLING TRICKS

FEAT 2

DAREDEVIL

Prerequisites trained in Acrobatics

You slip through enemies' spaces with minor stunts. Your attempts to Tumble Through gain the risky trait and gain the following critical success and critical failure outcomes (in addition to the normal Tumble Through outcomes).

Critical Success Your movement doesn't trigger reactions.

Critical Failure As failure, and you are off-guard until the beginning of your next turn.

WALL SWEEP ↘

FEAT 2

DAREDEVIL | MANIPULATE

Trigger You would be moved by a forced movement effect.

Requirements You have adrenaline and are adjacent to at least one prop.

You use the environment around you to gain momentum from your forced movement. You can increase the amount of forced movement by up to 10 feet. If you do, you decide where your forced movement takes you (instead of the origin of the forced movement), though you can't end this forced movement in your original space.

4TH LEVEL

BOUNCING HURL

FEAT 4

DAREDEVIL

Prerequisites Breakaway Attack

You bounce an item off one foe to hit another. You can use Breakaway Attack as a 2-action activity to Interact to pick up an object and make a ranged Strike. Then, as the item ricochets off your first target, you can then make a second ranged Strike at the same multiple attack penalty against a different enemy that is within 15 feet of the first target; this Strike functions as if the target were within one range increment of you, regardless of the actual distance. The item used to make these attacks isn't destroyed or doesn't fall to the ground after you make the second attack.

DARING REVERSAL ♦

FEAT 4

DAREDEVIL | FLOURISH | PRESS

Requirements You have adrenaline and are flanked by at least two enemies.

You follow up an attack with a punishing shove to give yourself some space. Make a melee Strike against one of the flanking enemies that is within your reach and then attempt an Athletics check to Shove that enemy. You don't need a hand free to attempt this Shove. This check has the same multiple attack penalty as the initial attack and doesn't count toward your multiple attack penalty. The other enemy flanking you is then off-guard to you until the end of your next turn.

EXHILARATING ATHLETE

FEAT 4

DAREDEVIL

Prerequisites expert in Athletics

The thrill of danger helps you to jump higher and farther. While you have adrenaline, you gain the following benefits.

- You gain climb and swim Speeds equal to half your land Speed.

- The DCs of your High Jumps and Long Jumps decrease by 10. This doesn't combine with other abilities that reduce those DCs.
- The distance you can move with a vertical Leap increases to 5 feet. Your distance for a horizontal Leap increases to 15 feet if your Speed is at least 15 feet, or to 20 feet if your Speed is at least 30 feet.

HIGH-FLYING TUMBLE STUNT

FEAT 4

ATTACK | DAREDEVIL | PRESS | RISKY

You jump through an enemy's space, possibly rendering it off balance. You Leap horizontally. During this movement, you can try to move through the space of one enemy. Attempt an Athletics check against the enemy's Reflex DC as soon as you try to enter its space.

Critical Success You move through the enemy's space. If you don't have enough Speed to move all the way through its space, you get the same effect as a failure. The enemy is off-guard until the end of your turn.

Success As critical success, except the enemy isn't off-guard.

Failure Your movement ends, and you trigger reactions as if you had moved out of the square you started in.

Critical Failure As failure, but you first fall prone before triggering reactions.

WALL SLAM

FEAT 4

DAREDEVIL | FLOURISH | RISKY

Requirements There are at least two props on opposite sides of you.

You scramble up between two props to gain a height advantage on an enemy. Leap vertically; you must end your Leap in an unoccupied space that is no more than 10 feet from your original position. If you end your movement within melee reach of at least one enemy, you can attempt an Athletics check to Trip that enemy with a +2 circumstance bonus to the check.

6TH LEVEL

DOUBLE BREAKAWAY

FEAT 6

DAREDEVIL

Prerequisites Breakaway Attack

You break two items simultaneously against a single enemy's body. When you have two hands free, you can use Breakaway Attack as a 2-action activity to Interact twice to pick up two objects and make a melee Strike with both objects simultaneously against one target. This Strike deals an extra die of damage. If you critically hit with this Strike, the target is also stupefied 1 until the beginning of your next turn. As normal, both items used to make these attacks are destroyed (or fall to the ground).

HEADSMASH

FEAT 6

ATTACK | DAREDEVIL | PRESS

Requirements You have adrenaline, you have a creature grabbed or restrained, and you and the required creature are both adjacent to the same prop.

Fueled by adrenaline, you drive an enemy's head into a sturdy object. Attempt an Athletics check against the Fortitude DC of the grabbed creature.

Critical Success You deal stunt damage to your target, who must attempt a Fortitude save against your class DC or become stunned 2; this is an incapacitation effect. Your target remains grabbed or restrained by you until the end of your next turn or until they Escape.

Success As critical success, but the target is only stunned 1. Your target remains grabbed or restrained by you until the end of your next turn or until they Escape.

Failure You deal half your stunt damage to the target. Your target is then no longer grabbed or restrained by you.

Critical Failure Your target is no longer grabbed or restrained by you. Your target can either grab you, as if it succeeded at using the Grapple action against you, or force you to fall and land prone.

RUSHING STRIDE

FEAT 6

DAREDEVIL | FLOURISH | RISKY

Requirements You don't have adrenaline.

You run headlong into danger to stoke the fire of your adrenaline. You Stride. At the end of this movement, if you are within melee reach of an enemy, you can make a melee Strike against that enemy. If you do, you are off-guard against all other enemies except the one you attacked until the beginning of your next turn.

WEAPON TWIST STUNT

FEAT 6

ATTACK | DAREDEVIL | PRESS | RISKY

Requirements You have at least one hand free. The target can't be more than one size larger than you.

You grab at an enemy's weapon and attempt to spin it with a turn of your body. Attempt an Acrobatics check against the Reflex DC of a creature within reach. If you are wielding a weapon with the disarm trait in your other hand, you gain a +1 circumstance bonus to this check.

Critical Success You knock the item out of the target's grasp. It falls to the ground in your choice of the target's space or your space if you are adjacent to the target.

Success Your target takes a -2 circumstance penalty to attacks with the item until the end of its next turn.

Failure Your target takes a -1 circumstance penalty to attacks with the item until the end of its next turn.

Critical Failure Your stunt backfires. Your target can either force you to drop one item you are wielding (it falls to the ground in your space) or immediately make a melee Strike against you as a free action.

8TH LEVEL

ACCOMPANYING STRIKE

FEAT 8

DAREDEVIL | PRESS

Requirements You used your previous action to make a melee Strike with a one-handed weapon that missed.

Though your first attack missed, you bring your weapon



around for another blow. Make a Strike with the same weapon, adding the backswing trait and increasing the size of the damage die by one step.

ESCAPE SHUFFLE

FEAT 8

DAREDEVIL | RISKY

Requirements You're grabbed or restrained by a creature.

Even if the enemy thinks they've got you right where they want you, you squirm from their grasp, forcing them to move. You attempt to Escape from being grabbed or restrained by a creature. If you succeed, you can also attempt to Reposition that creature. Don't increase your multiple attack penalty until after you attempt both checks. Regardless of whether you succeed at Repositioning your target, you can Step.

HEIGHTENED AWARENESS

FEAT 8

DAREDEVIL

Your senses tingle with the excitement of combat. When you have adrenaline and you attempt a flat check to target concealed and hidden creatures, you roll twice and take the higher result; this is a fortune effect. In addition, when you are within 10 feet of an undetected creature of your level or lower and have adrenaline, that creature is instead only hidden from you.

SCRAMBLING ROLL

FEAT 8

DAREDEVIL

Prerequisites Scrambling Retreat, expert in Acrobatics

With a dive and a tumble, you can avoid dangerous effects. You can use Scrambling Retreat before attempting a Reflex save,

in addition to its original trigger. If you do, the circumstance bonus applies to your Reflex save against the triggering effect. If you Stride after attempting the save, and the source of the effect is a creature, that creature can Stride up to the same distance toward you as a free action.

10TH LEVEL

DEADLY ADVANTAGE

FEAT 10

DAREDEVIL

You take the upper hand against foes in a weakened state. When you have adrenaline, you gain a circumstance bonus to damage rolls for Strikes against clumsy or enfeebled creatures. The bonus is equal to double the target's clumsy or enfeebled condition value, whichever is higher. If you're a master in Athletics, increase the bonus to triple the target's clumsy or enfeebled condition value, whichever is higher.

HIT OR MISS

FEAT 10

DAREDEVIL | FLOURISH | PRESS | RISKY

Sometimes you have to take big risks to take down your enemy. Make a melee Strike. It gains the following critical success, failure, and critical failure effects, replacing any other effects.

Critical Success You make a damage roll and deal triple damage.

Failure Your attack deals half of any damage it would have dealt on a hit, excluding all damage dice. (This removes damage dice from weapon runes, spells, and special abilities, in addition to weapon damage dice.) For instance, if your Strike would normally deal $2d6+6$ slashing damage on a hit, you would deal 3 slashing damage.

Critical Failure You miss, and the target of your Strike can make a melee Strike against you as a reaction.

VIGOROUS ADRENALINE

FEAT 10

DAREDEVIL

Requirements You have adrenaline.

You pause to take a breath to fortify yourself. You gain temporary Hit Points equal to your level plus your Constitution modifier that last until the start of your next turn. Additionally, you reduce the value by 1 of one of the following conditions you have: clumsy, enfeebled, or sickened. You then lose adrenaline.

12TH LEVEL

FORTIFY SELF

FEAT 12

DAREDEVIL

Frequency once per hour

Requirements You have adrenaline.

You brace your body for the damage you will inevitably take due to your recklessness. You gain resistance to all physical damage equal to half your level until the beginning of your next turn.

KNEE TO THE NETHERS

FEAT 12

DAREDEVIL | PRESS

You grab a foe to better strike at their most sensitive regions. Attempt to Grapple a creature within your reach. If you succeed,

make an unarmed melee Strike against that creature you have grabbed or restrained. You don't need a free hand to make this Strike. If that attack hits and deals damage, the target is also sickened 1. Both the Grapple and the Strike count toward your multiple attack penalty, but you don't increase the penalty until you've made both attacks.

TOPPLE THE DOMINOES ➤➤➤

FEAT 12

DAREDEVIL | FLOURISH | RISKY

Prerequisites master in Athletics

In a swift motion, you attempt to push a handful of foes as you move past them. You Stride. Choose up to three enemies within your reach at any point along the way and choose whether to Shove or Trip each one. Roll a separate Athletics check against each enemy. Each attack counts toward your multiple attack penalty, but you do not increase your penalty until you have made all your attempts.

14TH LEVEL

FREEWHEELING STRIKE ➤➤➤

FEAT 14

DAREDEVIL | FLOURISH | RISKY

Requirements You are adjacent to at least one prop.

Using your environment, you slip past your enemies, attacking each along the way. Stride, but you must remain adjacent to props during your entire movement. Make a melee Strike against each enemy that is within your reach at any point along the way. Each attack counts toward your multiple attack penalty, but you do not increase your penalty until you have made all your attacks. You can Strike a single creature only once during your movement.

OPPORTUNISTIC MANEUVER STUNT ➤

FEAT 14

ATTACK | DAREDEVIL | PRESS | RISKY

Requirements The target can't be more than one size larger than you.

You grab a foe and position it into the way of an ally's weapon. You Stride. If this movement ends with a creature in your reach, attempt an Athletics check against the Fortitude DC of that target. **Critical Success** You move the target up to 10 feet. It must remain within your reach during this movement, and you can't move it into or through obstacles. If the target ends this movement within reach of one of your allies, that ally can attempt a melee Strike against it as a reaction. The target is off-guard against this attack.

Success As critical success, but the target is moved only 5 feet and isn't off-guard.

Failure You move the target 5 feet. It must remain within your reach during this movement, and you can't move it into or through obstacles.

Critical Failure Your stunt backfires. The target can move up to 10 feet, and then you fall prone.

SHATTERING BREAKAWAY

FEAT 14

DAREDEVIL

Prerequisites Breakaway Attack

As you shatter an object against an opponent, its pieces stay lodged in their skin. You can use Breakaway Attack as a 2-action activity to Interact to pick up an object like a glass bottle or something similar and make a melee Strike with it. If this hits and deals damage, your target takes persistent bleed damage equal to double the number of damage dice as the item shatters against the creature's form. The target is also enfeebled 2 for as long as it is taking persistent bleed damage. If the item you pick up wouldn't normally be destroyed by Breakaway Attack, the Strike functions as normal and doesn't deal persistent damage.

16TH LEVEL

DEADLY RUSH

FEAT 16

DAREDEVIL

Prerequisites Rushing Stride

When you dash forward to make a swift attack, your weapon becomes a deadly instrument. When you score a critical hit during the Strike you make with Rushing Stride with a weapon that has the deadly trait, you double the number of dice from that trait. When you Strike during Rushing Stride with a weapon that doesn't have the deadly trait, it gains the deadly d8 trait for that attack instead.

RISKY OVEREXTENSION ➤➤

FEAT 16

DAREDEVIL | PRESS | RISKY

You put all your might into a second attack. Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you get a critical hit. If you roll a critical hit, your weapon or unarmed attack also gains the deadly d10 trait (this replaces any deadly trait it already has). If you critically miss, you become stunned 1. Whether or not you hit, you are off-guard until the start of your next turn.

STORM OF DEBRIS

FEAT 16

DAREDEVIL

Prerequisites Breakaway Attack

You quickly hurl a myriad of different objects at a group of enemies in close proximity to each other. You can use Breakaway Attack as a 3-action activity to make a ranged Strike against each enemy in a 15-foot burst within 20 feet, Interacting to pick up a new item before you make each attack. This counts as three attacks for your multiple attack penalty, but your multiple attack penalty doesn't increase until after you've made all the attacks.

18TH LEVEL

DARING CRITICAL

FEAT 18

DAREDEVIL

Your riskiest attacks are also your deadliest. When you have adrenaline and Strike with a weapon or unarmed attack for which you have master proficiency during a press action, you critically succeed if you roll a 19 on the die as long as that result would be a success. This has no effect on a 19 if the result would be a failure.

LUCKY SPARK
FEAT 18
CONCENTRATE | **DAREDEVIL** | **FORTUNE**

Trigger You attempt a saving throw, but haven't rolled yet.

Requirements You have adrenaline.

You tap into your adrenaline when you need it the most. Roll the triggering save twice with a +2 circumstance bonus, and use the better result. You then immediately lose adrenaline.

20TH LEVEL
CAN'T CATCH ME
FEAT 20
DAREDEVIL

Prerequisites Scrambling Retreat

You slip away from each of your enemy's attacks. At the start of each enemy's turn, you gain an extra reaction you can use only during that turn to perform Scrambling Retreat.

RECKLESS ABANDON
FEAT 20
DAREDEVIL

Your adrenaline allows you to act with preternatural speed. The first time each encounter you gain adrenaline, you become quickened for 1 minute or until the encounter ends, whichever comes first.

ULTIMATE STUNT FLEXIBILITY
FEAT 20
DAREDEVIL

Prerequisites improved stunt flexibility

Your experience allows you to change your strategies to meet any situation. When you gain a daredevil feat using stunt flexibility, you gain three daredevil feats instead of two. While the first feat must still be 8th level or lower, the second feat can be up to 14th level, and the third feat can be up to 18th level.

You can use the first feat to meet the prerequisites of the second or third feats and the second feat to meet the prerequisites of the third feat. You must meet all three feats' other prerequisites normally, and they must all have the press trait.

In addition, you can adapt to the challenges of adventuring by spending 1 hour to train. If you do, you can reselect the feats chosen with stunt flexibility as if you had made your daily preparations. You can't trade out limited-use abilities that you've already used, such as Fortify Self.

SLAYER

The world is full of dangerous and mighty beings, but slayers know that no threat is unbeatable. You could be a trapper in pursuit of rarer game, a brave defender of the weak, or a dogged pursuer of a hated nemesis; whatever your reasons, few are more skilled than you at hunting singular and deadly foes. Equipped with an arsenal of specialized tools, the spoils of your previous hunts, and your indomitable spirit, you're always more prepared for each new quarry than the last.

KEY ATTRIBUTE

Strength or Dexterity

At 1st level, your class gives you an attribute boost to your choice of Strength or Dexterity.

HIT POINTS

10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During combat encounters...

You are emboldened by your allies' successes or by defeated foes, following up with a relentless series of techniques. You use your knowledge of monsters to identify your enemies' weaknesses and your arsenal of customized hunting tools to exploit them.

During social encounters...

You offer insights gleaned from training and experience, especially on the subject of dangerous creatures. Your perceptiveness and strong will make you difficult to deceive or distract.

While exploring...

You gather information to choose your next quarry and prepare your tools to target its vulnerabilities, reinforcing your arsenal with trophies claimed from previous hunts. You use your keen senses to help your group with tracking or watch for trouble.

In downtime...

You keep your ear to the ground for rumors about future quarry. You might also craft weapons and armor for yourself and your group, or spend your time hunting small game to keep your skills sharp.

You might...

- Have a preference for weapons and armor you customize yourself, eschewing store-bought gear.
- Swiftly take notes or samples when you encounter a new creature.
- Grow more ferocious when faced with your quarry, startling your allies.

Others probably...

- Rely on you to identify mysterious tracks or rumors.
- Believe your careful preparations each morning are overly cautious.
- Are intimidated by the collection of trophies you wear.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Expert in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in Survival
Trained in a number of additional skills equal to 4 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in medium armor
Trained in unarmored defense

CLASS DC

Trained in slayer class DC

SLAYER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, On the Hunt, monster lore, slayer feat, slayer's arsenal, slayer's quarry
2	Slayer feat, skill feat
3	General feat, reflex expertise, skill increase
4	Slayer feat, skill feat
5	Ancestry feat, attribute boosts, tip of the tongue, weapon expertise, skill increase
6	Slayer feat, skill feat
7	General feat, skill increase, slayer's sight, specialized arsenal
8	Slayer feat, skill feat
9	Ancestry feat, persistent focus, skill increase, slayer expertise
10	Attribute boosts, slayer feat, skill feat
11	Armor expertise, expanded arsenal, general feat, natural resilience, skill increase
12	Slayer feat, skill feat
13	Ancestry feat, martial weapon mastery, skill increase
14	Slayer feat, skill feat
15	Attribute boosts, general feat, greater persistent focus, greater specialized arsenal, skill increase
16	Slayer feat, skill feat
17	Ancestry feat, perception legend, skill increase, slayer mastery
18	Slayer feat, skill feat
19	Armor mastery, fated foe, general feat, skill increase
20	Attribute boosts, slayer feat, skill feat

CLASS FEATURES

You gain these abilities as a slayer. Abilities gained at higher levels list the level at which you gain them next to the features' names.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

KEY TERMS

You'll see the following key terms in many slayer feats and class features.

Relentless: Actions with the relentless trait are special techniques that you have trained to use on instinct. You can use any action with the relentless trait with the extra action you get from On the Hunt (in addition to one or more of your normal actions, in the case of 2- or 3-action activities with the relentless trait).

Reinforced: Many slayer feats and class features gain additional benefits while the associated hunting tool is reinforced with a trophy, listed in their Reinforced entry.

On the Hunt

Whether you're facing your quarry or not, your slayer's instincts let you seize on any advantage, chasing the thrill of battle to victory. You gain the On the Hunt reaction.

ON THE HUNT

SLAYER

Trigger You see your quarry be critically hit, or any creature within 60 feet be reduced to 0 Hit Points.

You throw yourself into battle, redoubling your efforts. You gain the quickened condition until the end of your next turn, and you can use the extra action only to Step, Stride, or use an action with the relentless trait.

Monster Lore

Your training and experience means you have comprehensive knowledge about dangerous monsters, and you can often correctly deduce information about even creatures that are new to you. You become trained in Monster Lore, a special lore skill that can be used to Recall Knowledge about non-humanoid creatures of any kind, but typically only to identify their notable vulnerabilities, resistances, and weakest defenses. Monster Lore can't be used to Recall Knowledge about topics other than creatures.

At 3rd level, you become an expert in Monster Lore; at 7th level, you become a master in Monster Lore; and at 15th level, you become legendary in Monster Lore.

Slayer Feats

At 1st level and every even-numbered level, you gain a slayer class feat.

Slayer's Arsenal

As a slayer, you have an arsenal of hunting tools that you specially prepare to target your current quarry. Your hunting tools have no effect in anyone's hands but yours. If you lose any of your hunting tools, you can replace all missing tools with one week of downtime. Many hunting tools represent a specific piece of

equipment, typically a level 0 common item, which you gain automatically and don't need to pay for; you can replace such a tool with a new item of the same kind or add runes to an eligible item, but you must pay for them normally.

At 1st level, you have a signature tool, a special hunting tool for which you have a particular affinity and which you are especially adept at modifying to suit your quarry. Choose a signature tool, gaining its initial benefit and a unique action called a slaying technique. The following signature tools are on pages 17–18.

- **Bloodseeking Blade:** Your signature tool is a unique and powerful weapon.
- **Chymist's Vials:** Your signature tool is a set of unique alchemical vials and the equipment to prepare more.
- **Consecrated Panoply:** Your signature tool is a set of consecrated charms and sidearms.



- **Warded Mail:** Your signature tool is a suit of sturdy, customized armor.

In addition to your signature tool, you can gain extra hunting tools called secondary tools through slayer class feats, expanding your arsenal.

Slayer's Quarry

As a slayer, you are especially effective when you carefully research and track a particular target. You gain the following benefits, allowing you to track your quarry and claim your prize when you defeat it.

Mark Quarry

You have little preference in which prey you choose to hunt, so long as you deem it worthy. You gain the Mark Quarry activity.

MARK QUARRY

CONCENTRATE | **EXPLORATION** | **SLAYER**

You designate a single creature, spending 10 minutes listening to rumors about it, researching it in a library, or taking note of its tracks. After you finish gathering details, the GM tells you whether the creature's level is equal to or higher than yours. If it is, you can mark that creature as your quarry, preparing your tools to hunt it. You gain a +2 circumstance bonus to Survival checks when you Track your quarry and to Monster Lore and Society checks to Recall Knowledge about your quarry. You also gain additional benefits based on your slayer's arsenal. You can have only one creature designated as your quarry at a time, and the designation lasts until you use Mark Quarry again or until your level exceeds your quarry's. If you already had a creature designated as your quarry when you used Mark Quarry, the first creature can't be your quarry again for 24 hours.

Claim Trophy

When your quarry finally falls, you can swiftly claim a trophy and use it to reinforce your own tools, readying yourself for the next hunt. You gain a personal trophy case, a container of light Bulk with no monetary value that you use to store your trophies. Your trophy case can carry up to 5 unused trophies at a time. You also gain the following activities to claim and use trophies.

CLAIM TROPHY

CONCENTRATE | **EXPLORATION** | **SLAYER**

Requirements You have access to the remains of a creature that was your quarry when it died.

You spend 1 minute gathering a trophy from your defeated quarry and add it to your trophy case, preparing it to reinforce your slayer's arsenal. The exact nature of the trophy varies depending on the quarry; it might be a dragon's fang or hide, a lich's empty soul cage, or fragments of a tyrant's armor. If you Claim a Trophy while your trophy case is full, you choose which trophy to discard.

As part of Claiming a Trophy, you can also immediately Reinforce your Arsenal with it. This allows you to reinforce

one of your hunting tools with the new trophy and make any choices about its properties that you normally make when you Reinforce your Arsenal during your daily preparations. When you Reinforce your Arsenal this way, you can't reinforce or make any choices about the properties of any hunting tools except the one you reinforce with the new trophy.

Trophies

Trophies are used to Reinforce your Arsenal during your daily preparations, adding additional benefits to your hunting tools. The nature of your trophies varies depending on your quarry, but each has certain common characteristics, determined by the creature from which it was claimed. While all trophies have an associated magical tradition for the purposes of your slayer feats and class features, they are not inherently magical and don't have a tradition trait unless the creature they were claimed from did. Some slayer feats and class features might also reference a particular characteristic of the creature a trophy was claimed from, beyond a trophy's common characteristics.

- **Traits:** A trophy's traits are any traits the creature had, not including rarity or size traits.
- **Damage Types:** A trophy's damage types are any damage types that the creature could deal with its Strikes or non-spellcasting abilities, or that the creature had immunity to.
- **Traditions:** A trophy is associated with the traditions matching the creature's tradition trait, if any, and the tradition of any spells it could cast, if any. If the creature had neither a tradition trait nor the ability to cast spells, the trophy's tradition is occult.

At 1st level, you have a single trophy already, which you claimed in a battle before your adventures or were given during your training. If you are creating a higher-level slayer, you start with an additional trophy for every 2 levels you have. Your starting trophy has the following characteristics of your choice.

- **Traits:** One of aberration, beast, dragon, giant, or undead.
- **Damage Types:** One of cold, fire, electricity, or spirit.
- **Traditions:** One of arcane, divine, primal, or occult.

REINFORCE ARSENAL

CONCENTRATE | **EXPLORATION** | **SLAYER**

Requirements

You are performing your daily preparations.

You can reinforce any number of your hunting tools with unused trophies from your trophy case, granting them any additional benefits listed in their reinforced entry. A hunting tool can be reinforced with only a single trophy at a time; if you reinforce the same tool again, you return the previous trophy to your trophy case. Even if you didn't reinforce any of your hunting tools, some hunting tools also allow you to make choices about their properties when you Reinforce your Arsenal, such as the damage type dealt by a bloodseeking blade signature tool's initial benefit.

DESIGNING TROPHIES

The design of a trophy is up to the slayer who claims it, but they typically follow the same basic guidelines. A trophy is usually no larger than the slayer's spread hand, though it might cover an entire weapon or suit of armor once dismantled and used for reinforcing. A trophy from a non-humanoid creature is typically a part of its body, such as a dragon's fang or a sea serpent's scale, while a trophy from a humanoid creature is typically a part of its equipment or heraldry, such as a scrap of a warlord's banner or a knight's pauldron.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

Reflex Expertise

3rd

You've honed your ability to dodge dangers. Your proficiency rank for Reflex saves increases to expert.

Ancestry Feats

5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Tip of the Tongue

5th

Your encyclopedic knowledge of monsters allows you to quickly recall basic information. You gain the Assurance and Automatic Knowledge skill feats for Monster Lore.

Weapon Expertise

5th

You've developed a stronger connection with your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert.

Slayer's Sight

7th

You can notice even the tiniest signs of your quarry's presence and react to them in an instant. Your

proficiency rank for Perception increases to master. In addition, you always gain a reaction whenever you roll initiative for combat, though you can use it only for reactions from slayer feats or class features. The GM might still rule that you can use other reactions before your first turn based on the situation, as normal.

Specialized Arsenal

7th

Your knowledge of your weapons makes them far more effective. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary. In addition, you gain the specialized arsenal benefit of your signature tool.

Persistent Focus

9th

Your single-minded pursuit of your quarry makes you difficult to sway. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Slayer Expertise

9th

Your use of your tools is more skillful. Your proficiency rank for your slayer class DC increases to expert.

Armor Expertise

11th

You have spent so much time in armor that you know how to make the most of its protection. Your proficiency ranks for light and medium armor, as well as for unarmored defense, increase to expert.

Expanded Arsenal

11th

You have enhanced your slayer's arsenal, allowing you to face ever greater challenges. Choose a second signature tool. You gain its normal benefits, but not its specialized arsenal benefit.

Natural Resilience

11th

Your resilience is honed by countless battles. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Martial Weapon Mastery

13th

You fully understand the intricacies of weapons. Your proficiency ranks for unarmed attacks, simple weapons, and martial weapons increase to master.

Greater Persistent Focus

15th

Your trained mind is almost impenetrable. Your proficiency rank for Will saves increases to legendary. When you roll a critical failure on a Will save, you get a failure instead. When you fail a Will save against an effect that deals damage, you halve the damage you take.

Greater Specialized Arsenal

15th

Your depth of experience makes you even more effective with your tools and weapons. Your damage from specialized arsenal increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary. You gain the specialized arsenal benefits for your second signature tool.

Perception Legend

17th

You notice the almost imperceptible. Your proficiency rank for Perception increases to legendary.

Slayer Mastery

17th

Your use of your tools is unparalleled. Your proficiency rank for your slayer class DC increases to master.

Armor Mastery

19th

Your skill with your armor further improves, warding off blows with ease. Your proficiency ranks for light and medium armor, as well as for unarmored defense, increase to master.

Fated Foe

19th

You are difficult to kill, and an attempt to do so only incurs your wrath. You gain the Fated Foe free action.

FATED FOE ◇

SLAYER

Frequency once per 10 minutes

Trigger A creature would reduce you to 0 Hit Points.

You refuse to be slain, turning on one who would try to fell you. You avoid being knocked out and remain at 1 Hit Point, your wounded condition increases by 1, and you gain temporary Hit Points equal to twice your level that last for 1 minute. You immediately declare the triggering creature your quarry if its level is equal to or higher than yours, replacing your existing one, and can choose new options for any of your hunting tools that allow you to change their properties when you Reinforce your Arsenal (such as the damage type dealt by a bloodseeking blade signature tool's initial benefit).

SIGNATURE TOOLS

You have at least one of the following signature tools. Your signature tool grants you an initial benefit, which helps you hunt your quarry, and a slaying technique, a unique action with the relentless trait that expands your options while On the Hunt. One or both of these benefits is further enhanced while your signature tool is reinforced with a trophy. If you gain the specialized arsenal feature at higher levels, you gain the corresponding additional benefits.

Bloodseeking Blade

You have an even closer connection to your weapon than most slayers. Your signature tool is a level 0 common simple or martial weapon of your choice. You can designate a different simple or martial weapon as

your signature tool when you Reinforce your Arsenal, transferring your special adjustments to it.

Initial Benefit—Bloody Fuller If your quarry is resistant to physical damage dealt by this signature tool, you ignore an amount of that resistance equal to 1 + the number of weapon damage dice; **Reinforced** Your first Strike with this signature tool each turn deals 1d6 additional damage of one of the trophy's damage types, chosen when you Reinforce your Arsenal. The extra damage increases to 2d6 at 11th level and to 3d6 at 19th level.

Slaying Technique—Honed Strike ◆ (concentrate, relentless) You center yourself and calm your breathing, then strike. Make a Strike with your bloodseeking blade signature tool. You gain a +2 circumstance bonus to your attack roll and ignore the target's concealed condition (if any).



Specialized Arsenal (7th) You gain access to the critical specialization effects of this signature tool, and the initial benefit applies to any resistance to damage dealt by this signature tool, not just physical damage. In addition, this signature tool gains the effects of either a *fearsome*, *returning*, or *shifting* property rune, chosen when you Reinforce your Arsenal.

Chymist's Vials

You believe that a battle is won well before it begins, and you use your knowledge of alchemy and herbalism to guarantee victory. Your signature tool is an alchemist's toolkit that also contains the following special alchemical concoctions, which you can use while wearing it. You can designate a different alchemist's toolkit as your signature tool when you Reinforce your Arsenal, transferring your special adjustments to it. In addition, you gain the Alchemical Crafting skill feat.

Initial Benefit—Chymist's Eye ◆ (alchemical, manipulate)

Frequency once per hour; **Effect** You drink a chymist's eye vial, gaining the ability to detect your quarry within 30 feet as a precise sense for the next 10 minutes; **Reinforced** You also gain one special vision ability the creature the trophy was claimed from had, such as darkvision or a cloud giant's cloudsight, for the duration.

Slaying Technique—Ignition Vial ◆ (alchemical, fire, manipulate, relentless) **Frequency** once per minute; **Effect** You drink an ignition vial, then blow a cloud of deadly energy from your mouth. Creatures in a 15-foot cone take 2d4 fire damage with a basic Reflex save against your class DC. The damage increases by 1d4 at 3rd level and every 2 levels thereafter; **Reinforced** Ignition Vial deals one of the trophy's non-physical damage types, if any, instead of fire, and has the matching trait instead of fire.

Specialized Arsenal (7th) The frequency of Ignition Vial and Chymist's Eye both become once per round.

Consecrated Panoply

Whether you worship a deity or not, you know that their trappings are anathema to many of the creatures you hunt. Your signature tool is a harness or coat that contains a seemingly endless array of charms and consecrated weapons, whether worn openly or in hidden pockets, and their blessings protect you and skewer your prey in equal measure.

Initial Benefit—Safeguard Charms While wearing this signature tool, the consecrated charms within protect you from harm. You gain a +1 status bonus to saving throws against your quarry; **Reinforced** You also gain a +1 status bonus to saving throws against creatures with any of the trophy's traits and against spells of any of the trophy's traditions.

Slaying Technique—Hunting Spike ◆ (attack, manipulate, relentless) **Requirements** You have a free hand and are wearing your consecrated panoply signature tool; **Effect** You draw and Strike with one of your hunting spikes, specially consecrated tools which function as daggers. Your hunting

spikes have either the holy or unholy trait, chosen when you Reinforce your Arsenal. Your panoply always contains more spikes to draw, but they are worthless to anyone but you and cannot be etched with runes or otherwise modified.

Specialized Arsenal (7th) Your hunting spikes function as a +1 *striking daggers*. In addition, they are treated as either cold iron or silver, chosen when you Reinforce your Arsenal. At 13th level, they function as +2 *greater striking daggers*. At 19th level, they function as +3 *major striking daggers*, and you can choose for them to be treated as adamantine instead of cold iron or silver when you Reinforce your Arsenal.

Warded Mail

Your armor isn't just protection: it fits you perfectly, matching your movements and warding off your quarry. Your signature tool is a suit of level 0 common armor of your choice. You can designate a different armor as your signature tool when you Reinforce your Arsenal, transferring your special adjustments to it. In addition, you become trained in heavy armor. Whenever you gain a class feature that grants you expert or greater proficiency in medium armor, you also gain that proficiency in heavy armor.

Initial Benefit—Fortified Plate While wearing this signature tool, you gain resistance to physical damage dealt by your quarry equal to 2 + the value of the armor's potency rune;

Reinforced You also gain resistance equal to 1 + half your level to one of the trophy's damage types, chosen when you Reinforce your Arsenal.

Slaying Technique—Armored Shelter ♦ (relentless)

Requirements You are wearing your warded mail signature tool; **Effect** You position your armor to better protect you. You gain a +2 circumstance bonus to your AC and to Reflex saves against area effects until the end of your next turn or until you move from your current space or use an attack action, whichever comes first.

Specialized Arsenal (7th) You gain access to the armor specialization effects of this signature tool, and the initial benefit grants resistance to all damage dealt by your quarry. In addition, you can don or doff this signature tool as a single Interact action.

SLAYER FEATS

At every level that you gain a slayer feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

BLOODSCENT ♦

RELENTLESS | SLAYER

With a glance, you can judge how close your target is to falling. You Recall Knowledge about a single creature you can see. If you succeed, for the next minute you know all conditions that creature has and an approximate percentage of its remaining Hit Points. You can use this ability as a free action if the creature you target is your quarry or is taking persistent bleed damage.

CROSSBOW SLAYER

FEAT 1

SLAYER

You find that a crossbow's versatility is the perfect companion to your own, and you eagerly reload it to get back in the fight. Interacting to reload gains the relentless trait for you.

Special If you have a consecrated panoply signature tool, you can load a hunting spike into a crossbow when you reload it. The next time you use Hunting Spike, its thrown trait uses the crossbow's range increment.

DRINK ADAPTATION SERUMS ♦

FEAT 1

ALCHEMICAL | MANIPULATE | SLAYER

Prerequisites chymist's vials signature tool

You drink your adaptation serums, made of a unique brew intended to protect you from extreme conditions, which you gain as a secondary tool. For the next hour, you gain one of the following effects, chosen when you Reinforce your Arsenal.

- You treat severe or extreme cold as mild cold, and you treat incredible cold as severe cold.
- You treat severe or extreme heat as mild heat, and you treat incredible heat as severe heat.

Reinforced For the duration, you also gain resistance equal to your level to damage of any of the trophy's damage types dealt by hazardous terrain or by an effect that would damage you upon entering or starting your turn in a particular area, such as *toxic cloud* or *wall of fire*.

REPELLING SHIELD

FEAT 1

SLAYER

You gain a repelling shield as a secondary tool, which is a level 0 common shield of your choice. You can designate a different shield as your repelling shield when you Reinforce your Arsenal, transferring your special adjustments to it. While your repelling shield is raised, you gain a +2 circumstance bonus to Reflex saving throws against area effects created by your quarry. In addition, you gain the Shield Block general feat.

Reinforced You can Shield Block with your repelling shield in response to taking any of the trophy's damage types from an attack, in addition to physical damage.

SPIKED SURCOAT

FEAT 1

SLAYER

Prerequisites warded mail signature tool

You wear a set of vicious spikes over your armor, which you gain as a secondary tool. While wearing your spiked surcoat, whenever you are hit by an unarmed Strike, a Strike with a non-reach melee weapon, or are grabbed, the attacker takes piercing damage equal to 1 + the value of your armor's potency rune.

Reinforced The spikes deal an additional 1 damage of one of the trophy's damage types.

SUDDEN POUNCE ♦

FEAT 1

FLOURISH | RELENTLESS | SLAYER

You leap into the fray with abandon. Make a Long Jump. If you land within melee reach of at least one enemy, you can make a

melee Strike against that enemy. If you leaped at least 15 feet, the enemy is off-guard to this Strike.

PAIRED BLOODSEEKER

FEAT 1

SLAYER

Prerequisites bloodseeking blade signature tool

Whether you carry two identical weapons or a useful sidearm, your signature weapon is paired, threatening your quarry with a storm of blows. You gain a paired bloodseeker as a secondary tool, which is a level 0 common one-handed simple or martial weapon of your choice. You can designate a different one-handed weapon as your second blade when you Reinforce your Arsenal, transferring your special adjustments to it.

Your paired bloodseeker gains the initial benefit of your bloodseeking blade signature tool, except that you roll d4s instead of d6s for the additional damage. It also gains the specialized arsenal benefit when your bloodseeking blade signature tool does. You can use Honed Strike, or any other ability that requires you to wield or Strike with a bloodseeking blade signature tool, with your paired bloodseeker instead.

PECULIAR WEAPONRY

FEAT 1

SLAYER

Prerequisites bloodseeking blade signature tool

You specialize in an unusual weapon, whether a common soldier's armament or a unique tool few can use. If your bloodseeking blade signature tool is a simple weapon, increase its damage die size by one step. Also, your bloodseeking blade signature tool can be an advanced weapon, in addition to simple or martial, and you treat any advanced weapon you've designated as your signature tool as if it were a martial weapon for the purposes of proficiency.

2ND LEVEL

INSTANT ENMITY

FEAT 2

SLAYER

Frequency once per day

Trigger You see a creature take a hostile action against you or one of your allies.

You focus your hunt on an unexpected but loathsome foe. If the triggering creature's level is equal to or higher than yours, it temporarily becomes your quarry for 1 minute, replacing your previous quarry for the duration. If its level is lower than yours, the reaction is wasted, but you can use Instant Enmity again on the same day once 10 minutes have passed. You can't Claim a Trophy from a quarry you declared using Instant Enmity.

PACK SLAYER

FEAT 2

SLAYER

You know that even lesser monsters make for worthy prey in enough numbers. You can Mark as your Quarry a group of at least three creatures of the exact same type, such as a pack of werewolves, even if their level is lower than yours. You treat

any member of the group as your quarry for the purposes of your slayer feats and class features, but you can only ever Claim a Trophy from a single member of the group.

PERSONALIZED GEAR

FEAT 2

SLAYER

Prerequisites bloodseeking blade or warded mail signature tool

Your signature tool is even more closely fit to your specifications than most slayers, enhancing its performance. If you have a bloodseeking blade signature tool with the parry trait, the circumstance bonus to AC from positioning it defensively increases to +2, and if you have a bloodseeking blade signature tool with the backstabber trait, the extra precision damage increases by 1. If you have a warded mail signature tool, it gains the comfort trait if it didn't already have it, and you ignore its reduction to your Speed.

SALT STONE

FEAT 2

MANIPULATE | **RELENTLESS** | **SLAYER**

Requirements You have a free hand.

You draw your salt stone, a small block of dried magical compounds, and scrape it along a weapon you're wielding. For the next minute, that weapon can damage incorporeal creatures as if it had a *ghost touch* rune. If your quarry has regeneration, the weapon also deactivates your quarry's regeneration as if it dealt damage of the appropriate type.

SHIFTING HUNT

FEAT 2

SLAYER

You are always ready to adapt your equipment to the needs of the hunt. When you Interact to change the configuration of a combination or modular weapon or to change your grip on a two-hand weapon, the action gains the relentless trait for you.

Special If you have a bloodseeking blade signature tool with the combination, modular, or two-hand trait, you can choose different options for each configuration for slayer class features or feats that require you to make a choice when you Reinforce your Arsenal. For example, you can choose different damage types for bloodseeking blade's initial benefit for each of your weapon's configurations.

SLAYER'S TRICKS

FEAT 2

SLAYER

You've learned a few simple magical tricks to supplement your tools in a pinch. You gain two common occult cantrips as innate spells. Your spellcasting attribute modifier for these spells and any other spells you gain from slayer feats is Wisdom, rather than Charisma. Casting a Spell gains the relentless trait for you, as long as the spell you cast came from a slayer feat.

Special If you have a consecrated panoply signature tool, you can choose divine spells rather than occult spells for this feat and for any other slayer feats that allow you to choose innate spells.

4TH LEVEL

APPLY SPIRIT OIL ◊

FEAT 4

MANIPULATE | OCCULT | RELENTLESS | SLAYER

Frequency once per day

Requirements You have a free hand and are wielding a weapon. You have a small pot containing a foul concoction of oil and resin as a secondary tool. You draw a cloth coated in your spirit oil and wipe it along your weapon, magically enhancing its edge and limning it in ghostly fire. For 1 minute, the required weapon gains the deadly d8 trait, or increases the die size of its deadly trait by one step if it already had it.

Reinforced For 1 minute, the required weapon also deals an additional 1d4 persistent damage on a critical hit. The persistent damage is of one of the trophy's damage types, chosen when you Reinforce your Arsenal.

BLOOD FOR BLOOD ◊

FEAT 4

FLOURISH | SLAYER

Requirements A creature critically hit you with an attack since the end of your previous turn.

You viciously return your foe's attack, reinvigorating yourself with your vengeance. Make a Strike against the required creature. If this Strike hits, you gain temporary Hit Points equal to half your level or to the damage the triggering attack dealt, whichever is lower. These HP last for 1 minute.

BLOOD RUSH ◊

FEAT 4

SLAYER

Trigger You roll initiative, and you can see your quarry.

The adrenaline of entering combat with your target pushes you forward. You go On the Hunt as a free action.

CURE-ALL

FEAT 4

EXPLORATION | HEALING | SLAYER

Prerequisites chymist's vials signature tool

You gain a vial of cure-all as a secondary tool. You can spend 1 minute to apply it to an ally, removing one of the following conditions: paralyzed, petrified, sickened, or unconscious. If the ally was unconscious, they also gain 1 Hit Point. The target is then temporarily immune to cure-alls for 24 hours.

Reinforced You can instead use a cure-all to attempt to counteract any one affliction applied by the creature the trophy was claimed from, using your class DC - 10 as your counteract check modifier.

EXPANSIVE PANOPLY

FEAT 4

SLAYER

Prerequisites consecrated panoply signature tool

While a short, sharp piece of metal is a remarkably versatile tool, you know that it is not appropriate for every occasion. When you use Hunting Spike, you can draw and Strike with spikes that function as clubs, darts, or shortswords, rather than daggers. This changes their traits, damage, and weapon category and group, but they otherwise follow the same rules as your normal hunting spikes.

6TH LEVEL

FINAL FLOURISH ◊

FEAT 6

FLOURISH | SLAYER

Requirements You reduced a creature to 0 Hit Points this turn.

With a showy flourish, you flick blood off your blade or rearm your weapon, invigorating yourself. You gain temporary Hit Points equal to half your level, which last for 1 minute. You can Interact to swap weapons or reload a weapon you're wielding.

RELENTLESS COUNTERSTRIKE ◊

FEAT 6

SLAYER

Trigger You have a circumstance bonus to your AC from using Armored Shelter, Raising a Shield, or positioning a weapon with the parry trait defensively, and an attack that would have hit without that bonus misses you.

You redirect an attack's momentum to throw yourself into the fight. You go On the Hunt as a free action.

SHIFTING COMBINATION ◊

FEAT 6

FLOURISH | RELENTLESS | SLAYER

Prerequisites Shifting Hunt

Requirements You are wielding a weapon with the combination, modular, or two-hand trait.

In a flurry of movement, you Strike with the required weapon, Interact to change its configuration or change your grip on it, then Strike the same target again. If neither Strike is made in a configuration with the agile trait, the second Strike takes a -2 penalty. Both Strikes use your current multiple attack penalty, and if both hit, combine their damage and apply resistances and weaknesses only once.

SPELL SLATES

FEAT 6

SLAYER

Prerequisites Slayer's Tricks

You've learned how to expand your magical tricks with a set of specially prepared charms or runes, which you gain as a secondary tool. You gain a 1st-rank common occult spell and a 2nd-rank common occult spell as innate spells, each of which you can cast once per day. At 8th level, you also gain a 3rd-rank common occult spell as an innate spell that you can cast once per day.

Reinforced You gain an additional common innate spell of a rank equal to or less than the highest-rank innate spell you have from slayer feats, which you can cast once per day. This additional spell must be of the trophy's tradition, and you can swap it for a different spell with the same restrictions when you Reinforce your Arsenal.

WALL OF WILL

FEAT 6

SLAYER

Prerequisites warded mail signature tool

When you prepare to defend yourself, your willpower is so fierce that you are difficult to even approach. While you are

benefiting from Armored Shelter, the first time each turn your quarry attempts to enter a space adjacent to you as part of a move action, it must first attempt a Will save against your class DC. If it fails, it doesn't enter that space and the action is disrupted.

8TH LEVEL

ARMORED FORTRESS ➔ FEAT 8

SLAYER

Requirements You are benefiting from Armored Shelter or have a shield raised.

You know how to position your armor or shield to protect your allies as well as yourself. Until you move from your current space or use an attack action, your allies can Take Cover behind you.

CATALYZING FLASK FEAT 8

SLAYER

Prerequisites chymist's vials signature tool

You gain a catalyzing flask as a secondary tool, a special alchemical vial that contains a level 1 common alchemical elixir of your choice. You can Activate the elixir without consuming it once per day, as the monster parts within react with the remaining fluid to produce more and fortify the elixir. If you Activate the elixir a second time on the same day, it is fully consumed. You can designate a different alchemical elixir of your level or lower as the contents of your catalyzing flask when you Reinforce your Arsenal, replacing the previous elixir and refilling the flask if it was fully consumed.

Reinforced When you Activate the elixir within your catalyzing flask, you also gain a +1 status bonus to Fortitude, Reflex, or Will saves, for whichever the creature the trophy was claimed from had the highest modifier. This bonus lasts for 1 minute.

DEFENSIVE HUNT ➔ FEAT 8

SLAYER

Trigger You are critically hit by your quarry.

Even in a moment of danger, you turn weakness into opportunity. You go On the Hunt as a free action.

FIELD-FORGED TOOLS FEAT 8

SLAYER

Your experience working with monster parts and salvaged equipment makes you adept enough to create weapons and armor directly from your trophies. You gain the Monster Crafting skill feat (*Player Core* 258) even if you don't qualify for its prerequisites, and when you use it you can consume an unused trophy in addition to the body of a monster, incorporating the trophy into the item's construction. If you later designate the item as a hunting tool (for example, a bloodseeking blade or warded mail signature tool), you gain its reinforced benefits as if you had reinforced it with the consumed trophy. You can still reinforce the item normally with another trophy, and you

can switch which trophy's characteristics it uses as a 1-minute activity with the manipulate trait.

10TH LEVEL

EAGER HUNTER

FEAT 10

SLAYER

You are so eager to reach your prey that every opening propels you forward. When you go On the Hunt, you can Step toward the nearest enemy as a free action.

ENDLESS ENMITY

FEAT 10

SLAYER

Prerequisites Instant Enmity

You are always ready to face a creature that harms you or your allies. The frequency of Instant Enmity becomes once per 10 minutes.

EVER VIGILANT

FEAT 10

SLAYER

You can pursue your prey even when distracted. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to go On the Hunt.

SHARE INSIGHT ➔

FEAT 10

RELENTLESS | SLAYER

Your understanding of your quarry is so complete that you can easily guide your allies to exploit it. Each day when you Reinforce your Arsenal, choose one of the following benefits; you can choose only a benefit associated with a signature tool you have. When you Share Insight, your allies gain the chosen benefit for 1 minute.

- **Bloodseeking Blade** Allies within 30 feet of you ignore 3 of your quarry's resistance to any damage they deal.
- **Chymist's Vials** Allies within 30 feet of you gain low-light vision, or darkvision if they already had low-light vision, and can detect your quarry as a precise sense within 30 feet.
- **Consecrated Panoply** Allies within 30 feet of you gain a +1 status bonus to saving throws against your quarry.
- **Warded Mail** Allies within 30 feet of you have resistance 5 to damage dealt by your quarry.

12TH LEVEL

DOUBLE QUARRY

FEAT 12

SLAYER

Your improved preparations allow you to ready your tools for two foes at once. You can have up to two creatures designated as your quarry at the same time. If you Mark Quarry while you already have two quarries, you choose which to replace.

EXPANDED SPELL SLATES

FEAT 12

SLAYER

Prerequisites Spell Slates

You have further expanded your collection of magical tricks. You

gain a 4th-rank common occult spell as an innate spell, which you can cast once per day. At 14th level, you gain a 5th-rank common occult spell, and at 16th level you gain a 6th-rank common occult spell, each as an innate spell that you can cast once per day.

GOUGING STRIKE ◀

FEAT 12

FLOURISH **SLAYER**

You twist your weapon, gouging your prey deeply and making them vulnerable. Make a melee Strike. If this Strike hits, you deal an additional die of persistent bleed damage with the same die size as the Strike's weapon damage dice. The target gains weakness 3 to physical damage until the start of your next turn or until it is no longer taking this persistent bleed damage, whichever comes first.

SPECTRAL LENSES

FEAT 12

SLAYER

You gain spectral lenses as a secondary tool, which take the form of either specially treated glasses or a noxious ointment you apply to your eyes. You can apply or remove your spectral lenses as a single Interact action. While applied, you gain the effects of *see the unseen*.

Reinforced While applied, you also gain a +1 status bonus to Perception checks to Seek or Search for creatures with any of the trophy's traits, and you reduce the DC for the flat check to target concealed or hidden creatures with any of the trophy's traits by 2 (typically to 3 and 9, respectively).

14TH LEVEL

ARM BLOODBURST PHIAL ◀

FEAT 14

ALCHEMICAL **MANIPULATE** **RELENTLESS** **SLAYER**

Frequency once per 10 minutes

Your bloodburst phial is an ampoule of volatile monster blood designed to detonate when attached to a weapon, which you gain as a secondary tool. You lock your bloodburst phial into a weapon you're wielding. If that weapon is a ranged weapon, you can also Interact to reload it as you load the phial as ammunition. Your next Strike with that weapon this turn gains the splash trait and deals an additional 12d6 persistent bleed damage and 12 persistent bleed splash damage. You are immune to this splash damage. If you have a free hand, you can instead arm your bloodburst phial to treat it as an alchemical bomb, which you can Strike with once before the end of the turn to deal 12d6 persistent bleed damage and 12 persistent bleed splash damage. At 17th level, the persistent bleed damage increases to 14d6 in either case.

Reinforced Your bloodburst phial deals an additional 1d6 damage and 1 splash damage of one of the trophy's non-physical damage types.

OPEN WOUND

FEAT 14

SLAYER

Your weapons can always find your prey's wounds, guiding your hands. Creatures that are taking persistent bleed damage are off-guard to you.

16TH LEVEL

IMPENETRABLE SHELTER

FEAT 16

SLAYER

Prerequisites warded mail signature tool

Your armor is covered in so many layers of special materials and treatments that it protects you from almost any harm. When you use Armored Shelter, you gain a +2 circumstance bonus to all saves against area effects, not just Reflex saves.

INFERNO VIAL

FEAT 16

SLAYER

Prerequisites chymist's vials signature tool

You have developed a far more volatile mix for your ignition vials, making their energy spread much farther. When you use Ignition Vial, it damages creatures in a 30-foot cone, rather than 15 feet.

UNERRING EDGE

FEAT 16

SLAYER

Prerequisites bloodseeking blade signature tool

You can detect your foe from the slightest movement, letting your blade strike true. When you use Honed Strike, you ignore the target's hidden condition as well as its concealed condition, and the circumstance bonus to your attack roll increases to +3.

VICIOUS SPIKE

FEAT 16

SLAYER

Prerequisites consecrated panoply signature tool

The layered blessings on your hunting spikes mean they always draw blood. When you use Hunting Spike, the Strike gains the following failure effect.

Failure You deal the damage you would have dealt on a hit, treating all damage dice as if they rolled a 1. (This applies to all dice from weapon runes, spells, and special abilities, not just weapon damage dice.)

18TH LEVEL

OBLITERATE ◀▶

FEAT 18

DEATH **SLAYER**

Focusing all your senses on your target, you prepare for a destructive attack. Make a Strike against your quarry. If you hit, the Strike deals maximum damage. After the Strike, your turn ends.

TERRIFYING BLOODLUST ◀

FEAT 18

RELENTLESS **SLAYER**

Frequency once per 10 minutes

Your will is a terrifying weapon in its own right. You unleash your killing intent, forcing each enemy within 60 feet that can see you to attempt a Will save against your class DC.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3.

20TH LEVEL

ETERNAL HUNT

FEAT 20

SLAYER

Trigger You end your turn.

You can always see an opening to throw yourself into battle, and don't need to wait for one to present itself. You go On the Hunt as a free action.

UNBOUND HUNT

FEAT 20

SLAYER

You've exceeded the limits of your training, and any technique can be part of your hunt. The first action or activity you use on each of your turns gains the relentless trait for you.

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