

SLAYER

Standing tall before a powerful mage, a Half-Orc clad in platemail feels the great wizard's magic pass through him with no effect. Unphased by the dark curse invoked by his adversary, the Half-Orc rushes forward to rend him with his greataxe to disrupt his next spell.

Camouflaged amidst the treeline a sly wood-elf eyes his target in the distance, carefully taking aim with a silver tipped arrow in his grip before loosing certain death on his unsuspecting foe.

Striding confidently towards the vampire lord, an unassuming blonde human girl shrugs off the effects of his charms and dispatches the vampire's spawn using only her bare hands. She rushes forward soon after and plants a stake straight into the creature's heart.

CLASS FEATURES

As a slayer, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per slayer level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per slayer level after 1st

PROFICIENCIES

Armor: Light armor, medium armor (not shields)

Weapons: Simple weapons, martial weapons

Tools: Thieves' Tools

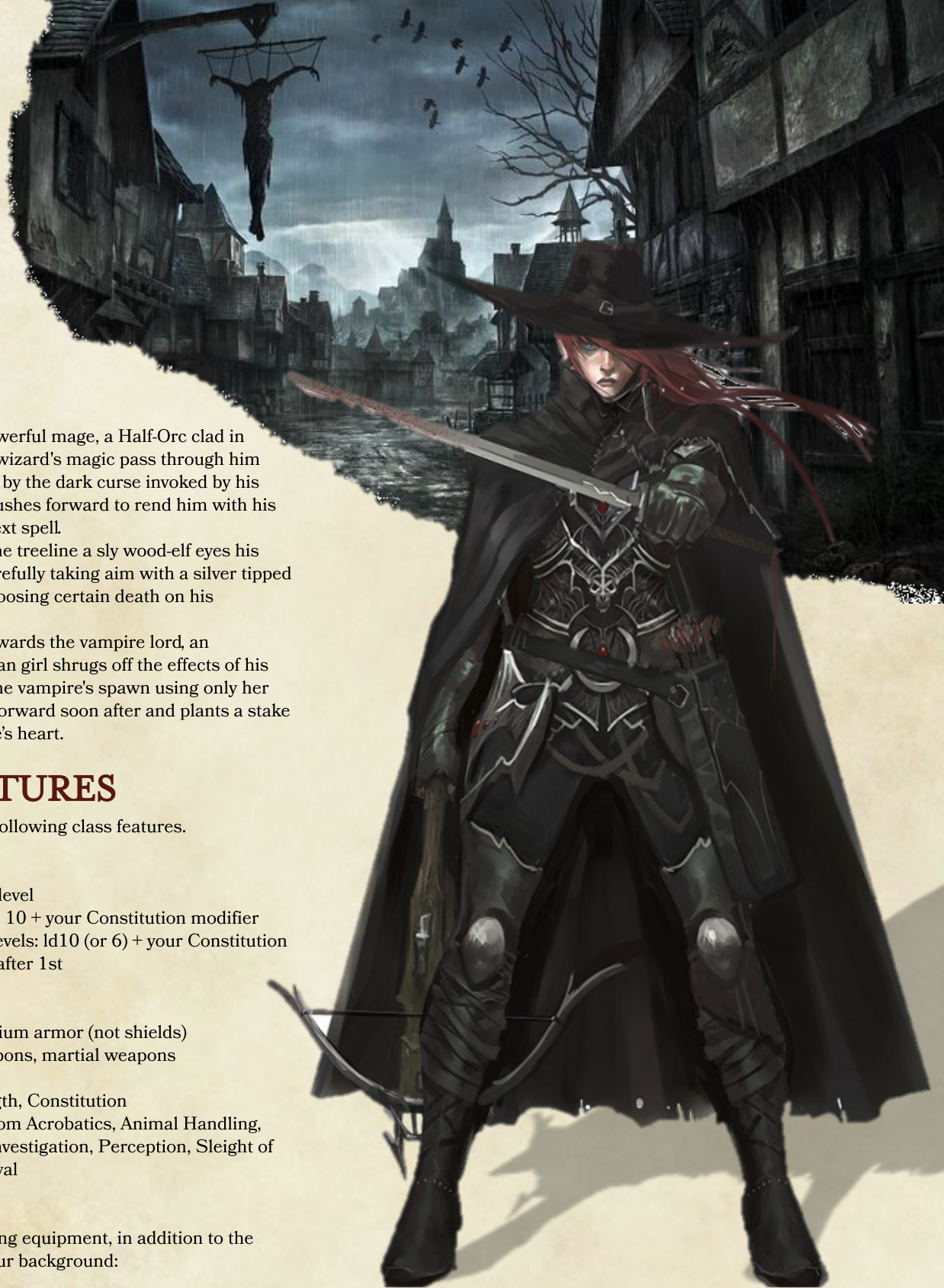
Saving Throws: Strength, Constitution

Skills: Choose three from Acrobatics, Animal Handling, Athletics, Intimidation, Investigation, Perception, Sleight of Hand, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather, longbow, and 20 arrows
- (a) a martial weapon and a hand crossbow with 20 bolts or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack



FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a weapon damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SLAYER DICE

As a slayer, your training in combat allows you to draw on untapped reserves of stamina and focus to perform feats of daring agility and strength. Once per turn, you may spend a slayer die by rolling it and using it to do any of the following:

- Dash or Dodge as a bonus action on your turn adding the rolled Slayer Die to your AC against the next attack you receive before the start of your next turn.
- Add it to a Strength or Dexterity check you perform that you are proficient in.
- Add the Slayer Die to your survival checks made to track for 8 hours.

You start with 3 slayer dice that are a d6 to use throughout the day, once a slayer die has been rolled it cannot be used again until you finishing a long rest. Every three slayer levels you receive +1 to your maximum Slayer Dice. The size of your Slayer Dice becomes a d8 at level 9 and a d10 at level 18. Using this feature not only puts a strain on the body but also the mind; using Slayer Dice requires your concentration and as such is not usable without breaking spellcasting concentration nor can it be used while raging. You cannot use Slayer Dice when you have a shield equipped.

VULNERABLE FOE

Upon reaching level 2 you are keenly aware of the openings in a foe's defense. Once per turn, you can deal an extra 1d6 damage to one creature you hit with a weapon attack if you have advantage on the attack roll. Unlike Sneak Attack, it does not require a finesse weapon but also does not trigger from just having an ally adjacent to your target; you must have advantage on the attack roll in order to trigger Vulnerable Foe. The amount of the extra damage increases as you gain levels in this class, as shown in the Vulnerable Foe column of the Slayer table.

THE SLAYER

Level	Proficiency Bonus	Features	Slayer Dice	Vulnerable Foe
1st	+2	Fighting Style, Slayer Dice	3d6	-
2nd	+2	Vulnerable Foe	3d6	+1d6
3rd	+2	Slayer Archetype	4d6	+1d6
4th	+2	Ability Score Improvement	4d6	+1d6
5th	+3	Extra Attack	4d6	+1d6
6th	+3	Rapid Recovery	5d6	+2d6
7th	+3	Archetype Feature	5d6	+2d6
8th	+3	Ability Score Improvement	5d6	+2d6
9th	+4	Stillness of Mind	6d8	+2d6
10th	+4	Improved Fighting Style, Evasion	6d8	+3d6
11th	+4	Archetype Feature	6d8	+3d6
12th	+4	Ability Score Improvement	7d8	+3d6
13th	+5	Surprising Agility	7d8	+3d6
14th	+5	Hardened Soul	7d8	+4d6
15th	+5	Archetype Feature	8d8	+4d6
16th	+5	Ability Score Improvement	8d8	+4d6
17th	+6	Penetrating Strike	8d8	+4d6
18th	+6	Truesilver Slayer	9d10	+5d6
19th	+6	Ability Score Improvement	9d10	+5d6
20th	+6	Critical Focus	9d10	+5d6

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RAPID RECOVERY

Starting at level 6, you regain expended Slayer Dice after finishing a short rest.

STILLNESS OF MIND

Starting at 9th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.



IMPROVED FIGHTING STYLE

After reaching level 10 your skill and expertise in weapons combat has improved even more. Your fighting style selection from level 1 begets further benefits:

ARCHERY

Attacking prone targets from further than 5ft now confers advantage to your ranged weapon attack rolls instead of disadvantage.

GREAT WEAPON FIGHTING

Your ability to re-roll 1's and 2's now include damage dice from Vulnerable Foe.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you no longer need to spend a bonus action to make your first offhand attack. If you make a second mainhand attack on the same turn you may spend your bonus action to make a second offhand attack.

The bonus applies only to the fighting style you have selected at your first Slayer level and does not improve fighting styles gained from other classes.

EVASION

Beginning at 10th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SURPRISING AGILITY

After reaching 13th level, you may add your proficiency bonus to your initiative rolls. If you choose to spend a Slayer Die to improve your initiative roll treat it as though you had spent it on your first turn in the combat.

Whenever you have already spent a Slayer Die on a turn, the next attack you successfully land on the same turn can deal Vulnerable Foe's bonus damage without the need for advantage on the attack roll. This feature does not allow you to deal Vulnerable Foe's damage more than once per turn.

HARDENED SOUL

Starting at level 14 you gain proficiency in all saving throws and your maximum hitpoints cannot be reduced.

PENETRATING STRIKE

At level 17 your strikes become so precise that you can bypass the armor of your more sluggish adversaries. You gain another way to spend your Slayer Dice: When making a weapon attack you may spend a Slayer Die to have the target of your attack make a dexterity saving throw instead of attacking their AC. The DC of the saving throw is 8 + your proficiency bonus + the ability modifier of the attack roll. If the target fails it takes damage as though you had hit it with the attack. If they succeed they take only half damage and you may not add your Vulnerable Foe damage dice. If you make the attack at advantage while hidden from the target, they must make this save at disadvantage. If you are using two-weapon fighting you may make your offhand attack in this way using the same Slayer Dice but are still limited to using Vulnerable Foe's additional damage only once per turn.

Any modifiers to the attack which negatively impact the hit roll also affect the saving throw DC by the same amount; a feature like Great Weapon Master for instance, which can impart -5 to hit for +10 damage would also reduce the DC of the save by 5. This feature cannot be used on attacks made at disadvantage.

TRUESILVER SLAYER

At 18th level you have refined a weapon coating that allows for piercing and slashing weapon attacks to inhibit the healing abilities and bypass the resistances of their targets. This concoction requires 50gp worth of materials along with 1 hour to prepare and apply to one weapon or 20 pieces of ammunition. Weapons and munitions coated this way count as magical for the purposes of overcoming resistances and prevent all healing and regeneration of any creature they damage until they finish a short or long rest.

The Slayer is adept at treating wounds affected by Truesilver and may spend 1 minute with a healing kit to allow a creature to recover hitpoints as normal after it has been damaged by a Truesilver coated weapon attack.

CRITICAL FOCUS

By 20th level your acumen with weaponry is unparalleled. You capitalize on openings in your opponents defense with lethal precision. Whenever you make a weapon attack against a foe at advantage you may spend a Slayer Die after seeing the roll but before knowing the outcome, adding the result to your attack roll. If both rolls would hit, you automatically critical hit.

SLAYER ARCHETYPES

Slayers, while consistent in their fervor and determination, have been known to adopt different methods for hunting their foes. Your archetype reflects not only a particular fighting style but also new ways to exploit your enemies' weaknesses. Your Slayer Archetype heavily defines your combat style and will dictate much about your strengths.

All three archetypes require a baseline of expertise and as such the archetype only becomes available upon reaching level 3.

STALKER

Prowling the shadows of forests and urban streets alike, stalker's embody the pinnacle of finesse and swift strikes from the darkness. They make perfect scouts and bounty hunters often patiently tracking their prey waiting for a moment of weakness to pounce.

BONUS PROFICIENCIES

Starting at 3rd level you gain proficiency in Dexterity(Stealth) checks, if you are already proficient in the skill you double your proficiency bonus to checks you make with it.

STEALTHY

Upon selecting this Archetype you can now Hide as a bonus action. If you are travelling alone you can move stealthily at a normal pace.

EYES OF THE EAGLE

At 7th level you gain the eyesight of an eagle. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

You also gain proficiency in Wisdom(Perception) checks, if you are already proficient in the skill you double your proficiency bonus to checks you make with it.

CRIPPLING STRIKE

By level 11, whenever you deal Vulnerable Foe damage, you may force the target of your attack to make a Strength saving throw with a DC equal to 8 + your proficiency bonus + the ability modifier of the attack. If the target succeeds, nothing happens. If the target fails the save, its speed is halved. At the end of each of its turns the creature re-attempts the save. On a success, the effect ends and it's speed is returned to normal. If a creature's speed is already halved by this feature and it fails the initial save from a new attack that triggers Crippling Strike, it immediately falls prone and has its speed set to 0. Only one save against this effect is made per turn to remove all Crippling Strike effects.

HIDE IN PLAIN SIGHT

Starting at 15th level, you can remain perfectly still for long periods of time to set up ambushes. When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden. If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.



INQUISITOR

Known as Anti-mages, sorcerer slayers, hex-hunters or just wizard slayers. These zealous warriors go by many nicknames but all of them share a disdain for magic and view manipulation of the weave with great suspicion. Often their history is scarred by magical tragedy, as either those close to them fell victim to magic in some way or view it as a tool which is not only dangerous but acts as a crutch for the weak. Whatever the cause, Inquisitors have sworn a pledge to absolve themselves of witchcraft and sorcery and use this abstention to fuel strong anti-magical abilities. Any features gained via the Inquisitor archetype, except bonus proficiencies, are no longer usable after casting a spell. If any Inquisitor casts a spell they must complete a short or long rest before they regain their Archetype features.

BONUS PROFICIENCIES

Upon selecting this archetype at 3rd level you gain proficiency with Heavy Armor and Intelligence(Investigation) checks, if you are already proficient in the skill you double your proficiency bonus to checks you make with it.

SENSE MAGIC

Starting at 3rd level, you can innately tune your senses to pick up on magic. You can use your action to mimic the effects of the Detect Magic spell without having to cast it. It still requires your concentration to maintain. At level 11 you can use this feature as a bonus action instead of an action.

CLEVER COMBATANT

By 7th level you may use Intelligence instead of Dexterity for your attack and damage rolls with crossbows.

Additionally, if you can see a creature casting a spell within 60ft, you can spend a Slayer Die and your reaction to move up to half of your speed then either attack them once with a melee weapon or draw and fire a loaded hand-crossbow at them. If the attack hits, the creature must make a concentration saving throw or the spell fails. The DC of the concentration save is increased by the rolled Slayer Die.

VOID ARCANA

After reaching 11th level your very being repels manipulations to the weave. You have resistance to damage from spells.

Your weapon attacks can act as an extension of this phenomenon, allowing you to dispel any magic affecting the targets you hit. When you hit a creature with a weapon attack, you may expend a Slayer Die as a bonus action to mimic the effects of a Dispel Magic targeting either the creature or a magical effect on the creature. If an ability check is required, use Intelligence as your "spellcasting ability" and add the rolled Slayer Die to the roll. You may also perform this on willing targets without attacking them, but instead by touching them as an action and spending a Slayer Die in the same way.

FLAWLESS FORM

Beginning at 15th level, your body has strengthened allowing you to attack thrice, instead of twice, whenever you take the Attack action on your turn.

Additionally, you can choose to ignore curses and polymorph effects.



BRAWLER

The clarity of focus afforded to some Slayers goes beyond the limitations of clumsy weaponry and armor. Those who dedicate themselves to unarmed combat bring humility to their foes as they literally beat them into submission with raw strength and brutal precision using nothing but their body.

BONUS PROFICIENCIES

Upon selecting this archetype you gain proficiency in Strength(Athletics) checks, if you are already proficient in the skill you double your proficiency bonus to check you make with it.

BRAWLER'S GUILF

Starting at 3rd level, while you are wearing no armor and not wielding a shield your Armor Class equals 10 + your Strength modifier + your Constitution modifier.

You can roll a d4 in place of the normal damage of your unarmed strike and engage in two-weapon fighting with unarmed strikes. This allows you to engage in two-weapon fighting when attempting to grapple or shove with a freehand.

UNARMED INERTIA

At level 7 you can roll a d6 in place of the normal damage of your unarmed strikes. Once per turn, you may deal the damage of your unarmed strike to a creature you have successfully grappled or shoved.

Whenever you make a thrown weapon attack using strength, attacking at long range doesn't impose disadvantage on your roll and you may double the range of the weapon.

DOMINANT POSITIONING

When you reach level 11 you have advantage on any grapple or shove attempt that is replacing an attack roll that would have been made at advantage. You can roll a d8 in place of the normal damage of your unarmed strike.

GRAPPLE MASTER

By level 15 you've learned to create fierce arm locks and painful holds to restrain foes you successfully grapple and can manipulate them without having to carry them. If you use both hands to make a grapple attempt you may restrain your target as part of your grapple condition and ignore their weight for the purposes of moving them so long as they are not incapacitated and no more than 1 size category larger than you are. You can roll a d10 in place of the normal damage of your unarmed strike.

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