

"The Silent Quarrel"

Red Griffyn's PF2e Crossbow Infiltrator Guide



Introduction

With the release of Paizo's "Battlecry!" the [Crossbow Infiltrator](#) archetype was released as a remastered replacement to the Drow Shootist archetype. The archetype offers a build defining feat ([Crescent Cross Training](#)) that rehabilitates one of the worst weapons in the game ([Crescent Cross](#)). On the surface, the feat looks very powerful, but as this guide will show it has a lot of hidden balancing points that need to be considered for PC builds to remain effective.

The intent of this guide is to provide an overview of how to build different classes to utilize the [Crossbow Infiltrator](#) archetype. Some DPR analysis has been provided to show how this archetype stacks up against other benchmark builds from a burst damage and sustained damage perspective. Damage isn't everything, but this guide attempts to see what base class chassis options surpass some benchmark values to ensure they are contributing as a 'striker' while still performing other non-DPR related party roles. The analysis is also provided to show that this archetype, and by extension the [Crescent Cross Training](#) is bounded by existing meta builds to alleviate concerns that the feat is too powerful.

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1.0 - Rating Key

- **Purple (★★★★★)** - Really Good / Build Defining
 - **Blue (★★★★)** - Great option
 - **Green (★★★)** - Good option
 - **Orange (★★)** - Bad option
 - **Red (★)** - Terrible option, stay away.
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2.0 - Crossbow Infiltrator Role



The [Crossbow Infiltrator](#) archetype's primary role is as a ranged striker. In a typical 4 person party they will be responsible for doing single target damage to focus fire down enemies and deny the enemy 'party' actions.. The archetype is typically going to be strapped to a martial and the build will focus on pumping damage to mitigate the downsides of using the crescent cross. The build will struggle with hand issues, making it less likely to be able to use battle medicine, deploy potions, or other similar utility/support options that many ranged striker builds pick up.

Out of combat the [Crossbow Infiltrator](#) is good with DEX based skills including stealth for scouting, thievery for traps/looting, acrobatics for environmental hazards. Some builds that avoid STR will have attribute boosts for INT/CHA skills and can support various utility play styles.

3.0 - Analysis Philosophy / Basis



To understand the ratings and commentary, a level set on the analysis basis and approach is needed.

3.1 - Basis

Some key basis include:

- **Basis #1:** Parties are at full health and have renewable resources maximized before an encounter.
- **Basis #2:** Due to **Basis #1** an encounter of < medium threat is irrelevant to the discussion. Trivial and low severity encounters are not a significant challenge, drain on non-renewable resources, or otherwise pose a threat to party member lives. PCs are anticipated to win them regardless of feats, items, builds, etc. The bar for a low optimization table is 'performance in a medium threat combat'. The bar for a high optimization table is 'performance in a severe threat combat'.
- **Basis #3:** PCs taking the [Crossbow Infiltrator](#) are fulfilling a 'striker role' (i.e., single target DPR is their primary combat contribution). Assuming a 4 person party, a PC that is taking a 'striker' only type role (ranged or melee) will be responsible for at least 37.5% to 50% of the fielded creature's HP pool to compensate for any PCs that might fill utility, buff, debuff, or healing roles in combat. This equates roughly to everyone having to do 25% of the fielded HP total but accounts for party variations. This approach is 'the poor man's approach' to simplifying a 'party dependent' analysis down to the performance of an individual PC.

[NOTE: I acknowledge there are other roles, reasons to patch weaknesses, select options for versatility/out of combat utility, etc. However, this guide will try to show what ways you can achieve the primary striker combat role (i.e., 37.5-50% HP range) and leave it up to the player to decide when they feel satisfied with their performance in the role so they can divert resources to other important things).

- **Basis #4:** Severe level encounters have an environmental effect that requires at least 3 actions to deal with across the entire combat (e.g., difficult terrain, draw/sheathing to climb/swim, extra strides to avoid issues, etc.).
- **Basis #5:** PCs must spend a minimum of 1 stride to get into position at the start of combat (fairly typical for ranged combatants to avoid cover penalties).
- **Basis #6:** PCs will need to switch targets (once per enemy) and suffer the action taxes that come along with with that (e.g., hunt prey for precision rangers).
- **Basis #7:** PCs that require a specific status will need to pay the associated action tax to set-up the status (e.g., demoralize/tumble through/create a diversion/other for flatfooted to get sneak attack) per combat, per enemy, or per round as necessary.
- **Basis #8:** A typical PL = CR monster will have High AC and the average of moderate HP.
- **Basis #9:** For a 4 person party a moderate encounter is 2x PL=CR monsters and for a severe encounter is 3x PL=CR monsters.

3.2 - Interpretation of the Basis

The bog standard fighter with a 1D12 weapon is doing the baseline ~37.5% damage every full round to one enemy PL = CR creature. If we project that into actions with the basis above we get:

- **Moderate Encounters are 3-4 Rounds:** In a moderate encounter that would include 1 action to move in, 1 action to move to the new enemy, 6 actions worth of attacking. So lets call that a 3 round combat with a good party composition. If they have to do 50% of the HP damage then that likely requires 3 more actions worth of attacking or a 4 round combat.
- **Severe Encounters are 5-7 Rounds:** In a severe encounter it would include 1 action to move in, 2 actions to move to new enemies, 9 actions worth of attacking, 3 actions for environmental effect mitigation. So that is now 5 rounds. If you have to do 50% of the damage like before, it is likely another 4-5 actions so your combat has jumped from 5-7 rounds.
- **Burst Vs. Sustained Damage:** A challenge to assessing a ‘burst damage’ build option is how to weigh it against reliable sustained damage builds. In the context of the archetype, Crescent Spray turns will generally be your best DPR turns. However, behind every Crescent Spray are ‘virtual action taxes’ that must be paid to provide sustained damage across the whole combat. That includes 3x reloads, likely 1xmove, 1-2xclass action tax (e.g., hunt prey for rangers, getting an enemy flatfooted for rogues, transcending for exemplars, buffing with dragconic barrage, exploit weakness/intensify implement for thaumaturges, etc.). **Analyzing the burst damage only will result in erroneous conclusions.** To avoid this pitfall and avoid 5-7 round combat analysis, a 2 round average damage will be tabulated to evaluate options.

3.3 - Conclusions

While GM Core guidance on moderate severity encounters is that they can be dangerous and require resource management and tactical play, realistically severe encounters are more important to perform in. Severe fights are also the mini-boss/boss fights where you want to shine and do better as a player and are more likely to have memorable moments. As such:

- Ratings for options that can perform across a 5-7 round combat will be more highly rated.
 - Ratings that maintain a higher sustained average damage will be more highly rated.
 - Single round burst damage will be contextualized through the lens of two round average DPR to improve the analysis and avoid erroneous conclusions.
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4.0 - Archetype Problems to Solve



0x3 MAP strikes sounds amazing on paper. But lets see the problems you have to overcome to get the most use out of this archetype.

No.	Problem	Solution
01	Crescent cross is a bad weapon. In melee mode it's a 1D4 non-free hand, non- finesse, non-agile melee weapon being used on a DEX build. Its ranged mode only has a D6 damage dice with no static damage bonuses (e.g., thrown, propulsive) or critical effects like deadly/fatal. The parry trait doesn't offer too much to you because you're going to spend most actions reloading and won't have any to spare for a +1 to AC, when any other build could just strap on a buckler for the same or a shield for better.	<p>Crescent Cross Training gives you 3x0MAP strikes. This feat, in this format, is the only reason this weapon and archetype are worth taking.</p> <p>However, even with this feat it is not enough. Without substantial static damage or rider damage options this weapon + feat combination fall below the curve of a typical ranged martial. The DPR analysis will show this outcome for various base class options (e.g., exemplar, inventor, precision ranger, etc.). The solution is a variety of the options discussed in this guide to add damage bonuses to reach parity with other ranged martial builds.</p>
02	Weapon runes are expensive. Maintaining even one set of weapon fundamental and property runes a significant chunk fo Wealth By Level (WBL). It is assumed that maintaining 2+ full damage rune sets it outside the bounds of any typical PC build's WBL. If you do try to do this, you'll be significantly behind in other key areas (armor runes, skill boosting items, utility items like gloves of healing, any consumables, etc.) that will weaken not just your PC, but the party as a whole.	<p>Playing in an Automatic Bonus Progression (ABP) game solves this problem and opens up the playstyle option of pre-packing endless crescent crosses and constantly swapping them through the whole combat. As a variant rule, it won't be assumed that this is a baseline solution, but it is the most powerful way to resolve this issue.</p> <p>Blazons of Shared Power/-(Greater) will allow a single runeset to be copied from one 1H ranged/melee weapon to another 1H ranged/melee weapon. They will be mandatory for most playstyles.</p> <p>The Exemplar Twin Stars feat can generate another duplicate of your weapon and allow for 3 full runed crescent sprays (assuming blazons of shared power are used).. However, the exemplar does not have enough in class static damage modifiers to support this build. If you're a different class then this comes online really late (since you're already in the</p>

		Crossbow Infiltrator) and many tables ban the exemplar archetype.
03	Reloading with weapons in two hands is not innately supported.	<p>Dual-Weapon Reload is the easiest solution, but is a feat tax. It is offered at L6 in the Crossbow Infiltrator archetype, but will you really choose that over Infiltrator's Reload if you don't have another way to move around the battlefield? Gunslingers get access in class at Level 1 and reload action compressions (which is why gunslingers are the best class chassis for this archetype). Ammunition Thaumaturgy can provide a similar solution, but despite RAW/RAI there is a lot of table variation on the interpretation of thaumaturge handedness, form factor of implements, use case with implement empowerment, etc. that can make this class only viable with some GMs.</p> <p>Finesse Free-hand weapons (e.g., Bladed Gauntlet or Tekko-Kagi) can be real candidates for switch hitters and they keep your off hand available for reloading, items, etc. The solutions to problem #2 also tend to make these 1D4 weapons not as bad to pick as they often apply to all weapon strikes.</p> <p>Familiar reloading can resolve this at the risk of putting an easily targetable way for the GM to shut down your primary means of reloading.</p> <p>Combinations of Retrieval Belt/-(Greater)/-(Major) and the Ratfolk L5 Feat Quick Stow can offer some free action options to get crescent crosses into your hands or out of your hands.</p> <p>NOTE: Thankfully the capacity trait allows PCs to interact to select another chamber without a free-hand so you can still Crescent Spray while your other hand is carrying another weapon.</p>
04	Maintaining good sustained DPR requires reloading and re-using crescent crosses. A significant balancing factor is that to re-use your rune invested weapon more than once per combat is baseline a total of 5 actions (3 to reload, 2 to Crescent Spray). That leaves you 1 action to move, maintain DPR output, or otherwise set up class specific action taxes (e.g., hiding/create a diversion/sneaking to get flatfooted for rogue's sneak attack, hunt prey for precision rangers, exploit weakness for thaumaturges, etc.). Using this feat/archetype/weapon is balanced around a very tight action economy. This is why only analyzing a Crescent Spray turn yields bad insights and why a two turn rotation analysis captures the full impact of the 5+ actions that manifest as 2 round turn rotations.	<p>Reload compressions can help solve this. However not all reload compressions are equally useful (See Reload Styles Section).</p> <p>Familiar Reloading is also a valid means to reloading consistently, but introduces a big risk / reward element if your GM starts targeting your reloading familiar.</p>
05	The Crossbow Infiltrator is feat intensive. You need a L2 dedication, L4 Crescent Cross Training , L6 Infiltrator's Reload , and L6 Dual-Weapon Reload before most builds become viable without a significant downside. That is L8 in a non-FA game. This carries a large opportunity cost for in class feats (some of the best being in the L6-L10 range) and delays any other archetypes you might want to add into the mix.	<p>Free archetype games really make this archetype shine. Especially for gunslingers that can pick up Running Reload at L4 and then retrain it to Infiltrator's Reload at L6. Other classes still need to really wait until L6 when they can take Infiltrator's Reload and Dual-Weapon Reload to be 'online'.</p> <p>Familiars Reloading can remove the imminent need for Dual-Weapon Reload. Familiars with 2 non-selected abilities are available in various ancestries (ratfolk, gnome, kholo, poppet, etc.).</p> <p>Finesse Free-hand weapons (e.g., Bladed Gauntlet or Tekko-Kagi) can help remove the feat need for Dual-Weapon Reload.</p> <p>Fighters do get 2+ more feats via L9/L15 combat flexibility/improved flexibility class features.</p>

5.0 - Play Styles



The [Crossbow Infiltrator](#) archetype is designed to support a stealthy assassin with a big alpha strike round. However, a one and done burst build is only one kind of playstyle available to you. Here are a few of the ways you can best utilize this archetype:

1.) Alpha Striker (★★★): Alpha strikers plan to crescent spray only one time per combat. They may utilize a round of buffing or positioning to maximize effect, but they only use crescent spray as a passing hobby. After their spray, they may switch to a ranged weapon, finesse weapon, or spells for the rest of combat.

- **Pro:** No need to over-commit to the archetype. Good for casters who don't want to spend every turn trying to repeat crescent sprays (e.g., cast a L3 fear + crescent spray on the second round). Avoid archetype feat taxes like [Dual-Weapon Reload](#).
- **Con:** You pay an opportunity cost to carry this mediocre weapon as blazons of shared power limit your other weapon to a 1H+ weapon. You probably could get more benefit with another archetype or in class feats.

2.) Ranged Striker (Two+ Crescent Crosses) (★★★): Ranged Strikers load up on as many crescent crosses as possible and try to empty them round after round for as long as they can juggle the reloading action economy. You can typically get 2-3 crescent sprays in the first 3 rounds with any build, but at some point you get stuck in a reload turn + crescent spray turn two turn rotation pattern.

- **Pro:** Early combat burst damage is better at killing enemies and denying actions vs. sustained damage. Medium difficulty or easier combats don't typically last longer than 4 rounds. This lets you use Crescent Sprays in most rounds and avoids getting into melee range. Forgoing melee means you don't need STR, and opens up attribute boosts for save stats (DEX/CON/WIS) and other skill stats (INT/CHA) to make you more well rounded out of combat.
- **Con:** In severe/harder encounters or any protracted combat (e.g., chain combats, combats on the run, combats with challenging environmental conditions) you will end up in a bad two round turn rotation (crescent spray one round, reload the next round). The average damage of these two turn rotations is worse than a standard ranged martial so you end up making a sub-par complicated ranged martial. [Dual-Weapon Reload](#) is an in archetype feat tax that is necessary to reload while holding 2 crescent crosses, making non-gunslingers have to jump through various hoops.

3.) Switch Hitter (One Crescent Cross + Finesse Weapon or Alt. Ranged Weapon) (★★★★): Switch hitters alternate between crescent spray turns and melee/ranged striking turns, utilizing various reloading tactics to keep some amount of damage output on off turns.

- **Pro:** Well supported by some reload strategies. Keeps average sustained damage sufficiently high to mitigate the impact of non-Crescent Spray turns. Builds are generally more flexible to changing combat conditions if pushed off their optimized turn rotations.
- **Con:** 1H finesse weapons (especially free-hand ones) aren't always the most exciting options. If you need to use your hands for things (e.g., battle medicine, potions, etc.) then you have to burn actions to swap/juggle items. Generally MAD, although likely STR goes from a starting 12/14 to 18.

4.) Mounted Combatant (★★★★): Mounted combatants utilize mature animal companions or construct companions to facilitate free movement to minimize combat action taxes for repositioning. They otherwise won't use common reload action compressions (e.g., [Infiltrator's Reload](#)) due to being mounted.

- **Pro:** A free move every round eliminates a massive action tax to reposition. Companions can add various movement types you otherwise wouldn't have (e.g., Giant Wasps at L6 for a flying mount).
- **Con:** Companions are feat hungry so many of these builds are better left to free archetype games or come online much later. Companions are not always the most hardy (though you will likely keep yours out of melee). Some companions (e.g., commander, champion, etc.) don't gain the free move/strike until L10. The classes that support animal companions are not the classes that can generally build in enough DPR to pass the analysis benchmarks (Vindicator Ranger in a FA game being the one exception). There are generally just a lot of hoops to jump through to make a satisfying build.

5.) Single Crescent Cross User (★★): Utilizing a single crescent cross and spending your full turn to crescent spray, next turn to reload fully, and following turn to crescent spray again.

- **Pro:** Simple to understand and play.
- **Con:** Average DPR is just worse than other ranged builds. You spend a lot of feats, actions, and opportunity cost to be worse than other ranged martials. See [13.3 - Two Round DPR Average \(Worst Case\)](#) for what your DPR looks.

6.0 - Reload styles



These playstyles are further compounded by the primary means of reloading you plan to use:

1.) Reloading Strike (Drifter Gunslinger Way Reload) (★★★★★): This reload compression action combines a melee strike with reload. When combined with a move based reload compression (e.g., [Running Reload](#) or [Infiltrator's Reload](#)) this lets you easily get two to three melee strikes on off rounds.

2.) Other Reload Compressions (★★★):Other reload compressions offer a wide range of value. One of [Running Reload](#) or [Infiltrator Reload](#) are near mandatory for most builds to allow you to freely move on the battlefield. Other reload compressions offer less. The L1 ranger feat [Crossbow Ace](#) can allow you to create a diversion to generate flatfooted at range. [Racentour's Reload](#) can allow you to debuff enemies and combos well with the L4 rogue feat [Dread Striker](#). But these reloads do not directly output damage (though frightening an enemy can increase DPR from allies and subsequent attacks).

3.) Familiar Reloading (★★★ / ★★★★★): A familiar with the [Independent](#) and [Manual Dexterity](#) can reload your crescent cross for you. While there is no RAW that the familiar has to hold the crescent cross to reload it, [Mark Seifter did clarify that the familiar should be holding it](#). If your GM doesn't rule that way, then this jumps to (★★★★★). Even with that nerf, this still has significant value to a [Crossbow Infiltrator](#). A familiar can fully take, reload a crescent spray, and hand it back with 5 rounds of independent interact actions. If you command a familiar that reduces it to 4 rounds. If you also can add a reload compression with a spare action in the first or last round of that duration (i.e., the turn the familiar takes or gives back the crescent cross) you can reduce it to 3 rounds. Round 1 is Crescent Spray, Round 2 is another Crescent Spray with a second crescent cross or an alternate routine, and Round 3 is getting that crescent cross back and using Crescent Spray again. The main downside is now your 'reloading' method has a small HP pool that your GM might decide to target.

4.) Standard Reload Action (★★): You only use this at low levels until you can get any kind of reload compression.

5.) Party Based Reloads (★★): The commander has [Reload!](#) and [Ready, Aim, Fire!](#). Arcane, divine, and occult casters can burn L2 spell slots and reactions to give you reloads with [Helpful Reload](#). While its wonderful to build out a party composition to supports each other, its beyond the scope of this guide to evaluate the effectiveness of a wide range of party compositions or tactics.

7.0 - Ability Scores

- **Strenth (★ / ★★★):** Not needed for builds only using crescent crosses in ranged mode. More valuable for switch hitters that use melee/thrown/propulsive weapons. If you do need it, starting at a 12 or a 14 and ending at an 18 is fine.
 - **Dexterity (★★★★★):** This is your primary attack stat and is a save stat. Set it to 18 and boost it every chance you get.
 - **Constitution (★★★★) -** This boosts or HP and is a save stat. Since you'll be in melee or very close due to the small 30ft range of the crescent cross, having more survivability will help. Likely a 12 or 14 starting and caps out at 18.
 - **Intelligence (★ / ★★):** This is for building your out of combat utility/roles. You're probably going to focus on either INT or CHA if you don't need STR.
 - **Wisdom (★★★):** This is for perception (i.e., initiative if you aren't trying to use stealth) and is a save stat. Likely a 12 or 14 starting and caps out at 18.
 - **Charisma (★ / ★★):** This is for building your out of combat utility/roles. You're probably going to focus on either INT or CHA if you don't need STR.
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8.0 - Backgrounds



Most backgrounds are pretty balanced. Typically they give:

- 2 Attribute Boosts
- 1 Skill Proficiency
- 1 Lore Proficiency
- 1 Skill Feat

So in general, pick one that will let you boost DEX and/or CON/WIS. If you want a 16 starting STR for switch hitting then it has to be a background that gives DEX or STR (then you select the other of DEX or STR to boost both).

Often a background is selected based on the skill feat. Typical picks include [Battle Medicine](#), [Bon Mot](#), [Cat Fall](#), [Combat Climber](#) (climbing in combat sucks!), [Dirty Trick](#), [Intimidating Glare](#), [Speciality Crafting](#), [Trick Magic Item](#) (for wand/scroll activations), [Underwater Marauder](#) (if you expect to be swimming a lot), or [Virtuosic Performer](#) (typically bards),

8.1 - Rare Backgrounds

While not ‘dependable’ build options, a variety of rare backgrounds offer useful options and might be worth considering if the GM will allow it.

- [Amnesiac](#) (★★★★): Gives three attribute boosts instead of two. Your GM gets to pick one attribute boost, so YMMV, but hopefully you can convince them to put it into something you want. You do give up the skill/lore proficiencies and skill feat so it isn’t without any downsides.
- [Chosen One](#) (★★★/★★★★): Gives you the equivalent of a free daily hero point. While it gives your GM a pseudo anti-hero point, sometimes that is actually a lot of fun. It is better if your GM is not totally evil. You can use it more than once per day, but requires your GM to be using the misfortune effect so YMMV on how often it can be used.
- [Discarded Duplicate](#) (★★★★): Same as [Amnesiac](#) with a very different flavour.
- [Eagle Hunter](#) (★★★★): If you are not using Familiar Reloading, this gives you a poor man’s eagle familiar that can help aid you while scouting. Very flavourful if you like Assassin’s Creed or Peace Maker.
- [Geni-Blessed](#) (★★★★★): You get a daily hero point equivalent ability at the cost of a typical skill feat.

- [Magic Experiment](#) (★★/★★★★): The enhanced senses option can be decent for scouting (potentially boosting you to darkvision and getting a 30ft imprecise sense like thoughtsense / tremorsense (definitely better than the other suggestions like. scent / wave sense). It has a big downside in that it only gives 1 attribute boost, but some of the playstyles don't want or need STR for switch hitting/melee back-up so they can handle one less stat boost (e.g., a Thief Rogue).
- [Time Traveler](#) (★★★★): A once per day free action stride can be very helpful in repositioning for a Crescent Spray turn.

9.0 - Ancestries



In the context of the Crossbow Infiltrator archetype, there are a few ancestry options that stand out to support the archetype playstyles identified previously. These fall into a few general themes and range from (★★★★) to (★★★★★) based on some of the restrictions placed on them:

- Provides a familiar.
- Provides additional class or archetype feats.
- Provides a free action or reaction option that helps with your action or hand economy.
- Adds static damage.
- Has a beneficial preset attribute distribution.

There are many ancestries with benefits that are generally good for everyone:

- Provides lowlight vision or darkvision..
- Provides a unique movement type (i.e., flight, burrow, climb, swim speeds).
- Provides a unique sense (lifesense, thoughtsense, tremorsense, scent, wavesense, etc.).
- Increases movement speed.
- Provides flexible or scaling skill proficiencies.

There are far too many ancestries/options to cover off everything so the following section has been limited to ancestries with standout options from the first bulleted list.

NOTE: You can always replace the ancestry boosts with “Alternate Ancestry Boosts” (i.e., +2 to any two stats and no flaw). My ratings are assuming you pick what is best for you and makes note of if the ancestry has a potential ‘better’ base attribute point spread.

9.01 - Common Ancestries

Dwarf (★★★★)

- **Vision (★★★★):** Darkvision.
- **Attribute Bonuses (★★★★):** +2 to CON/WIS and a -2 to CHA synergizes well.
- **Level 09 - Feat - [Mountain Stoutness](#) (★★★):** More HPs and stacks with toughness to improve your survivability on the front line.
- **Level 13 - Feat - [Telluric Power](#) (★★★):** +1 circumstance damage/weapon damage dice for your melee strikes (only melee switch hitters need apply).

Gnome (★★★)

- **Vision (★★★):** Low-light.
- **Level 01 - Feat - [Animal Accomplice](#) (★★★★):** A familiar for Familiar Reloading. The only ‘common’ ancestry that has this option and (without GM caveat) will work with [Adopted Ancestry](#) for other ancestries to gain access.

Goblin (★★★)

- **Vision (★★★★):** Darkvision.
- **Level 01 - Feat - [Burn-it](#) (★★★★):** +1 to +5 status bonus damage with fire spells like Dragconic Barrage. This is a way to boost your static damage depending on build selections.
- **Level 01 - Feat - [Goblin Scuttle](#) (★★★):** reaction for a free step can help net you free movement.
- **Level 01 - Feat - [Very Sneaky](#) (★★★):** Extra movement with sneak actions, which you’ll be likely using a lot in combat via [Infiltrator’s Reload](#). When [Infiltrator’s Reload](#) is combined with the L7 feat [Swift Sneak](#), you’ve turned [Infiltrator’s Reload](#) into ‘[Running Reload](#)’ and have invalidated this ancestry feat selection (At that point you can retrain this feat).
- **Level 13 - Feat - [Very Very Sneaky](#) (★★★):** Extra movement with sneak actions, which you’ll be likely using a lot in combat via [Infiltrator’s Reload](#). When [Infiltrator’s Reload](#) is combined with the L7 feat [Swift Sneak](#), you’ve turned [Infiltrator’s Reload](#) into ‘[Running Reload](#)’ and have invalidated this ancestry feat selection (At that point you can retrain this feat). But you’re really here for the secondary benefit of not needing cover or greater cover to hide and/or sneak.

Halfling (★★★★)

- **Attribute Bonuses (★★★):** +2 to DEX/WIS and a -2 to STR synergizes well with thief rogues or 2+ crescent cross play styles.
- **Level 01 - Feat - [Distracting Shadow](#) (★★★★):** You can use creatures that are at least one [size](#) larger than you (usually Medium or larger) as cover for the [Hide](#) and [Sneak](#) actions. With [Infiltrator’s Reload](#) you’re going to be sneaking a lot and your party members are typically in combat with you and can form a ‘rolling’ covered position. At L6 your party (particularly front liners) can get the [Aim-Aiding](#) armour rune so they no longer provide cover to enemies from your ranged attacks.
- **Level 01 - Feat - [Halfling Luck](#) (★★★):** Once per day re-roll on a failed save or skill check. Generally always useful and leads to a whole feat chain to improve it.
- **Level 01 - Feat - [Innocuous](#) (★★★):** If you fail a Deception check to Create a Diversion, humanoid creatures aren’t aware that you were trying to trick them unless you get a critical failure on your roll. Useful on ranger that takes [Crossbow Ace](#) (reload compression for Create a Diversion + reload)
- **Level 05 - Feat - [Cultural Adaptability](#) (★★★★):** You get the general feat [Adopted Ancestry](#) and a L1 feat. This can be good to pick up burn-it/goblin scuttle from goblin, a familiar from gnome, or natural ambition from human..
- **Level 05 - Feat - [Easily Dismissed](#) (★★★):** When you are in a crowd or well trafficked urban area, you can attempt to [Hide](#) and [Sneak](#), even when observed. Very flavourful with the archetype (reminds me of Assassin’s Creed).
- **Level 05 - Feat - [Shared Luck](#) (★★):** Now you can use your luck on your allies.
- **Level 05 - Feat - [Step Lively](#) (★★★):** A reaction to get a step. It’s not a lot of movement, but can help you reposition.
- **Level 09 - Feat - [Guiding Luck](#) (★★★):** You can use [Halfling Luck](#) twice per day: once in response to its normal trigger, and once when you fail a Perception check or attack roll instead of the normal trigger.
- **Level 09 - Feat - [Helpful Halfling](#) (★★★):** Improves your aid capabilities by boosting the bonus your provide. This can work well with various aid build options (e.g., gunslinger’s fake-out).
- **Level 13 - Feat - [Ceaseless Shadows](#) (★★★★★):** You no longer need to have cover or be [concealed](#) to [Hide](#) or [Sneak](#). If you would have lesser cover from a creature, you gain standard cover instead and can [Take Cover](#); if you would have standard cover from a creature, you gain greater cover instead. With [Infiltrator’s Reload](#) and how much sneaking you’ll be doing this makes you a battlefield ghost.
- **Level 13 - Feat - [Incredible Luck](#) (★★★★):** Now you can use the non-attack luck option once per hour. This is basically like having an hourly refreshing supply of hero points.

- **Level 17 - Feat - [Shadow Self](#) (★★★★★):** Once per hour when you do sneak or hide you can go invisible for a minute and make it appear as if you are in a different square from enemies seeking for you. Flavourful and mechanically good.

Human (★★★★)

- **Vision (★★):** Normal vision.
- **Level 01 - Feat - [Natural Ambition](#) (★★★★):** Extra Level 1 class feat. Most builds want and can use this.
- **Level 09 - Feat - [Multitalented](#) (★★★★):** Free L2 multiclass dedication feat. This is great for non-gunslingers to multiclass into gunslinger and at L10 take practiced reloads to get their pick of way reloads (e.g., reloading strike or raconteur’s reload). Otherwise multiclassing into a class with an option you want (ranger for extended range, rogue for sneak attack/flatfooted options, exemplar for twin stars/some damage boosts, alchemist for buffs like quick-silver mutagen, etc.).

Leshy (★★★)

- **Vision (★★★):** Low-light.
- **Attribute Bonuses (★★★★):** +2 to CON/WIS and a -2 to INT synergizes well.
- **Level 01 - Feat - [Leshy Superstition](#) (★★★):** Reaction to get a +1 circumstance to many of the saves you’ll make. Many ranged PCs don’t have good things to do with their reactions anyways.
- **Level 01 - Feat - [Wilderness Born](#) (★):** Very niche abilities, but has a nice upgrade at L13.
- **Level 09 - Feat - [Lucky Keepsake](#) (★★★★):** Just a free +1 circumstance bonus passively at all times against the same saves from Leshy Superstition.
- **Level 09 - Feat - [Pollinate](#) (★★★):** If you take bludgeoning damage you can use a reaction to become concealed until the beginning of your next turn. Nice option if you are about to get swarmed and beat up.
- **Level 13 - Feat - [One With the Wild](#) (★★★):** Sneak and hide without the need for cover (only in natural terrains).

9.02 - Uncommon Ancestries

Athamaru (★★★)

- **Vision (★★★):** Low-light.
- **Speed (★★ / ★★★):** A slow 20ft land speed, but a nice 25ft swim speed. Good for aquatic campaigns, but otherwise not great.
- **Attribute Bonuses (★★★★):** +2 to STR/WIS and a -2 to INT synergizes well.

Catfolk (★★★)

- **Vision (★★★):** Low-light.
- **Level 05 - Feat - [Pride Hunter](#) (★★★):** You can use lesser cover from your allies to hide. Good with [Covered Reload](#) from a way of the sniper gunslinger.

Centaur (★★★)

- **Vision (★★★★):** Darkvision.
- **Attribute Bonuses (★★★★):** +2 to STR/WIS and a -2 to CHA synergizes well.
- **Heritage - [Ponygait](#) (★★★★):** +1 circumstance bonus to reflex saves and you don’t have to suffer being a large PC. Great.
- **Level 05 - Feat - [Distant Archer](#) (★★★):** ‘Technically’ the crescent cross is in the bow weapon group, but that is obviously an error and it should be in the crossbow weapon group. If it is in the bow group this is a nice way to reduce some range penalties for when you don’t have another option.

Fetchling (★★★)

- **Vision (★★★★):** Darkvision.
- **Level 01 - Feat - [Slink](#) (★★★):** Extra movement with sneak actions, which you’ll be likely using a lot in combat via [Infiltrator’s Reload](#). When [Infiltrator’s Reload](#) is combined with the L7 feat [Swift Sneak](#), you’ve turned [Infiltrator’s Reload](#) into ‘[Running Reload](#)’ and have invalidated this ancestry feat selection (At that point you can retrain this feat).
- **Level 05 - Feat - [Clever Shadow](#) (★★):** Very flavourful to have your shadow do things for you.

- **Level 09 - Feat - [Hefting Shadow](#) (★★):** Very flavourful to have your shadow to be a pseudo extradimensional back-pack.

Hobgoblin (★★★)

- **Vision (★★★★):** Darkvision.
- **Level 01 - Feat - [Sneaky](#) (★★★):** Extra movement with sneak actions, which you'll be likely using a lot in combat via [Infiltrator's Reload](#). When [Infiltrator's Reload](#) is combined with the L7 feat [Swift Sneak](#), you've turned [Infiltrator's Reload](#) into '[Running Reload](#)' and have invalidated this ancestry feat selection (At that point you can retrain this feat).
- **Level 05 - Feat - [Agonizing Rebuke](#) (★★★):** A nice way to add mental damage as a rider to your demoralize actions. Good when combined with other feats (e.g., rogue [Dread Strike](#)) or class features (gunslinger pistolro way reload, [Racentour's Reload](#)). If you're going for a intimidation build, you would also be interested in the L5 reincarnation ancestry feat [Reincarnated Ridiculer](#).
- **Level 05 - Feat - [Runtsage](#) (★★★★):** You get the general feat [Adopted Ancestry](#) (goblin) and a L1 feat. This can be good to pick up burn-it or goblin scuttle and is good for builds that don't need a familiar (or gets it from somewhere else).

Kholo (★★★)

- **Vision (★★★):** Low-light.
- **Level 01 - Feat - [Hyena Familiar](#) (★★★★):** A familiar for Familiar Reloading.

Lizardfolk (★★★)

- **Vision (★★):** Normal vision.
- **Attribute Bonuses (★★★★):** +2 to STR/WIS and a -2 to CHA synergizes well.
- **Heritage - [Bakuwa](#) (★):** Bad heritage, but opens access to a L1 feat to get a familiar
- **Heritage - [Makari](#) (★★):** Bad heritage, but opens access to a L1 feat to get a familiar
- **Level 01 - Feat - [Crocodile Twin](#) (★★★):** A familiar for Familiar Reloading. Too bad you have to take a really bad heritage to get it.
- **Level 01 - Feat - [Spirit Coffin](#) (★★★★):** Free ghost touch rune on all your strikes. There are a few ways to get this from items, but its pretty nice to have in the few fights per campaign where it is relevant.

Minotaur (★★)

- **Vision (★★★★):** Darkvision.
- **Attribute Bonuses (★★★★):** +2 to STR/CON and a -2 to CHA synergizes well.

Ratfolk (★★★★)

- **Vision (★★★):** Low-light.
- **Level 01 - Feat - [Rat Familiar](#) (★★★★):** A familiar for Familiar Reloading
- **Level 01 - Feat - [Cheek Pouches](#) (★★):** Not great by itself, but it leads to a whole line of cheek related feats, including quick stow, which can be quite useful.
- **Level 05 - Feat - [Cornered Fury](#) (★★★):** You'll be in melee range or close by and subject to more attack rolls. While getting crit to make an enemy flatfooted isn't great, this is a passive effect that can make enemies flatfooted passively and at range as well.
- **Level 05 - Feat - [Quick Stow](#) (★★★★):** Free action to put a L bulk item into your mouth and get it 'out of your hand'. Crescent Crosses are L bulk. This is a 'opposite' of a retrieval belt ability.
- **Level 05 - Feat - [Big Mouth](#) (★★):** Now you can store up to 1 Bulk in your cheek pouches. In an ABP game this could be 10 pre-loaded crescent crosses.
- **Level 09 - Feat - [Rat Form](#) (★★★):** Normally these kinds of feats give low level form spells that can only be cast once a day. However, this is as many times per day as you want and makes you a tiny rat. This would be quite useful for 'sneaking' into a locations to goassassinate your target or 'flee' the dungeon if you're caught (since rats are trope levels of present in every dungeon). Effective and flavourful.
- **Level 09 - Feat - [Uncanny Cheeks](#) (★★ / ★★★):** A lot of people in the community really like the prescient consumable / prescient planner feats. This is the kind of feat that is limited by your own system knowledge and imagination. In the hands of some players this feat can macgyver a solution to almost any problem.
- **Level 13 - Feat - [Skittering Sneak](#) (★★):** You can sneak at your full stride speed. For a L13 ancestry feat vs. a L7 skill feat you can probably do better. But it's there as an option for you if you desperately want a different skill feat or don't want to boost your stealth.
- **Level 13 - Feat - [Warren Digger](#) (★★★★):** Gives a 15ft burrow speed. Burrow speeds are hard to get and can be quite good at resolving issues/getting you into places. Sometimes they are as disruptive as fly speeds.

Samsaran (★★★)

- **Vision (★★★):** Low-light.
- **Attribute Bonuses (★★★★):** +2 to CON/WIS and a -2 to CHA synergizes well.
- **Level 01 - Feat - [All This Will Happen Again](#) (★★):** re-roll a critical failure against a niche kind of save once per day. But it gets improved at L5 and L17.
- **Level 01 - Feat - [Remnants of the Past](#) (★★★):** You get the general feat [Adopted Ancestry](#). This can be good to pick up a familiar from gnome or burn-it from goblin (by why not start out with those ancestries and get adopted by someone else?).
- **Level 01 - Feat - [Samsaran Weapon Memory](#) (★★):** Get access/familiarity with two ancestry traited weapons. You could grab the Whipclaw for an offhand weapon (1D6, finesse, reach), but otherwise ancestry traited weapons aren't going to benefit a DEX build. This is the kind of feat that may get better with more ancestry weapons being published. Maybe a nice GM will let you use the same kind of wording as unconventional weaponry (i.e., 'common in another culture) so you can pick up some more interesting options).
- **Level 05 - Feat - [All this Happened Before](#) (★★★):** Once per day reaction to become quickened to step or recall knowledge. Step is still a movement and might help you get into position or out of a bad spot.
- **Level 05 - Feat - [And Will Do So Once More](#) (★★★):** Now you can re-roll any critical failure once per day.
- **Level 17 - Feat - [This Too Shall Pass](#) (★★★★):** Now you can re-roll any critical failure once per hour

Wayang (★★★)

- **Vision (★★★★):** Darkvision.
- **Level 01 - Feat - [Refined Motion in Darkness](#) (★★★):** Extra movement with sneak actions, which you'll be likely using a lot in combat via [Infiltrator's Reload](#). When [Infiltrator's Reload](#) is combined with the L7 feat [Swift Sneak](#), you've turned [Infiltrator's Reload](#) into '[Running Reload](#)' and have invalidated this ancestry feat selection (At that point you can retrain this feat).
- **Level 09 - Feat - [Shadow Tempo](#) (★★★):** A reaction based means to gain free movement to help alleviate your action economy issues.
- **Level 13 - Feat - [Dalang's Ally](#) (★★★):** Really for your off turn, but a way to generate your own flat footed condition if you don't have an ally with you. Only applies to melee strikes though since it gives 'flanking'.

9.03 - Rare Ancestries

Awakened Animal (★★★)

- **Vision (★★):** Normal vision.
- **Attribute Bonuses (★★★★):** +2 to CON/WIS and a -2 to INT synergizes well.
- **Level 05 - Feat - [Scurry!](#) (★★★★):** Free action stride at the beginning of combat to reposition yourself. Great! Just note that you have to be a tiny PC when you take the feat and that can be a fairly large handicap to many builds.

Consaru (★★★)

- **Vision (★★):** Normal vision.
- **Attribute Bonuses (★★★★):** +2 to CON/WIS and a -2 to CHA synergizes well.

Jotunborn (★★★)

- **Vision (★★★):** Low-light.
- **Attribute Bonuses (★★★★):** +2 to STR/WIS and a -2 to CHA synergizes well.

9.04 - Uncommon Versatile Heritages

Ardande (★★★)

- **Vision Booster (★★★★):** Low-light vision -> Darkvision.
- **Level 01 - Feat - [Ambersoul](#) (★★★):** A passive -1 circumstance penalty to hit you on future melee attacks because your sticky sappy blood gets all over their weapon.
- **Level 01 - Feat - [Wilderness Born](#) (★):** Very niche abilities, but has a nice upgrade at L13.

- **Level 05 - Feat - [Treespeech](#) (★★★):** Very GM dependent on how they roleplay trees. But trees are literally everywhere ‘always watching’. Go ask the trees in the royal gardens what the king was conspiring about or what the daily patterns are of your assassination target.
- **Level 09 - Feat - [Pollinate](#) (★★★):** If you take bludgeoning damage you can use a reaction to become concealed until the beginning of your next turn. Nice option if you are about to get swarmed and beat up.
- **Level 13 - Feat - [One With the Wild](#) (★★★):** Sneak and hide without the need for cover (only in natural terrains).

Changeling (★★★)

- **Vision Booster (★★★★):** Low-light vision -> Darkvision.
- **Level 01 - Feat - [Callow May](#) (★★★):** Find a convincing way to roll deception for initiative and enjoy the poor man’s ‘surprise attack’ feature from the Rogue class. CHA likely won’t be your best roll for initiative so YMMV. Perhaps good on a thaumaturge (but again, rolling deception for initiative tends to be difficult to do without GM buy-in).
- **Level 05 - Feat - [Favourable Winds](#) (★★):** Spend an action to mitigate effects of winds on your next ranged attack. Niche, but nice to have the few times it comes up.

Damphir (★★★)

- **Vision Booster (★★★★):** Low-light vision -> Darkvision.
- **Level 05 - Feat - [Undead Slayer](#) (★★ / ★★★★★):** Very campaign specific (e.g., Blood Lords), but +1dmg/weapon dice vs. undead or double that against vampires.

Duskwalker (★★★★)

- **Vision Booster (★★★★):** Low-light vision -> Darkvision.
- **Level 01 - Feat - [Ghost Hunter](#) (★★★★):** Free ghost touch rune on all your strikes. There are a few ways to get this from items, but its pretty nice to have in the few fights per campaign where it is relevant.
- **Level 05 - Feat - [Lifesense](#) (★★★):** 10 ft. imprecise lifesense. Figure out if that pile of bones is dead or not before you start trying to grave rob.
- **Level 09 - Feat - [Quietus Strikes](#) (★★★★):** +1/+2 damage at Level 9/16. The damage is either void or vitality depending on if you’re living or undead. This stacks with all the status/circumstance damage bonuses you could otherwise seek. While +1/+2 isn’t a lot, its one of the main requirements to rehabilitate the crescent cross so its nothing to scoff at.
- **Level 13 - Feat - [Resist Ruin](#) (★★★):** Resistance 5 to void damage (this is hard to come by) and can be really good depending on campaign (e.g., blood lords). You also get a free casting of a 5th level false life/false vitality spell (i.e., 19 temp HP that lasts 8 hours and will always be useful).

Suli (★★★)

- **Vision Booster (★★★★):** Low-light vision -> Darkvision.
- **Level 01 - Feat - [Elemental Assault](#) (★★):** 1 action to get 1d6 on all strikes until the end of your next turn (once per day). This gets significantly better at L13 when you can get it as once per hour. Since this lasts two turns this could bump damage on two crescent sprays.
- **Level 05 - Feat - [Elemental Bulwark](#) (★★ / ★★★):** Gain 5 resistance to an elemental damage type. If you don’t have a good reaction this can be a way to mitigate some damage. This can be used as many times as you like per day and most combats have someone doing fire/cold/acid/electricity damage.
- **Level 09 - Feat - [Tetraelemental Assault](#) (★★★):** Upgrades elemental assault. Still once per day, but now lasts 4 rounds and the damage cycles between fire/cold/acid/electricity across those turns. 3 Crescent Sprays in the first 4 rounds of combat is very doable. Without ABP the only class that can get off 4 Crescent Sprays in the first 4 rounds is an exemplar (twin stars/blazons gets 3 fully runed crescent crosses and a familiar can take/ reload/pass back one with in 4 rounds with at least 1 command familiar action.
- **Level 13 - Feat - [Continuous Assault](#) (★★★★):** Now your elemental/tetraelemental assault is once per hour. 1D6 extra on every strike for 4 rounds (for 1 action) is worth it. Definitely a standout contender for a high level campaign start, but might not feel that great from levels 1 to 12.
- **Level 13 - Feat - [Improved Elemental Bulwark](#) (★★ / ★★★):** Upgraded elemental bulwark’s 5 resistance to 10 resistance. If you don’t have a good reaction this can be a way to mitigate some damage. This can be used as many times as you like per day and most combats have someone doing fire/cold/acid/electricity damage

10.0 - Crossbow Infiltrator Archetype



A review of relevant archetype feats is available below. At a high level you need the dedication, [Crescent Cross Training](#), [Infiltrator's Reload](#), and possibly [Dual-Weapon Reload](#) (unless you're a gunslinger and took it at L1, a thaumaturge with [Ammunition Thaumaturgy](#), or found an alternate means of keeping a hand free for reloading). That gets you what you need to exit the archetype to pick up another beneficial archetype.

LVL	Class Feature / Feat (CF / F)	Rating	Explanation
2	Crossbow Infiltrator Dedication	★★	The dedication itself isn't that great. You get familiarity with an advanced weapon (repeating hand crossbow). You get critical specialization. You get Infiltrator's Draw, which is a pseudo quick draw and quick stow action.
4	Crescent Cross Training	★★★★★	This is what we're here for. You get Crescent Spray, which allows you to have a 3 x 0 MAP strike with your crescent crossbow. If this feat didn't exist the rest of this archetype rarely be worth taking.
	Repeating Hand Crossbow Training	★	This is only useful if your GM is being punitive with "access" to uncommon items (which could be common elsewhere in golarion). IMO, you're better off to have an honest chat about the following RAW application of rarity and what uncommon means over taking this feat.
6	Dual-Weapon Reload	★★★★	An unfortunate feat tax, but fixes a lot of hand issues for various builds.
	Infiltrator's Reload	★★★★★	This is nearly mandatory for most builds. This is a reload compression where you can sneak, hide, or take cover. At L7 with the Swift Sneak skill feat, sneaking is performed at full movement so this is 'effectively' stride/sneak, hide, or take cover. This also gives you your third feat to help you exit the archetype for other options that can benefit your build.
	Reloading Trick	★★★	Reload + Strike action compression with the weapons from this archetype. While in of itself its a nice to have, it anti-synergistic with reloading your actual crescent cross to perform more crescent sprays. If you're only planning to crescent spray once, this can be a nice little ranged pot shot option (e.g., a caster that casts a spell and uses this as a third action option).
8	Lethargy Poisoner	★	You get 2-4 poisons that scale off your Class DC. One causes slow and flatfooted, the other causes slow. However, both have the incapacitation trait. While your class DC scales, the item level won't so every monster above L7 that you use this on will (if it isn't already immune to poison) have to crit fail to suffer any ill effect.
10	Infiltrator's Assassination	★★	This feat lets you make a melee strike as if it were a gauntlet.. If successful you auto grab the enemy and give them the grappled condition. If you have an injury poison you can put it on a bolt then make a ranged strike. This might have some niche grappler use case, but isn't that great on builds trying to utilize Crescent Cross Training for reliable damage output
	Skirmish Strike	★★ / ★★★	Nice action compression for builds on their off turn with a alternate weapon. But firing your crescent cross (not in a crescent spray) is counter productive.

14	Unseen Shot	★★★★	The first time each round that you attempt to Strike a target you are undetected or unnoticed you are hidden from the target after the attack, as they cannot tell where the attack came from. You'll be able to hide fairly well, with Infiltrator's Reload , so this can lead to some pretty fun turns.
16	Infiltrator's Blitz	★★★★	Lots of action compression with an auto-escape feature. Probably won't come up that often, but when it does you'll be laughing all the way from your assaination target's room to the castle gates.

11.0 - Class Chassis



Now that the archetype has been reviewed, the base classes that best utilize the archetype can be identified below. Not every class will be addressed. With the main role as a martial striker, the focus will be on martial classes or any martial that can exceed the DPR benchmarks established in [13.0 - DPR Results and Analysis](#). Spoilers, but that is the Champion, Fighter, Gunslinger, Rogue, and Thaumaturge. I've included a few other martials that don't pass the DPR benchmarks (e.g., Exemplar, Inventor, and Ranger) because they would make interesting dual class options, you don't agree with the benchmarks, or perhaps play at lower difficulty tables.

11.01 - Champion (★★★)

A champion can work with many playstyles, but is best suited to building a switch hitter. Either a balded gauntlet/tekko-gami (free-hand finesse melee weapons) or a thrown weapon (I suggest a boomerang to maximize range and minimize the number of moves you need) which can be given a free returning rune from the L3 Blessed Armaments class feature.

On off turns you can throw your weapon twice while your familiar reloads your crescent cross. Or you can move into melee, strike once. During other's turns you can trigger your champion reaction, which can give you a free strike ([Justice Cause](#)), damage ([Obedience Cause](#)), or debuff ([Grandeur Cause](#)).

The only way to add enough baseline damage to a champion is with the dragon domain focus spell ([Dragconic Barrage](#)). This specifically stacks with the goblin feat burn-it (when in fire mode) to give a scaling +1 to +15 between the spell and burn-it feat (**Note:** It is the spell that is doing the damage, not your weapon strikes so would be a separate instance of damage for when resistances are considered). A reasonable deity choice would be Apsu since that deity also offers the Travel Domain (the advanced domain option can give you a climb, swim, or fly speed) if you're able to get enough feats.

The champion has an issue though. It wants:

- A familiar (i.e., gnome)

- Burn-it (i.e., goblin)
- 1x L1 feat (Domain spell for draconic barrage) (i.e., L1 feat)
- 1x L1 feat (L1 champion upgrade feat) (i.e., human).

You can't have all of that unless you use the custom heritage rules, run FA, or pick a champion cause that doesn't need the L1 upgrade feat. The easiest thing to lose is the L1 champion cause feat as you can always pick it up at L8. In that case the obedience cause works very well (either they take damage or they drop prone and become flatfooted to you/have to burn actions to stand).

Note: I've seen some online mention the Level 1 metal domain focus spell ([Serrate](#)) as an option. However, this will only apply to 1 weapon for 1 round so it won't benefit another crescent cross or switch hitter's off-hand weapon. By round 2 you've had to have cast it again, but you likely didn't have the actions to do that and be in position.

LVL	Class Feature / Feat (CF / F)	Rating	Explanation
1	(CF) Champion Cause	★★★ / ★★★★★	<p>There are three causes that specifically improve your archetype abilities by increasing your damage output outside of your turn:</p> <ul style="list-style-type: none">• Justice Cause (★★★★): You need the L1 champion feat to allow you to use a thrown/ranged weapon for the extra attack, so this is best on a custom heritage build or in a FA game.• Grandeur Cause (★★★): You need the L1 champion feat to make the reaction specifically give the enemy flatfooted (otherwise its the same as any other damage mitigating reaction in terms of synergy with the archetype). This is best on a custom heritage build or in a FA game.• Obedience Cause (★★★★): You don't need the L1 champion feat right away to support the build and could wait until later or never take it. Either they take damage or become prone (i.e., flatfooted to the whole party), potentially burn actions to stand, and/or take a penalty to hit if they stay on the ground.• Other Causes (★★): They aren't bad in terms of the games meta to mitigate damage, they just don't improve the archetype's abilities to fulfill the 'striker' role.
	(F) Brilliant Flash	★★★	L1 champion cause upgrade for the grandeur cause. It makes an enemy off-guard for a round and everyone in the party can partake.
	(F) Deity's Domain	★★★★★	Must take to get the L1 dragon domain focus spell (Draconic Barrage). Without this, the class doesn't have enough static damage modifiers/riders to make using crescent spray worth it over any other ranged martial.
	(F) Iron Repercussion	★★★	You can make your reaction damage into persistent damage. Unless they are likely to die right away and you can take away 1-2 actions, this will net better damage across the combat.
	(F) Nimble Reprisal	★★★★	You can step to get within range and use retributive strike with a ranged weapon. This is great, but without it the reaction is not that strong for a ranged champion. Great for a FA/custom heritage game.
3	(CF) Blessings of the Devoted	★★★	<p>You don't have the hands for shields and you probably don't need the movement speed boost as long as you grab a L2 wand of tailwind. That leaves:</p> <ul style="list-style-type: none">• Blessed Armament (★★★★): This gives you a free returning rune effect without costing you a weapon rune slot. It can only go on one weapon, which is why having 2 crescent crosses can become a of class features.
6	(F) Expand Aura	★★★	Your aura determines the range of your reaction. This feat boosts it to 30ft for one round via a single action. At L10 this lasts for a minute and at L16 it lasts until dismissed. It is worth picking up at L10+ either with a higher level feat or retraining a lower level feat.
	(F) Smite	★★★	This is a weird way to gain two status bonuses onto your strikes. Draconic Barrage is an ongoing spell effect and burn-it adds to the damage instance generated by the spell. However, smite boosts your strikes explicitly. So you can have both going at once if you found the actions to smite (which will be hard to do).
	(F) Reactive Strike	★★ / ★★★	For the right build, Reactive Strike pairs with the L5 Tactician Helm and provides a way to get 3 interacts to reload for 1 action. That is the best action compression for reload possible. Chain Sword is a standout weapon option once you have Dual-Weapon Reload to increase the likelihood of triggering a reactive strike.
12	(F) Blessed Counterstrike	★★★★★	Wow, and extra damage dice and weakness to damage from strikes for your entire party. This won't boost your Crescent Spray unless you want to make them all at MAP -5. Instead this is for your off-turn and reaction strikes.
	(F) Gruesome Strike	★★	Not nearly as strong as the blessed counterstrike holy version and can only be used once per day per enemy.
14	(F) Divine Reflexes	★★★★★	Champion reactions are amazing. Getting another reaction is amazing.
16	(F) Instrument of Slaughter	★★	A crit effect that adds more damage. You're not great at critting, but its probably a reaction 0 MAP strike. The damage is persistent bleed, which

			is the same type as the crossbow weapon group from your crescent cross.
	(F) Instrument of Zeal	★★★★	A crit effect that adds more damage and a slowed 1 debuff. You're not great at critting, but you're likely getting 1-2 0xMAP strikes between retributive strike/blessed counterstrike per turn (which are both 0 MAP strikes).
18	(F) Swift Retribution	★★★★	Anytime a champion reaction gets triggered, you are quickened (stride or strike). Your reactions will happen a lot.

11.02 - Exemplar (★★)

An exemplar has a unique benefit over other class chassis in that the [Twin Stars](#) feat. The key aspect of this feat is:

“You can use an [Interact](#) action to split the imbued ikon into two copies of itself, which both gain the [twin](#) trait; these copies are identical except for one mirrored feature, such as a sun motif on one and a moon motif on another”

That means anything on this weapon is duplicated including, runes, talismans, blazons of shared power, ammunition, etc. It opens up a world where you can have 3 fully runed crescent crosses (the twin stars have the primary blazon, while a non-ikon one has the secondary blazon). It also opens up a potential two for one reload where if you combine them (1 interact), reload them 3 times (3 interacts), and uncombine them (1 interact) that you've managed to get one extra action vs. reloading both for 6 actions total. If you picked up

Beyond all of that, the class has built in action compressions with transcend abilities through the L3 [Deft](#) epithet. That incentivizes you to pick ikons with 1 action transcend abilities so you can get a free reload per turn and still have 2 actions remaining for a Crescent Spray or some other ability.

All of that being said. The Exemplar does not have enough static damage modifiers to make it worthwhile, even if you can reliably spray crescent spray ~3-4 times in the first 4 rounds (i.e., it barely hits the 25% monster health DPR metric and is just worse/less flexible than another ranged martial).. I've included it because the L1 [Twin Stars](#) feat makes a great dip for other martials and perhaps to support a dual class build.

LVL	Class Feature / Feat (CF / F)	Rating	Explanation
1	(CF) Ikons	★ / ★★★★★	<p>If you want to use Twin Stars you need to select a ranged weapon ikon. IMO they are both mediocre since they have 2 action transcents and the transcents use up ammunition. However you can select:</p> <ul style="list-style-type: none">Starshot (★★): The splash damage is better than +1 dmg/dice. The transcend option can give you an AOE effect when needed.Unfailing Bow (★): The transcend is is effectively unusable with someone that wants to crescent spray. Either your last action was a crescent spray (at which point you are at -10 MAP) or you've shot a crescent cross once, then shot it again to transcend (so you'll just be net 1 shot down). While the +1 or +1d4 (on a crit) per damage dice seems nice, you're stuck with an anti-synergistic transcend. <p>Now that you've made that particularly bad choice, you have two ikons remaining. These are the ikons you'll actually have your spark in. You want 1 action transcend options which include:</p> <ul style="list-style-type: none">Fetching Bangles (★★ / ★★★★★): The immanence ability is really for a tank (which you could try to be, but probably is not your speciality). The transcendence ability is like a pseudo move that could pull someone into range without you having to move.Gaze Sharp As Steel (★★★★): A great passive bonus to perception (i.e.,initiative) and AC vs. ranged strikes (i.e., the most likely attack to happen in round 1). The transcendence is a 1 action ability and adds damage onto our next strike. One of the better ikons to leave your spark in during exploration activities.Horn of Plenty (★★ / ★★★★★): This is really a utility ikon. A good pick for the Additional Ikon feat as a 4th.Mirror Aegis (★★):You don't have a hand or arm to be holding a shield.Pelt of the Beast (★): A niche pick if you know your campaign will be in a specific setting with lots of elemental damage of a certain type.Scar of the Survivor (★★★★): Passive bonus to a fortitude and a transcendence ability to perform self healing ability. You are close to the action, but you may not need healing every time you want to transcend out of this ikon.Skin as Hard as Horn (★★): Picking a common physical damage resistance to have for the day can be relatively easy. The transcendence ability is a little niche and reliant on the GM to do specific things.Thousand-League Sandals (★★★★): The status bonus won't stack with a wand of Tailwind. The transcendence, with the L3

			<p>Deft epithet, is effectively Running Reload with the bonus of giving your allies a reaction to move as well. Depending on your party composition, reaction strides every other round could be quite powerful.</p> <ul style="list-style-type: none"> Victor's Wreath (★★★★): Passive +1 status bonus to attack. If your party doesn't have someone doing this (i.e., bard courageous anthem, cleric casting bless, marshal in a stance, pre-buffing heroism, etc.) then this is awesome. That +1 to hit is a higher average bump to DPR than any of the ranged ikons. The transcendence is extremely powerful, but not always relevant. This is a good ikon to try adding other transcendence abilities to via feats like the L4 Steel on Steel (unfortunately 2 actions, but a nice AOE that doesn't burn ammunition) or L10 Journey of the Chariot (1 action flight).
	(F) Twin Stars	★★★★★	This nets you 3x1H weapons with full runes. That could mean 3xcrescent crosses, or 2xcrescent crosses with a free-hand finesse weapon.
3	(CF) Epiphet	★★★★★	<p>There is really only one L3 Epithet you will pick:</p> <ul style="list-style-type: none"> Deft (★★★★★): When you Spark Transcendence, you can Interact as a free action to reload or draw a weapon ikon, either directly before or directly after your transcendence action
4	(F) Steel on Steel	★★★	It is good to add this to your Victor's wreath to give yourself an option between a 1 action transcendence (that may not be relevant, but gives you the free reload from the L3 Deft epithet) and a 2 action transcendence that is likely to be more relevant (i.e., a big AOE).
6	(F) Flow of War	★★★	Typically this feat gives a once per combat single round of quickened to stride or strike. A free one time stride every combat is very useful for us to reposition to where we need to be.
	(F) Reactive Strike	★★ / ★★★	For the right build, Reactive Strike pairs with the L5 Tactician Helm and provides a way to get 3 interacts to reload for 1 action. That is the best action compression for reload possible. Chain Sword is a standout weapon option once you have Dual-Weapon Reload to increase the likelihood of triggering a reactive strike. Using the twin star trick, this can be better for you specifically because you can relegate your non-twin weapon to be a reach melee weapon and you can ultimately reload both crescent crosses for 3 actions (one to combine, 1 to use Tactician Helm , and 1 to uncombine) across 2-3 rounds.
8	(F) Additional Ikon	★★★★	An additional ikon gives you additional options for setting up future rounds or out of combat utility (e.g., horn of plenty).
10	(F) Breath of Vital Ash	★★★	A delayed cone of damage rider. A strict upgrade for your Gaze Sharp As Steel . The area is small (15ft cone), but it only applies to enemies. You'll likely be close enough to get a few enemies with this. As well anyone in the party can take advantage.
	(F) Journey of the Chariot	★★★★	A level 10 fly option that is equal to your land speed (which can be boosted easily) and an immanence ability that lets you freely hover. Great for a worn ikon that has a niche or bad transcendence (e.g., the Victor's Wreath)

11.03 - Fighter (★★★)

The fighter class chassis provides:

- +2 to hit ([this equates to a 20-33% -> average of 25-58%](#)) increase in DPR.
- Faster scaling weapon specialization (+1 at L7 and +2 at L15 vs. other martials)
- Free class feats at L9 and L14 above and beyond other martial classes
- Access to ranged circumstance damage bonuses (via [Point Blank Stance](#) and [Fearsome Brute](#))
- Built in [Reactive Strike](#) to use with a [Tactician Helm](#) and possible ranged weapons via [Mobile Shot Stance](#)

So while it is similar to the gunslinger, it is missing reload compressions, scaling proficiency in more than one weapon group for switch hitting (unless you pick up a L10 feat ([Martial Exercise](#) in the [Swordmaster](#) archetype), loss of Slinger's Precision damage boost, no deeds that provide movement, no [Dual-Weapon Reload](#), etc.

Other than easy access to [Point Blank Stance](#) and later access to [Fearsome Brute](#), if you're using a fighter chassis, you should ask yourself why you aren't just using a gunslinger chassis instead.

LVL	Class Feature / Feat (CF / F)	Rating	Explanation
1	(CF) Reactive Strike	★★ / ★★★	For the right build, Reactive Strike pairs with the L5 Tactician Helm and provides a way to get 3 interacts to reload for 1 action. That is the best action compression for reload possible. Chain Sword is a standout weapon option once you have Dual-Weapon Reload to increase the likelihood of triggering a reactive strike.
	(F) Point-Blank Stance	★★★	+2 Circumstance Damage
8	(F) Blind-Fight	★★★	A way to detect invisible creatures and avoid being flatfooted to creatures that are hidden to you.

	(F) Mobile Shot Stance	★★	You don't trigger reactions from firing a ranged weapon. You can use reactive strike with a loaded ranged weapon, but the enemy must be within 5 ft. If your GM insists that the crescent cross is in the bow group then you can use this stance to switch hit with a 1H+ bow (e.g., Horngali Hornbow) while your familiar is reloading your crescent cross. Getting reactive strikes can matter as a means to reliably reloading your crescent cross as the Tactician Helm enables you to do this once per hour. This is assuming that a Reload 0 weapon counts as a 'loaded' weapon for the purpose of the feat text so YMMV.
10	(F) Dazzling Display	★★★	For 1 action you can demoralize all enemies within a 30ft radius. This combos very well with Dread Striker . Great on a demoralize build and in combination with complimentary feats like Agonizing Rebuke and Reincarnated Ridiculer .
	(F) Fearsome Brute	★★★★	Passively you deal double or triple(if a master in intimidation) the frightened value of the enemy. This can be a +2 to +9 circumstance bonus to damage. This won't stack with Point-Blank Stance.
18	(F) Savage Critical	★★★★	Crit on 19s and 20s.

11.04 - Gunslinger (★★★★★★)

If you want the best class chassis to maximize the use of this archetype as early as possible and in a very reliable manner, gunslinger is your choice. This is because the class chassis provides:

- +2 to hit ([this equates to a 20-33% -> average of 25-58%](#)) increase in DPR. But this extends to combination weapons making you a better switch hitter than anyone (including the fighter).
- Slinger's Precision, which gives a +2 to +3 static damage boost with non-repeating crossbows.
- Faster scaling weapon specialization (+1 at L7 and +2 at L15 vs. other martials).
- Level 1 reload action compressions.
- Level 1 deeds that often include free movement to position at the start of combat.
- Updated deeds that can provide alternative turn rotation options that might be better in different circumstances.
- L1 access to [Dual-Weapon Reload](#) so you can dual wield/reload without hand juggling.
- Tons of great feats like action compression, save/defense boosting, aid another support, or access to the second best quantity of alchemical items outside of alchemist.

Other classes have to jump through a lot of hoops and might only reach parity at L10+ when they archetype into gunslinger to take some of those way reloads/deeds.

LVL	Class Feature / Feat (CF / F)	Rating	Explanation
1	(CF) Gunslinger Ways	★ / ★★★★★	<p>There are two ways that specifically improve your archetype abilities by increasing your damage output outside of your turn:</p> <ul style="list-style-type: none">• Way of the Drifter (★★★★★): The initial deed (Into the Fray) allows you to draw a 1H melee weapon and 1H ranged weapon (so you can always be weapons free). Then at the start your turn as a free action you get a free stride if you can see an enemy. This means you are very likely to be able to position yourself round 1 for a perfect crescent spray. The way reload (Reloading Strike) is a melee strike followed by a reload (this reload doesn't need a free hand and doesn't trigger reactions). The advanced deed is unlikely to trigger, but could lead to a 4th 0 MAP strike on a crescent spray turn. The 15th level deed gives you a free stride + 3x0 MAP melee/ranged strikes. This way is perfectly built to support a crescent spray + reloading strike x 3 type two turn rotation.• Way of the Pistolero (★★★★): The initial deed lets you draw 1 weapon (so you probably want at least one other out). Then at the start of your turn as a free action you can step 10 ft (so you have some kind of mobility to reposition, but not a ton).The way reload (Raconteur's Reload) lets you attempt a Deception check to Create a Diversion (to make an enemy flatfooted) or an Intimidation check to Demoralize. The advanced deed gives you a ranged riposte reaction (another 0 MAP strike) if you have the ammunition available. The final deed gives you a mass Demoralize which is quite nice. This way is clearly pointing you into a 2 crescent spray build or ranged switch hit build with a focus on deception / intimidation.• Way of the Sniper (★★): Unlike Pistolero and Drifter, the initial deed (One Shot, One Kill) does not provide any free movement, but a small damage boost on your first strike of combat. The way reload (Covered Reloads) gives take cover and hide (but is otherwise completely bounded by the options available in Infiltrator's Reload). The advanced deed is a 2 action activity that

			<p>works better on larger damage dice weapons. The final deed is nice for when you are hidden, but is also a flourish activity, which might interfere with a variety of other feats or options you find (e.g., crescent spray, reloading trick, risky reload, stab and blast, etc.).</p> <ul style="list-style-type: none">• Way of the Triggerbrand (★): Unlike Pistolero and Drifter, the initial deed (Spring the Trap) does not include any movement and unlike the sniper it doesn't add any damage. The way reload (Touch and Go) switches the mode of your combination weapon (which you don't really want to do anyways). The advanced deed is a strike + thievery with a fringe benefit of potentially making an enemy flatfooted. The final deed is a two action version of triggerbrand salvo (or stab and blast) with some additional rider effects (but mostly you wouldn't use it if you had stab and blast).• Way of the Vanguard:(★): Unlike Pistolero and Drifter, the initial deed (Living Fortification) does not include any movement and unlike the sniper it doesn't add any damage. The way reload (Clear a Way) won't work unless you hold your crescent cross in two hands. The advanced deed provides an AOE that doesn't actually care about your weapon and isn't too bad. The final deed also doesn't work without holding your crescent cross in two hands.
	(F) Crossbow Crack Shot	★★★	This gives a once per round 1 dmg/dice to a crossbow boost and a 10ft range boost. It only applies to your first shot, so your other two shots in a crescent spray won't get the boost. It's not bad, but there are a lot of competitive L1 feats.
	(F) Dual-Weapon Reload	★★★★★	This is essentially mandatory for most playstyles. It lets you reload while you have a weapon in each hand.
	(F) Munitions Crafter	★★★	This gives you 4 + ½ level ammunition/bombs. These scale to your level (so they are at parity with what an alchemist gets). In of itself its nice to have backup AOE options or special ammunitions (though activations for those are bad). However, this works really well with the Poisoner archetype,which adds scaling poison options to the types of alchemical items you can make.. With an alchemist multiclass, this can also open up Quicksilver Mutagen mutagens for a net +1 item bonus to hit the typical weapon potency rune progression.
	(F) Sword and Pistol	★★★★	Your ranged strikes make enemies flatfooted to your next melee strike. Your melee strikes prevents your next ranged strike from triggering a reactive strike. You'll be close to the action so you'll likely benefit from both of these regularly. Combined with feats like stab and blast, this can help land critical specializations from the sword weapon group (which makes them flatfooted until the end of the next round for everyone).
2	(F) Fake Out	★★★	This is top tier party support. You don't have a good reaction built into the class chassis and this allows you a 'no preparation' reaction to aid another martial. The DC for aid is quite low/static meaning you can easily reliably crit on aid checks giving a +2 to +4 to hit to an ally once per round. This is rated a bit worse because some PCs may not have a loaded crescent cross in hand.
	(F) Pistol Twirl	★★★	You Feint against an opponent within the required weapon's first range increment, rather than an opponent within melee reach. If you succeed, the foe is flat-footed against your melee and ranged attacks, rather than only your melee attack. It leads to Showstopper at higher levels which lets you feint against all enemies in your first range increment.
4	(F) Running Reload	★★★★	You can reload your weapon on the move. You Stride , Step , or Sneak , then Interact to reload. A movement based action compression is mandatory to make sure you can reposition with your short range crescent cross. This is very similar to the L6 archetype feat Infiltrator's Reload , which gives sneak, take cover, and hide actions. At L7 you can take the Swift Sneak skill feat, letting you sneak at your full movement. That makes Infiltrator's Reload a better reload compression than Running Reload (unless you really wanted the step + reload compression). In an FA game you might take this at L4, retrain it at L6 to Infiltrator's Reload so you have 3 archetype feats and can select the next archetype.
	(F) Ostentatious Display	★★	Make a Performance check against an easy DC for your level and if you critically succeed you can reload two 1H weapons. This is a 2 reload for 1 action,which is pretty good. That being said, the chance of critically succeeding is 25-50% chance throughout levels 1 to 20. So it isn't exactly the most reliable way to reload twice. Great when it happens, but when it doesn't happen you'll have wished you just did a Running Reload/Infiltrator's Reload instead.
6	(F) Pistolero's Challenge	★★	A way to get status bonus damage to your shots. However, like a ranger's hunt prey you have to set it up against each enemy with an action and can only have one going at a time.
	(F) Triggerbrand Salvo	★★★★	A Triggerbrand Salvo / Stab and Blast turn with 2 follow up strikes (especially reloading strikes) can do more damage than your crescent spray turn. The limitation is that you can't reload enough to do this every off turn, since you need a total of 7 actions (4 reloads, 2 for Crescent Spray, and 1 for Triggerbrand Salvo / Stab and Blast). Still its a very solid option. Since it out performs Crescent Spray the GM can't engage you at any range without you chewing through enemies! The only downside to triggerbrand salvo is it meant you had to take the Way of the Triggerbrand to get access 2 levels earlier. Since you'll want Infiltrator's Reload at L6, picking up Stab and Blast on any other gunslinger way

			won't sting as much.
8	(F) Grit and Tenacity	★★★★	Once per hour you get a free re-roll on a failed fortitude or wisdom save and you re-roll with a +2 circumstance bonus. This is great for patching your defenses and lagging WIS/CON scores. There is an upgrade at L12 for this feat.
	(F) Stab and Blast	★★★★	A Triggerbrand Salvo / Stab and Blast turn with 2 follow up strikes (especially reloading strikes) can do more damage than your crescent spray turn. The limitation is that you can't reload enough to do this every off turn, since you need a total of 7 actions (4 reloads, 2 for Crescent Spray, and 1 for Triggerbrand Salvo / Stab and Blast). Still its a very solid option. Since it out performs Crescent Spray the GM can't engage you at any range without you chewing through enemies!
12	(F) Deadeye	★★★	A utility option for seeing invisible creatures.
	(F) Shooter's Camouflage	★★★	Choose either natural or urban terrain. In the chosen terrain, you can Hide and Sneak even without cover or being concealed . Good for campaigns with a predominant terrain type since you'll be sneaking a lot with infiltrator's reload. It can also combo with some archetypes or ancestry feats that provides the same benefit in natural terrains (so you can cover off most locations).
	(F) Unshakeable Grit	★★★★	Take your Grit and Tenacity feat and bump your success category by 1 for crit fail to failure and success to crit success. You won't bump a fail to a success, but still very good for your saves.
14	(F) Showstopper	★★★★	When using Pistol Twirl to Feint , you can target all enemies within your weapon's first range increment who you can perceive and who can see you.
16	(F) Hair Trigger	★★★ / ★★★★★	You get to start the round by firing off a ranged weapon. It isn't clear if this accumulated MAP or not (if yes then ★★★, if no then ★★★★★)
18	(F) Piercing Critical	★★★★	Crit on 19s and 20s.
20	(F) Perfect Readiness	★★★★	Always get a free reload once per turn.

11.05 - Inventor (★★)

The inventor is one of two classes that gets the fast scaling animal companion progression (L1/L4/L8/L14) and gets the free move with the L4 mature companion upgrade. This can set it up in a role to have free moves (from the companion) and free reloads (from a familiar) It is also one of the few classes that can potentially modify its weapon with additional range, damage types, or eventually get a free reload per round at the L15 weapon upgrade. The inventor's means of adding damage is overdrive (i.e., a craft check vs. a standard DC check for your level). The most likely outcome is you add half your intelligence modifier to damage rolls to a scaling +1/+2/+3 (scales at expert, master, and legendary in crafting) which is another +2 to +6 static damage. It's not enough to make the class excel with the archetype, but it is better than a kick in the pants.

GM Homebrew Considerations: This specific class needs some additional boosts in general to make it more competitive. Reducing the overdrive crafting DC to a easy craft check (-2 lower) and allowing the weapon innovation to apply to two similar weapons (e.g., like the Twin Stars feat for exemplars) can help.

LVL	Class Feature / Feat (CF / F)	Rating	Explanation
1	(CF) Innovations	★★★	<p>There are two innovations that specifically improve your archetype abilities by increasing your damage output outside of your turn:</p> <ul style="list-style-type: none"> Construct Innovation (★★★): This just gives you the companion and saves you a feat. Modifications worth selecting include: <ul style="list-style-type: none"> Level 1 <ul style="list-style-type: none"> Accelerated Mobility (★★★): makes your companion have a 40ft move speed. Projectile Launcher (★★): Gives your companion a ranged attack it can make during your off turns. However, if you're riding your companion you share MAP. This is a better option if you are not riding your companion. Level 7 <ul style="list-style-type: none"> Durable Construction (★★★): +Level in HP to make your companion more robust. Level 15 <ul style="list-style-type: none"> Flight Chassis (★★★★): flying companion you can ride. Resistant Coating (★★★): Resistance 5 to physical damage to make your companion more robust.

			<ul style="list-style-type: none"> Weapon Innovation (★★★): This lets you modify your weapon with various upgrades and benefit from offensive boost and later persistent boost on your main weapon. <ul style="list-style-type: none"> Level 1 <ul style="list-style-type: none"> Blunt Shot (★★): You Gain the concussive and ranged trip traits. Modular Head (★★★): Modular B/P/S helps with resistances. Non-lethal is nice when needed. Segmented Frame (★★★): Modular B/P/S helps with resistances. Being able to collapse down and hide your weapon is fairly niche (but you are an infiltrator so it may be more flavourful). Level 7 <ul style="list-style-type: none"> Advanced Rangefinder (★★★): Increased range by 20ft is nice and it comes with a damage boost against flatfooted enemies with Backstabber. Integrated Gauntlet (★★★): Turn your combination weapon into a free-hand weapon. This could be quite useful if you're using two crescent crosses as one of them can now be permanently built into one of your hands and remove the need for Dual-Weapon Reload. I really wish this was a L1 option. Level 15 <ul style="list-style-type: none"> Attack Refiner (★★★★): Backswing and Forceful is strictly better than the Sweep and Forceful offered by the Tiger Menuki since you'll be attacking 3 times at 0 MAP often. Deadly Strike (★★★): Deadly D8 trait is nice, but even with 3x0MAP strikes you aren't a reliable crit fisher like a fighter or gunslinger. Enhanced Damage (★★★): Bump your damage dice by one step. Always decent to get a stacking +1 dmg/weapon damage dice. Momentum Enhancer (★★★★): You get agile and a free reload once per round as a reaction. Realistically you're going to pick this for the free reload and never have a use case for agile (maybe a nice GM would let you swap agile for another trait like forceful, sweep, or backswing). Omnirange Stabilizers (★★★): Extra 50ft range is nice. Rune Capacity (★★★★): Extra runes can be damaging or a wide variety of debuff options.
	(F) Haphazard Repair	★★★	If you're taking the inventor you're probably grabbing a construct companion (even if it isn't your innovation). This is how you can perform some in combat healing for your construct companion.
	(F) Prototype Companion	★★★	Near mandatory to get the most out of the inventor. Only inventors and druid have built in animal companions that get the L4/L8/L14 progression for a companion. Everyone else needs to wait two levels or use a whole other archetype.
4	(F) Advanced Construct Companion	★★★★★	A free move every round alleviates a big action economy issue. This is much better in a FA game where you can afford companion boosting feats without delaying your archetype progressions.
	(F) Gadget Specialist	★★★	There are a few good gadgets for the archetype including the Chameleon Suit for the ability to hide without cover or Electromuscular Stimulator to gain the quickened condition.
6	(F) Construct Shell	★★★	You permanently have lesser cover while riding your companion. Combos well with infiltrator's reload which allows you to take cover and hide.
	(F) Visual Fidelity	★★★★	You get darkvision, low-light vision, and can see invisible creatures (all as a passive effect). This is good for a stealth forward scout and helps
7	(CF) Offensive Boost	★ / ★★★	You get an extra 1d6 damage to your strikes (if weapon innovation) or constructs attacks (if construct innovation).
8	(F) Incredible Construct Companion	★★★	Mandatory upgrade to your companion feat.
14	(F) Paragon Construct Companion	★★★	Mandatory upgrade to your companion feat.

16	(F) Persistent Boost	★★★	Adds 1d8 persistent damage of the same type as the offensive boost selection. Since you aren't attacking with your companion, this is most useful for a weapon inventor.
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11.06 - Ranger (★★)

Rangers have a lot of potential on paper. They have access to animal companions for free move actions (albeit at a slower L6/L10/L16 progression), ways to extend their range (doubled with the L4 [Far Shot](#), no penalty in the second increment via hunt prey, etc.), focus spells to boost damage or provide different movement types, action compression reload feats,and the ability to add some damage (e.g., [Precision](#) edge). However the class chassis pays for the versatility with a big action tax built (i.e., hunt prey) or lack of sufficiently large damage riders (e.g., the [Precision](#) edge only adds a 1d8 to one strike until very high levels and only against your hunted prey). Hunt prey's action tax is typically once per enemy per combat (slightly less at L12 when you can take [Double Prey](#)), but competes with the actions that you need to reload your crescent cross.

This makes rangers better options for multiclassing into (typically to improve the crescent cross range) than as a base chassis to optimize the [Crossbow Infiltrator](#) as a striker. Otherwise they make a reasonably decent dual class option.

The one standalone ranger that does well is the Vindicator in a Free Archetype game. This can give you the [Dragconic Barrage](#) domain spell (like a champion) which means you have no need at all to use hunt prey. The Vindicator is the only class archetype with a L1 feat that you can take multiple times. That means with a human by L2 you can have two domain spells, the L2 class dedication and the [Crossbow Infiltrator](#) dedication feat (meaning you don't have to delay anything). A sample build for this option is available in the Free Archetype section.

LVL	Class Feature / Feat (CF / F)	Rating	Explanation
1	(CF) Hunter's Edge	★★★	<p>There are three edges that specifically improve your archetype abilities by increasing your damage output outside of your turn:</p> <ul style="list-style-type: none"> Precision (★★★): This adds 1d8 damage to you and your animal companions strikes against your hunted prey. If you use your animal companion as a mount, then it shares your MAP and you don't really have the actions to hunt prey, command animal, and reload effectively. Vindicator (★★★): The vindicator is similar in concept to the champion as it can acquire Dragconic Barrage (i.e., a scaling +1 to +15 between the spell and burn-it feat). As well, it is the only archetype in the game that you can be done by Level 2 as it lists Domain Initiate as a L1 archetype feat. Thus a human can take Domain Initiate twice (leaving you with 3 focus points at Level 1 when combined with Vindicator's Mark). As counter intuitive as this is, the class archetype has zero need to use hunt prey or the benefits it confers, which are outpaced by Dragconic Barrage. This removes the action competition from hunt prey that conflicts with reloading. In a non-FA game you delay everything by 2 levels, but in a FA game, you can enter the archetype at L2 (with human) and even pick up Running Reload at L4 from the ranger class. The main reason to pick this over champion is if you want to benefit from the in class range boosters, reload compression feats, animal companion, different range or different range of focus spells.
	(F) Animal Companion	★★★	You gain an animal companion. Rangers can get the free move benefit at L6 as their progression is 2 levels delayed vs. a druid/inventor companion.
	(F) Crossbow Ace	★★★	Reload action compression to either Take Cover or Create a Diversion. The former is accounted for in Infiltrator's Reload , but the latter is a good way to secure flatfooted at range (if you build into deception).
	(F) Hunted Shot	★★★	This won't work with your crescent cross, but if you are using a typical 1H+ bow as a switch hitter, this can help improve your off turn DPR.
	(F) Initiate Warden	★★★	Grants a focus spell. Gravity Weapon can add some status damage to your first strike per round and Heal Companion can help with healing an animal companion.
	(F) Deity's Domain (Vindicator Only)	★★★★★	Must take to get the L1 dragon domain focus spell (Dragconic Barrage). Without this, the class doesn't have enough static damage modifiers/riders to make using crescent spray worth it over any other ranged martial.
4	(F) Advanced Warden	★★★	Grants a focus spell. Animal Feature can eventually provide a swim or fly speed and Soothing Mist can provide healing
	(F) Far Shot	★★★★	Doubles your range increment with ranged weapons. Now the crescent cross has a range of 60 ft (or effectively 120ft with hunt prey).
	(F) Running Reload	★★★★	You can reload your weapon on the move. You Stride , Step , or Sneak , then Interact to reload. A movement based action compression is mandatory to make sure you can reposition with your short range crescent cross. This is very similar to the L6 archetype feat Infiltrator's Reload , which gives sneak, take cover, and hide actions. At L7 you can take the Swift Sneak skill feat, letting you sneak at your full movement. That makes Infiltrator's Reload a better reload compression than Running Reload (unless you really wanted the step + reload compression). In an FA game you might take this at L4, retrain it at L6 to

			Infiltrator's Reload so you have 3 archetype feats and can select the next archetype.
6	(F) Mature Animal Companion	★★★★★	A free move every round alleviates a big action economy issue. This is much better in a FA game where you can afford companion boosting feats without delaying your archetype progressions. At L6 you can select the Giant Wasp for a 40ft flying mount.
8	(F) Blind-Fight	★★★	A way to detect invisible creatures and avoid being flatfooted to creatures that are hidden to you.
	(F) Silence the Profane (Vindicator Only)	★ / ★★★★★	<p>A creature you can observe within reach of your deity's favored weapon casts a spell. Make a Strike with your deity's favored weapon against the triggering creature. On a success, the target is off-guard until the end of your next turn. Special If your deity's favored weapon is a ranged weapon, this reaction can trigger if the target is within its first range increment and you can make a ranged Strike instead of a melee Strike.</p> <p>For this to work for a Dragon domain vindicator, you need to make some custom tweaks to either create a unique deity/pantheon or GM help to change the favoured weapon of an existing dragon domain deity/patheon. The problem is there is only one option for a ranged weapon (Sky Keepers) which have the longbow as their favored weapon, but you can't use that while mounted (which would mitigate the movement needed to reposition to avoid the volley debuff). Otherwise the other deities with good thrown weapons (e.g., trident, chakram, etc.) all have the dragon domain as an alternative domain (which you can't access without being a cleric). Otherwise there are a few that have daggers, which only have a 10ft thrown range. You could get the melee reaction going with a whip deity or short range with a dagger, the concept of shooting backline casters at 100+ft is nearly impossible without some GM help. My recommendation is to work with your GM to let the skykeepers include the shortbow (in addition to the longbow) or let longbows work mounted (which has precedent now with the Horselord's Bow), create a custom pantheon, or waive the restriction that you have to use your deity's favored weapon.</p>
10	(F) Camouflage	★★★	In natural terrain you can Hide and Sneak even without cover or being concealed . Good for campaigns with a predominant natural terrain since you'll be sneaking a lot with Infiltrator's Reload . It can also combo with some archetypes or ancestry feats that provides the same benefit in natural terrains (so you can cover off most locations).
	(F) Incredible Companion	★★★	Mandatory upgrade to your companion feat.
12	(F) Double Prey	★★★★	Hunt Prey can target two different enemies and cut down on your action taxes during combat.
16	(F) Specialized Companion	★★★	Mandatory upgrade to your companion feat.
	(F) Warden's Reload	★★★	A free action reload after you cast a warden spell. However it doesn't have a trigger rule phrase so it can't be used outside of your turn and there aren't that many great 1 action focus spells that you might end up using (potentially gravity weapon, animal feature, but it'd be hard to fit these in with crescent sprays). RAW vindicator domain spells only count as warden spells for vindicator features (so it isn't clear whether that opens up all domain spells for this feat but I'd err on the side of 'yes' since its a class archetype vs. totally separate archetype.
18	(F) Shadow Hunter	★★★	While in natural terrain, you're always concealed from all foes if you choose to be, except for your hunted prey. Good for your defenses and sneaking around in and out of combat (flavourful for an assassin).
20	(F) Legendary Shot	★★★★	No range penalties. With Far Shot (60ft crescent cross) you now can fire 300ft with no penalties. Unlikely you'll ever need that much range, but fun nonetheless.

11.07 - Rogue (★★★★)

Rogues differ from other class chassis by having an passive damage bonus (i.e., sneak attack) so long as they can get an enemy flatfooted. When a rogue [Crossbow Infiltrator](#) can target a flatfooted enemy they are DPR competitive with the gunslinger and can surpass them at L10+. However, if they don't have an enemy flatfooted, they do some of the worst damage of all the classes in this guide.

This means, you need flatfooted to make a Crescent Spray worthwhile, but it can be difficult to get it for a ranged weapon. A few options available include:

- [Create a Diversion](#)
- Become [Undetected](#) or [Hidden](#) (e.g., by using the [Sneak](#) action as part of [Infiltrator's Reload](#) and get a failure or better)
- The L1 Rogue Class Feature (Surprise Attack) can have some enemies be flatfooted in round 1.
- Recall Knowledge with the [Mastermind](#)
- [Tumble Behind](#) (L1 Rogue feat) by successfully tumbling through and enemies square.
- [Dread Striker](#) (L4 Rogue feat) makes any frightened enemies flatfooted to you (i.e., demoralize them)
- [Pistol Twirl](#) (Available from Gunslinger or the Bullet Dancer archetype)
- [Divine Disharmony](#) (Available from Thaumaturge)
- Various items (e.g., [Bottled Lightning](#))
- Various Spells (e.g., [Menacing Lament](#))

- Help from your party (e.g., sword group critical specialization, making enemies prone, etc.)

But if you can reliably get sneak attack the rogue chassis also has some other great things including:

- Thief rogues can ignore STR attribute boosts, which can net you up to 5 free boosts (i.e., 8 to 18) and make many of the ancestry choices a bit better.
- Access to the full poison weapon/improved poison weapon/deadly poison weapon feat chain to give 1d4/2d4/4d4 injury poisons (your level times per day) that can be pre-applied and loaded before combat.
- Skill boosts/skill feats every level making you great outside of combat with secondary focuses on CHA or INT skills.
- Great saves.

At L10+ that is when all of the subclass debilitating strike upgrade feats are available. Specifically [Precise Debilitations](#) (from the thief subclass) and [Vicious Debilitations](#) (from the ruffian subclass) can add another 2D6 to the sneak attack or add Weakness 5 to P/B/S until the end of your next turn. A rogue at L10 can further improve their flexibility by multiclassing into gunslinger to pick up key way reloads like the Drifter’s [Reloading Strike](#) or the Pistolero’s [Raconteur's Reload](#) (with [Dread Striker](#)).

The only downside to playing a rogue is that it suffers from all of the early game issues with the archetype (need for [Dual-Weapon Reload](#), no action compression reloads until the L6 [Infiltrator’s Reload](#) , and the opportunity cost in a non-FA game of missing many enabling low level feats like [Dread Striker](#) to patch those holes). This makes the rogue playstyle very likely to evolve over various level ranges (e.g., Alpha Striker/Switch Hitter with Familiar Reloads from L4 to L9, Switch Hitter with gunslinger way reloads from L10+, upgrading from the bladed gauntlet to a rapier or dogslicer once you get [Dual-Weapon Reload](#), etc.).But in a L10+ FA game, this would be a very good pick for class chassis to support the archetype.

LVL	Class Feature / Feat (CF / F)	Rating	Explanation
1	(CF) Rouge Racket	★★★★ / ★★★★★	<p>There are three rackets that specifically improve your archetype abilities by increasing your damage output outside of your turn:</p> <ul style="list-style-type: none">• Mastermind (★★★★): Making an enemy flatfooted when you succeed at recall knowledge can be done at range. There are many recall knowledge feats in the system that make this significantly better in terms of action economy (especially Thorough Reports, Diverse Recognition, and Recognize Threat from the Pathfinder Agent archetype).• Ruffian (★★★★): Typically this racket lets you add a number of different weapons to those that could cause sneak attack (typically STR based weapons). Otherwise it gives you medium armor proficiency and has a great L10 debilitating strike upgrade.• Thief (★★★★★): DEX to damage with melee finesse weapons and a good L10 debilitating strike upgrade. This helps you dump STR and makes for a great finesse switch hitter. Many of the best ancestries for the archetype have a -2 to STR (e.g., halving, ratfolk, etc.), so this can effectively save you ~5 attribute boosts that can go to DEX/CON/WIS for saves, attack, and damage as well as INT/CHA for skills.
	(F) Tumble Behind	★★★★	This is an easy low level way to make an enemy flatfooted to your next attack.
	(F) Trap Finder	★★★★	This lets you search for traps during exploration while still using avoid notice. Using avoid notice lets you use stealth for initiative which will typically be higher than your perception and allow your Surprise Attack feature to take effect in round 1.
	(F) You're Next	★★★★★	When you drop an enemy to 0 HP you can use a reaction to demoralize another enemy with a +2 circumstance bonus. When you’re legendary in intimidation this can be done as a free action. This combos very well with Dread Striker . Remember reactions and free actions with a trigger can be used immediately even if it is in the middle of your turn or activity. If you drop an enemy with crescent spray you can immediately use this reaction/free action to demoralize another enemy and potentially make them flatfooted to the rest of your crescent spray attacks. This is also one of the few early level reactions available to rogues. Great on a demoralize build and other complimentary feats like Agonizing Rebuke and Reincarnated Ridiculer .
2	(F) Brutal Beating	★★★★	Gives you a free ‘fearsome’ rune effect on your strikes. Normally crit effects on non-gunslingers/-fighters are a waste, but you’ll be making a lot of 0 MAP strikes which improves the likelihood of it. This combos very well with Dread Striker .
	(F) Unbalancing Blow	★★★★	Gives you the sword weapon specialization on your strikes. Normally crit effects on non-gunslingers/-fighters are a waste, but you’ll be making a lot of 0 MAP strikes which improves the likelihood of it.
4	(F) Dread Striker	★★★★★	Frightened enemies are flatfooted to you. This is a status that can reliably be landed on enemies by you or by allies since many people build to demoralize as a reliable 3rd action debuff. This is a very reliable way to make enemies flatfooted to your ranged strikes. Frightened 1 and flatfooted is a net +3 to your attacks so it’s like turning you into a bard buffed fighter / gunslinger.
	(F) Poison Weapon	★ / ★★★★	Part of a 3 feat chain that gives you a 1d4/2d4/4d4 no save injury poison that can be applied in the morning to ammunition for your crescent spray. You get a number of doses equal to your level.

			<p>At L4 this isn't that great (4 x 1d4 poisons); however, by the time you reach the L12 final upgrade it is 12 x 4d4 poisons or 4 full rounds of Crescent Sprays. This can be useful as an opening round salvo strategy or a mid combat reload strategy, but it can be hard to predict if this is a combat you want to use it in.</p> <p>A major problem with poisons is they are incredibly unreliable. Thanks to these metrics put together by u/VincenarySolid, roughly 7% of creatures have resistance and 24% have immunity. That means you'll struggle to do any poison damage to ⅓ of all monsters. If you're pre-buffing and pre-loading you won't have the opportunity to know if they'll work so YMMV on whether the feature is useful or irrelevant.</p>
	(F) Reactive Pursuit	★★★	A reaction to follow a target trying to run away from you. However, it is a free stride action when getting movement/reloads can be difficult for the build.
6	(F) Skirmish Strike	★★ / ★★★	Nice action compression for builds on their off turn with an alternate weapon. But firing your crescent cross (not in a crescent spray) is counter productive. Also, if you were going to take this, you can get it in the archetype.
8	(F) Blind-Fight	★★★	A way to detect invisible creatures and avoid being flatfooted to creatures that are hidden to you.
	(F) Improved Poison Weapon	★ / ★★★	<p>Part of a 3 feat chain that gives you a 1d4/2d4/4d4 no save injury poison that can be applied in the morning to ammunition for your crescent spray. You get a number of doses equal to your level.</p> <p>At L4 this isn't that great (4 x 1d4 poisons); however, by the time you reach the L12 final upgrade it is 12 x 4d4 poisons or 4 full rounds of Crescent Sprays. This can be useful as an opening round salvo strategy or a mid combat reload strategy, but it can be hard to predict if this is a combat you want to use it in.</p> <p>A major problem with poisons is they are incredibly unreliable. Thanks to these metrics put together by u/VincenarySolid, roughly 7% of creatures have resistance and 24% have immunity. That means you'll struggle to do any poison damage to ⅓ of all monsters. If you're pre-buffing and pre-loading you won't have the opportunity to know if they'll work so YMMV on whether the feature is useful or irrelevant.</p>
	(F) Sly Striker	★★★	If you can't get an enemy flatfooted you still do some precision damage. This also leads to a higher level feat where you always do your full sneak attack damage.
	(F) Tactical Entry	★★★	After rolling initiative but before anyone has taken their turn you get a free action stride. This can help position you for a good first round Crescent Spray. This isn't as good as the drifter's deed that lets you take it as a free action at the beginning of your turn since moving closer to the enemy likely makes you the number 1 target.
10	(F) Dazzling Display	★★★	For 1 action you can demoralize all enemies within a 30ft radius. This combos very well with Dread Striker . Great on a demoralize build and in combination with complimentary feats like Agonizing Rebuke and Reincarnated Ridiculer .
	(F) Precise Debilitations	★★★★	Adds two great options to Debilitating Strikes, including adding 2D6 extra damage and making the enemy flatfooted until the end of your next turn.
	(F) Sneak Adept	★★★★	When you roll a failure on a sneak check you get a success instead. This all but guarantees that you can sneak to get an enemy flatfooted to you when using your Infiltrator's Reload .
	(F) Vicious Debilitations	★★★★	Adds two great options to Debilitating Strikes, including adding weakness 5 to one of B/P/S or making the enemy clumsy 1 until the end of your next turn.
12	(F) Bloody Debilitation	★★★★	Adds one great option to Debilitating Strikes. The option added is dealing 3d6 persistent bleed damage. You may already be outputting a lot of bleed damage of critical hits with your crescent cross (Note: this guide assumes the crescent cross is in the crossbow weapon group, not the bow weapon group and an errata will be provided).
	(F) Deadly Poison Weapon	★ / ★★★★	<p>Part of a 3 feat chain that gives you a 1d4/2d4/4d4 no save injury poison that can be applied in the morning to ammunition for your crescent spray. You get a number of doses equal to your level.</p> <p>At L4 this isn't that great (4 x 1d4 poisons); however, by the time you reach the L12 final upgrade it is 12 x 4d4 poisons or 4 full rounds of Crescent Sprays. This can be useful as an opening round salvo strategy or a mid combat reload strategy, but it can be hard to predict if this is a combat you want to use it in.</p> <p>A major problem with poisons is they are incredibly unreliable. Thanks to these metrics put together by u/VincenarySolid, roughly 7% of creatures have resistance and 24% have immunity. That means you'll struggle to do any poison damage to ⅓ of all monsters. If you're pre-buffing and pre-loading you won't have the opportunity to know if they'll work so YMMV on whether the feature is useful or irrelevant.</p>
	(F) Spring from the Shadows	★★★★	A stride + strike action combo that maintains your hidden / undetected status until after the strike. Great for a switch hitter's off turn.
14	(F) Instant Opening	★★	One action and the enemy is flatfooted. By the time you are L14 you

			should have many ways of achieving this with other action compressions (e.g., sneak via infiltrator's reload) without having to resort to this.
16	(F) Perfect Distraction	★★★	You effectively cast the spell Mislead , but instead of becoming invisible you get to sneak and become undetected. You can only use it once per 10 minutes, but what an amazing way to get out of danger, run away from an assassination, etc. Very flavourful.
18	(F) Powerful Sneak	★★★★	Your sneak attack damage ignores any immunity or resistance the target has to precision damage, which patches a big weakness to rogues. As well you can designate a target that you're undetected to boost any sneak attack damage rolls to have a minimum of 3 on the dice.
20	(F) Enduring Debilitation	★★★	Your debilitations last for 1 minute instead of until the end of your next turn. This is much better for the wide array of L10+ debilitation feats that have added debuffs.
	(F) Hidden Paragon	★★★★	A once per hour L4 invisibility spell effect as a reaction. Great, though at this level you'll be experiencing enemies with True Sight or similar ways to defeat invisibility.
	(F) Impossible Striker	★★★★	You always deal sneak attack damage on strikes. This requires Sly Striker as a pre-requisite feat.

11.08 - Thaumaturge (★★★)

The thaumaturge is one of the top tier classes when it comes to adding static damage to really bad weapons. This includes Implement Empowerment (+2 damage/weapon damage dice) and Exploit Vulnerability (which can be any weakness or personal antithesis for 2 + ½ Level). However, the class has a number of things that constrain its effectiveness in combat:

- **Action economy is very constrained:** PCs want to exploit weakness, attack, and move (often leaving it without the ability to attack twice or do other interesting 3rd action abilities like Intensify Vulnerability).
- **The class exacerbates the handedness problem:** [Crossbow Infiltrator](#) PCs need to juggle implements, implement empowerment requirements, and esoterica against the crescent cross, free hand for reloading, and an alternate weapon. Implement Empowerment
- **The class is MAD in melee** (considering it uses DEX for Crescent Spray) as it wants Dex to hit, STR for damage, CON/WIS for HP/Saves, and CHA for its class DC and its esoteric lore roles.

Typically some of these things are solved via ranged combat (i.e., minimize move actions required), using a companion (free action moves at L4 while mounted), external action compression feats (e.g. spirit warrior for overwhelming combination), utilizing free-hand weapons, etc. The combination of these additional challenges makes it very tough to use Crescent Spray as more than an alpha striker.

There is potential for two ranged 1H weapon builds (e.g., repeating hand crossbow which you can treat as a martial weapon as part of the archetype and which works with [Infiltrator's Reload](#)) in combination with familiar reloading.

Words of Warning: Thaumaturge has a lot of GM rulings because of poorly written rules and poor community comprehension of RAW/RAI. Expect different GM opinions and rulings which could range from making taking thaumaturge completely pointless to reasonable. These rulings include:

1. **Implement Empowerment:** RAW/RAI you can have two 1H weapons (one in each hand) so long as one or both are weapon implements. Various community members do not rule this way by making an unsubstantiated assumption about the class design basis. If your GM does this, avoid this class entirely because you're not likely to get a favourable reading on the rest of the issues (and your damage will be awful).
2. **Implement Switching:** At L5 when you get your second implement you get the ability to switch between implements as a free action so long as you're "about to use an action from the implement". Some people read this as 'only' the reactions from some implements, however I would read this as an attack from a weapon implement, intensify implement action, etc. If your GM rules it is just the reaction then you need to consider using a passive implement as your 3rd implement or you can get stuck wasting an action to redraw your weapon implement. Note you can't use this to game an extra familiar reload since you have to be 'wearing' the implement for the wording to apply.
3. **Implement Definitions:** Many people have some misconception that implements must be otherwise single purpose/useless objects but that is not RAW/RAI. The class lets you select higher level magic items which are inherently going to be dual purpose. That means you have a few options that can double as weapons given the open-ended nature of the implements definition (e.g., weapon, regalia, shield, etc.). If your GM won't rule this way, don't bother with this class.
4. **Esoterica Definitions:** Many people have misconceptions of the definitions of esoterica and assume they also must be useless items. But this is again not RAI/RAW. Ammunition (bolts, arrows, etc.) qualify as esoterica per the very broad definition in the rules so you can avoid any discussion on losing features because your ammunition isn't esoterica.

This guide assumes favourable rulings on all 4 points (where applicable). I recommend you have a session 0 discussion with your GM to clarify their reading on these rules to prevent a bad surprise midway through your PCs career.

LVL	Class Feature / Feat (CF / F)	Rating	Explanation
1	(CF) Implements	★★★	<p>There are three implements that specifically improve your archetype abilities by increasing your damage output outside of your turn:</p> <ul style="list-style-type: none"> ● Regalia (★★★★): With the L7 upgrade to adept this adds +1 status bonus/damage dice for you and allies in your aura. It also adds a ton of buffs to various face skills that are otherwise not

			<p>easily attainable in the system. This makes for a great offhand weapon selection since its benefits are passive. To be able to use implement empowerment with two weapons at least one or both they both need to be implements. Regalia is one of the most flexible/diverse form factor implements possible and can easily include weapons of any type. Just keep in mind the downside of picking a weapon with regalia is that you have to hold your implement to get the bonuses (including the circumstance bonuses to face skills out of combat).</p> <ul style="list-style-type: none">• Wand (★★): This is a way to avoid STR investment (i.e., DEX for the crescent cross and CHA for the wand) while giving you a ranged option for off turns. The main downside is that it isn't very good. Since it takes 2 actions and doesn't interact with exploit weakness or implement empowerment at all, the damage output is similar or worse than a cantrip.• Weapon (★★ / ★★★★★★): This implement in of itself isn't great until L9 when you can get Intensify Vulnerability. At that point for an action you can get a +2 status bonus to all of your attacks against the target of your exploit weakness. A thaumaturge with +2 to hit will top out all of the Crescent Spray damage builds (recognizing that this is a 2 turn set-up as you can't intensify vulnerability the same round you exploit weakness and this intensify vulnerability only works against the target of an exploit weakness).
	(F) Ammunition Thaumaturgy	★ / ★★★★★★	I hate to provide any rating above a ★ for this obnoxious ranged thaumaturge feat tax. However, for a 2x1H weapon thaumaturge that has both weapons as implements this effectively becomes Dual-Weapon Reload . If you're using a free-hand weapon as one of the options or a passive implement like Tome, this becomes completely useless. Keep in mind arrows/bolts would qualify under the prescriptive requirements of esoterica, but the 'loading' of esoterica is not strictly covered.
	(F) Divine Disharmony	★★★★	One of the few ways to get flatfooted at range. Although it costs an action an effective +2 to hit is a ton of extra damage for 3x0MAP strikes from a thaumaturge.
	(F) Familiar	★★★★	If you didn't want to get a familiar from your ancestry, this is another way to get one in class (although its better to get it from an ancestry if you can).
2	(F) Enhanced Familiar	★★★★	Your familiar now has 4 traits. A familiar can pick up Skilled (Esoteric Lore) and Second Opinion so it can use its reaction to provide you a bonus to your Esoteric Lore checks Note: as a special lore skill the familiar wouldn't get the 'special lore abilities you enjoy from Esoteric Lore, but this is a valid RAW choice' It also makes sense that your familiar could be participating in your studies and help recall knowledge better by reminding you portions of the information (imagine having a debate with your familiar and asking them if they remember if it was fire or cold that trolls are weak too).
	(F) Talisman Esoterica	★★★★	Normally talismans are underpowered and largely skippable. However, there is one specific talisman (Tiger Menuki) that is really good for Crescent Sprays. It is only available (as a free daily resource) via this feat chain or the Talisman Dabbler at L10+. So consider taking this later in the build at L10+.
4	(F) Breachd Defenses	★★★★	This allows you to bypass a resistance (a slightly different expression of adding damage as compared to adding a weakness or exploiting a weakness).
6	(F) Sympathetic Vulnerabilities	★★★★★	Combats often have duplicate enemies or many enemies with the same weakness due to their environment (e.g., lots of enemies that live in a volcano might have weakness to cold). This feat can reduce the number of actions you have to spend exploiting vulnerabilities that could otherwise be used for reloading, moving, or stor st This feat is near mandatory for all thaumaturges.
8	(F) Elaborate Talisman Esoterica	★★★★	A needed update to the L2 feat so you have more talismans so you can utilize your Tiger Menuki across more combats in the day.
10	(F) Share Weakness	★★	Its generally good on thaumaturges and better on targets that will last a long time (e.g., bosses), but costs too many actions to effectively use that well. You take this mostly for the L20 Ubiquitous Weakness upgrade.
14	(F) Esoteric Reflexes	★★★★	Extra reactions are good. It just hurts that this is on your weapon implement, which is likely also your crescent cross that you don't want to empty ammunition from needlessly. However a 0 MAP strike is a 0 MAP strike, so realistically whether this is on your turn or not won't usually make a difference unless you're anticipating a debuff/buff to be available..
16	(F) Implement's Flight	★★★★	Free flight!
18	(F) Implement's Assault	★★★★	For 3 actions you attack everyone in 30 ft. This is strictly better than Crescent Spray and pushes you to wanting a much better weapon (e.g., falcata or aldori dueling sword for DEX).
20	(F) Ubiquitous Weakness	★★★★★	When you exploit vulnerabilities and pick mortal weakness all your allies within 30ft can benefit (no action needed).

11.09 - Other Classes

In general, other classes do not have any special aptitude for using the [Crossbow Infiltrator](#) archetype or Crescent Spray activity. As seen in the analysis section, you need large static damage modifiers to make using the weapon relevant.

Casters, will trail in accuracy, weapon specialization, and class features for adding static damage. However, there may be spells (e.g., heroism), feats (e.g., bespell weapon), or complimentary 1 action class options (e.g., cursebound feats) that can augment them somewhat.

Other martials will also not add enough damage to make the archetype worthwhile. That includes classes that only provide once per round damage boosts (e.g., investigator / swashbuckler), classes with static damage that doesn't apply to ranged weapons (e.g., swashbuckler / barbarian / magus), classes with insufficient static damage (e.g., commander / alchemist / monk / guardian / monk), classes that don't quite have the proficiency scaling of a martial (e.g., summoner with an eidolon that can't use it).

Despite all of that, if you were playing a dual class game, there may be some value in a few of the classes. A few honorable mentions include::

- **Alchemist:** The [Toxicologist](#) research field allows you to cause acid or poison damage for infused alchemical items, bypassing one of the biggest issues with poisons. This could allow some damage boosts with prepared poisons for alpha striking. It feels like this is an class that should also get the poison weapon feat line from the rogue class as additional infused alchemical injury poisons so they have more items to work with per day. The alchemist also has access to the [Quicksilver Mutagen](#), which gives you a net +1 item bonus vs. the typical fundamental weapon rune progression.
- **Animist:** The [Embodiment of Battle](#) focus spell can net a +1/+1 to +3/+3 to attack/damage with weapon strikes. The downside is it gives you a -2 penalty to your Spell DC and Spell attacks. This class has access to [Heroism](#) for pre-buffing.
- **Bard:** Between [Fortissimo Composition](#), [Dirge of Doom](#), and [Martial Performance](#) there are a variety of ways to boost the party while also benefitting yourself for a net +1 to +3 to hit, and potentially saving future round actions. This class has access to [Heroism](#) for pre-buffing. It is one of the only casters that can get a magic stave (coda in this case) with heroism on it to cast from charges.
- **Cleric:** Warpriest can get [Dragconic Barrage](#) (static damage), [Emblazon Energy](#) (static damage), [Divine Weapon](#) (divine bespell strikes), [Zealous Rush](#) (reaction to move after casting a spell), [Lasting Armament](#) (increases your sanctified armament to 1 hour), and [Eternal Blessing](#) (permanent bless). This class has access to [Heroism](#) for pre-buffing.
- **Commander:** A commander gets a free reaction for its tactics to provide to a squadmate from its Drilled Reactions class feature. The commander also has the [Reload!](#) Tactic that allows the Commander to reload as a reaction as well as any squadmate. You can select a familiar as a squadmate and give it your Drilled Reactions squadmate reaction. A familiar that uses this drilled reaction has not been commanded, and thus is still eligible to use its independent ability to reload again. Therefore, if the familiar is holding a crescent cross it can reload that crescent cross twice while you reload another weapon (i.e., crescent cross) as well for the cost of one action and one reaction. The commander also has access to the delayed animal companion progression (L1/L6/L10/L16), but doesn't get the free move ability until L10.
- **Druid:** has the fast animal companion progression (L1/L4/L8/L14) with the free move option at L4.
- **Monk:** Since the crossbow infiltrator archetype treats martial weapons as simple weapons they actually do scale their attack bonuses with crescent crosses at the normal L5/L13 martial scaling. However, you won't be able to add the monk trait to the ranged side of the crescent cross (you can with the melee side though with [Monastic Weaponry](#)). Since monks have great action compression with flurry of blows and various feats (e.g., [Winding Flow](#)) their off turn can more easily fit in a command to a Familiar for reloading, repositioning without a reload compression, or other option. For a monk, this archetype could be more of a way to patch their fairly poor range of ranged options (which normally rely on a stance), making the crescent cross more of an back-up or 'close the distance' option).
 - [e.g.] Tengu can get familiarity with a sword in their possession (e.g., aldori dueling sword) and [Monastic Weaponry](#) would then give it the monk trait to flurry with. So with a Familiar, a Tengu could be very melee forward with every other round firing at range. Eventually they could sit in a stance that has additional fringe benefits like [Ironblood Stance](#) for resistance to physical damage, [Tangled Forest Stance](#) for lockdown, [Stoked Flame Stance](#) / [Inner Fire \(SoM\)](#) for additional speed and passive damage, or [Whirling Blade Stance](#) for a ranged chain sword throw build.

In general various casters have access to [Bespell Strikes](#) (or a similar feat that lasts to the end of round) as well as one action, free action, or reaction focus spells like [Savor the Sting](#), [Serrate](#), [Soul Siphon](#), [Drain Life](#) which can add damage and enable [Bespell Strikes](#) (or a similar feat) before a Crescent Spray alpha strike. With good planning a spell heart cantrip turn (adding 1d4 to 1d8 to strikes until the end of your next turn) can be combined with a 1 action spell / [Bespell Strikes](#) and Crescent Spray.

11.10 - Starfinder 2e Classes

At this time the only starfinder classes out are the Core classes. From that list, the only class that offers something is the Operative. There will always be some GM caveat needed to blend PF2e and SF2e and I would recommend you read the Starfinder GM Core section on how to approach allowing SF2e content into PF2e or vice versa.

- **Operative:** The operative has a +2 to hit with all guns (which in SF2e equates to "Any ranged weapon with the analog or tech trait" which would include crossbows). That means they get the same attack bonus/weapon specialization progression as Fighters and Gunslingers. The classes core class feature is Aim, which effectively gives you full sneak attack progression on your strikes against the enemy for 1 round and simultaneously drops any circumstance bonus to AC they might have from cover.. Gunslinger + Rogue SA is a recipe for big damage. There are some key feats that work well with the Crossbow Infiltrator:
 - [Instinctive Aim](#) + [Duo Enhancers](#) lets you draw pre-loaded crescent crosses/aim as an action compression. The item bypasses the restriction of Blazon's of Shared Power that limits it to two specific weapons and instead applies to any weapons you're holding so you can just keep drawing pre-loaded crescent crosses from a golfbag.
 - [Mobile Aim](#) lets you aim and move (this is like hunt prey + stride as an action compression).
 - [Kill Steal](#) is a ranged reaction strike if an ally hits twice or crits and enemy.
 - [Devastating Aim](#) bumps the D4 sneak attack dice to D6s.
 - [Switch Target](#) lets you free action swap your aim to a new creature if your target dies which can save you some actions.
 - [Hair Trigger](#) is a ranged Reactive Strike.

- [Kick it into Overdrive](#) is a once per hour free stride in combat.
- [Dual Aim](#) two for 1 aiming (like a ranger's double prey)

12.0 - Archetypes



There are a handful of archetypes that can reliably boost the striker capability of a Crossbow Infiltrator. The important thing to consider is that these typically won't be applicable until L8+ since you need (and want) at least 3 feats from the Crossbow Infiltrator (L2 dedication, L4 [Crescent Cross Training](#), and at least one of [Infiltrator's Reload](#) or [Dual-Weapon Reload](#)).

It's possible to expedite this with a Free Archetype game, but the only other L4 feat in the Crossbow Infiltrator is pretty mediocre (unless your GM is being very conservative with access to repeating hand crossbows and repeater bandoliers and you're one of a few builds that want those like a thaumaturge). Free archetype does allow GM's to waive the three feat exit tax before another dedication can be utilized (I often allow that as long as they eventually take that third feat and if it can get their build online 2+ levels earlier), but YMMV.

When evaluating archetypes for a Crossbow Infiltrator there are a few key elements that you should look for:

1. Does it add static damage modifiers to ranged attacks with the crescent cross or boost the weapon with traits/damage dice increases?
2. Does it provide action compressions (reload compressions, movement compressions, strike compressions for off turns?)
3. Does it add reliable free action or reaction abilities?
4. Does it buff a familiar?
5. Does it alleviate a hand issue?
6. Does it enable rune sharing between weapons?
7. How easy is it to exit the archetype (i.e., are their 3 feats I want at levels that aren't too high, or are there skill feats in the archetype that I can take to reduce the burden of class feats)?

The following sections cover off the archetypes with the best options applicable to the [Crossbow Infiltrator](#) PC.

12.01 - Alchemist (★★★★)

The alchemist can provide access to a wide range of alchemical items. It works well with the [Munitions Crafter](#) feat line in the gunslinger to expand the kind of alchemical items that are applicable. Some standout items include:

- [Quicksilver Mutagen](#): Gives a net +1 item bonus to DEX based attacks above and beyond the typical fundamental rune progression.

- **Poisons (too many to list):** Poisons typically have a DC higher than your Class DC at the level they are first available. So as long as you always pick the newest poison option you can continue to maintain a reasonable DC.

LVL	Feat	Rating	Explanation
2	Alchemist Dedication	★★	4 Versatile vials isn't amazing since they don't recharge. Better with the Fireworks Technician . If you already had versatile vials (e.g., from Munitions Machinist) that were limited to certain kinds of items, this opens the full range of alchemical items.
4	Advanced Alchemy	★★★	4 items that last all day (unlike the versatile vials). Great for mutagens which can be preloaded into a Collar of the Shifting Spider .
	Alchemical Familiar	★★★★	If you didn't want to get a familiar from your ancestry, this is another way to get one (although its better to get it from an ancestry if you can). The alchemical familiar includes a free construct trait (no need for tough) so it is strictly better than a standard familiar from elsewhere.
	Improvise Admixture	★★★	A crafting check to regain up to 3 versatile vials.
6	Voluminous Vials	★★	The far worse version of getting more advanced alchemy items. Efficient Alchemy is better.
8	Efficient Alchemy	★★★★★	Now you have 6 + INT Advanced alchemy items (mutagens or poisons). You need advanced alchemy and a L1/L2 alchemist feat before you can take this,

12.02 - Archer (★★★)

Archer can be good if you wanted an easy circumstance bonus to damage and alternative reload compressions without forcing you into a specific gunslinger way.

LVL	Feat	Rating	Explanation
2	Archer Dedication	★	Feat tax.
4	Crossbow Ace	★★★	Reload action compression to either Take Cover or Create a Diversion. The former is accounted for in Infiltrator's Reload , but the latter is a good way to secure flatfooted at range (if you build into deception).
	Point-Blank Stance	★★★	+2 Circumstance Damage
6	Crossbow Terror	★★★	Demoralize + Reload compression. Between this and Crossbow Ace you have a poor man's Raconteur's Reload)
	Running Reload	★★★	You can reload your weapon on the move. You Stride , Step , or Sneak , then Interact to reload. A movement based action compression is mandatory to make sure you can reposition with your short range crescent cross. This is very similar to the L6 archetype feat Infiltrator's Reload , which gives sneak, take cover, and hide actions. At L7 you can take the Swift Sneak skill feat to sneak at full movement speed, so Infiltrator's Reload is typically better). Rated worse for a second archetype option since you can easily have Infiltrator's Reload instead and avoid this feat/archetype option.
10	Mobile Shot Stance	★★	You don't trigger reactions from firing a ranged weapon. You can use reactive strike with a loaded ranged weapon, but the enemy must be within 5 ft. Getting reactive strikes can provide a once per combat reliable path to reloading your crescent cross as the Tactician Helm enables you to do this once per hour. However, you need to have Reactive Strike, which isn't built into the archetype.

12.03 - Assassin (★★)

A poorer version of the rogue archetype.

LVL	Feat	Rating	Explanation
2	Assassin Dedication	★	You can have the sneak attack class feature (limited to 1D6) if you spend 3 actions to mark an enemy. At best, if you 'can' do this out of combat then you get some minor damage against one enemy. But its a waste of actions to do this in combat. You can get this from the rogue archetype and then it passively applies to every flatfooted target.
4	Surprise Attack	★★	If you roll Deception or Stealth for initiative, creatures that haven't acted are off-guard to you. Great passive set-up for your first round. You can get this from the rogue archetype dedication.
6	Poison Weapon	★ / ★★★	Part of a 2 feat chain that gives you a 1d4/2d4 no save injury poison that can be applied in the morning to ammunition for your crescent spray. You get a number of doses equal to your level.

			<p>At L6 this isn't that great (6 x 1d4 poisons); however, by the time you reach the L10 final upgrade it is 10 x 2d4 poisons or 3 full rounds of Crescent Sprays. This can be useful as an opening round salvo strategy or a mid combat reload strategy, but it can be hard to predict if this is a combat you want to use it in.</p> <p>A major problem with poisons is they are incredibly unreliable. Thanks to these metrics put together by u/VincenarySolid, roughly 7% of creatures have resistance and 24% have immunity. That means you'll struggle to do any poison damage to ⅓ of all monsters. If you're pre-buffing and pre-loading you won't have the opportunity to know if they'll work so YMMV on whether the feature is useful or irrelevant.</p>
10	Improved Poison Weapon	★ / ★★★	<p>Part of a 2 feat chain that gives you a 1d4/2d4 no save injury poison that can be applied in the morning to ammunition for your crescent spray. You get a number of doses equal to your level.</p> <p>At L6 this isn't that great (6 x 1d4 poisons); however, by the time you reach the L10 final upgrade it is 10 x 2d4 poisons or 3 full rounds of Crescent Sprays. This can be useful as an opening round salvo strategy or a mid combat reload strategy, but it can be hard to predict if this is a combat you want to use it in.</p> <p>A major problem with poisons is they are incredibly unreliable. Thanks to these metrics put together by u/VincenarySolid, roughly 7% of creatures have resistance and 24% have immunity. That means you'll struggle to do any poison damage to ⅓ of all monsters. If you're pre-buffing and pre-loading you won't have the opportunity to know if they'll work so YMMV on whether the feature is useful or irrelevant.</p>

12.04 - Beastmaster / Cavalier (★★★)

If you have a surplus of feats, this can be good. However, having an animal companion can be very feat intensive. This is really only a viable option for a FA game.

LVL	Feat	Rating	Explanation
2	Beast Master Dedication Cavalier Dedication	★★★	You gain an animal companion for your mount.
4	Mature Beast Companion Impressive Mounts	★★★★★	Upgrade your animal companion and you now get a free move every round even if you don't command them.
8	Incredible Beastmaster Companion Incredible Mount	★★★	Mandatory upgrade to your companion feat.
14	Specialized Beastmaster Companion Specialized Mount	★★★	Mandatory upgrade to your companion feat.

12.05 - Champion (★★★★)

Champion can be pretty good on many PCs. Access to scaling heavy armor proficiency, domain focus spells, champion reactions, and free weapon runes are all very enticing.

LVL	Feat	Rating	Explanation
2	Champion Dedication	★★★	You gain heavy armor that scales with your class proficiencies. That is pretty decent for classes that were already going to have STR for melee switch hitting (e.g., Drifter Gunslingers) although it is liable to reduce your movement and ability to be stealthy.
4	Brilliant Flash	★★★	<p>L1 champion cause upgrade for the grandeur cause. It makes an enemy off-guard for a round and everyone in the party can partake.</p> <p>Note: You can't get a champion reaction until L6 so this is likely a higher level feat.</p>
	Deity's Domain	★★★★★	Allows you to grab a focus point or even the L1 dragon domain focus spell (Dragconic Barrage) on a different class chassis.
	Iron Repercussion	★★★	<p>You can make your reaction damage into persistent damage. Unless they are likely to die right away and you can take away 1-2 actions, this will net better damage across the combat.</p> <p>Note: You can't get a champion reaction until L6 so this is likely a higher level feat.</p>

	Nimble Reprisal	★★★★	<p>You can step to get within range and use retributive strike with a ranged weapon. This is great, but without it the reaction is not that strong for a ranged champion. Great for a FA/custom heritage game.</p> <p>Note: You can't get a champion reaction until L6 so this is likely a higher level feat.</p>
	Devout Magic	★★★	A focus point for Lay on Hands , Touch of the Void , or Shield of Spirits .
6	Champion Reaction	★★★ / ★★★★★	<p>There are three causes that specifically improve your archetype abilities by increasing your damage output outside of your turn:</p> <ul style="list-style-type: none"> Justice Cause (★★★★): You need the L1 champion feat to allow you to use a thrown/ranged weapon for the extra attack, so this is best in a FA game. Grandeur Cause (★★★): You need the L1 champion feat to make the reaction specifically give the enemy flatfooted (otherwise its the same as any other damage mitigating reaction in terms of synergy with the archetype). This is best in a FA game. Obedience Cause (★★★★): You don't need the L1 champion feat right away to support the build and could wait until later or never take it. Either they take damage or become prone (i.e., flatfooted to the whole party), potentially burn actions to stand, and/or take a penalty to hit if they stay on the ground. Other Causes (★★): They aren't bad in terms of the games meta to mitigate damage, they just don't improve the archetype's abilities to fulfill the 'striker' role.
6	Devout Blessing	★★★★	<p>You don't have the hands for shields and you probably don't need the movement speed boost as long as you grab a L2 wand of tailwind. That leaves:</p> <ul style="list-style-type: none"> Blessed Armament (★★★★): This gives you a free returning rune effect without costing you a weapon rune slot or a fearsome rune for gunslingers/fighters. The other ones really depend on your campaign. Vitalizing can be okay if the campaign is undead heavy and Shifting could be a way to transform your weapon into something better after you've used your Crescent Spray.

12.06 - Cleric (★★★)

Cleric has plenty of good feats including access to various damage boosters, a good self buff spell list, a reaction movement option, and defensive feats.

LVL	Feat	Rating	Explanation
2	Cleric Dedication	★★★	2 Cantrips, 2 Skill Proficiencies, and Access to Cast a Spell activations for items (e.g., spellhearts).
4	Basic Cleric Spell Casting	★★★	L1/2/3 spell slots (scaling at a slower progression than normal casters). Lots of spells are useful (e.g., Heroism).
	Deity's Domain	★★★★★	Allows you to grab a focus point or even the L1 dragon domain focus spell (Dragconic Barrage) on a different class chassis.
	Syncretism	★★★	The RAW wording here is bad, but for clerics with no doctrine its up to the GM for how this applies. But if you can get a good domain spell not otherwise on your deity (e.g., Dreams for utility, knowledge for knowledge rolls, etc.) then it can be good. Getting another deities favored weapon is not generally worth it.
	Emblazon Armament	★★	+1 status damage is useful but not amazing. However it can be put on a shield for Raise Symbol or later get you a 1d6 extra damage via Emblazon Energy .
8	Raise Symbol	★★★★	You gain a +2 circumstance bonus to saving throws until the start of your next turn. If you roll a success at a saving throw against a vitality or void effect, you get a critical success instead. If you have picked a shield with Emblazon Armament this becomes amazing when combined with shield action compressions (e.g., shield implement on the thaumaturge). If you've built a shield user somehow, this is great.
12	Expert Cleric Spell Casting	★★★	L4/5/6 spell slots (scaling at a slower progression than normal casters). Lots of spells are useful (e.g., Heroism).
16	Emblazon Energy	★★★	+1D4 or +1D6 elemental damage to every strike with that weapon.
	Zealous Rush	★★★★	If you came to cleric you likely wanted to use Dragconic Barrage or other 1 and 2 action spells. This lets you move 10ft (1 action spell) or a full stride (2 action spell) as a reaction to maintain mobility.

18	Master Cleric Spell Casting	★★★	L7/8 spell slots (scaling at a slower progression than normal casters). Lots of spells are useful (e.g., Heroism).
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12.07 - Exemplar (★★★★)

The exemplar dedication is very powerful in that it provides a full ikon. There are lots of great ikons if you never plan on shifting your spark including the two ranged weapon options that synergize with Twin Stars to duplicate runes and potentially have 3 fully runed weapon sets. Otherwise there are utility ikons or buffing ikons that are good. For all the discussion about this archetype, it is usually balanced by having a ton of dead feats (essentially you want the dedication, the L12 feat that gives a second ikon, and usually nothing else) so it becomes a dead archetype/opportunity cost. However for a late pick-up (e.g., via the L9 human [Multitalented](#) feat) you already have 1-2 other archetypes to spend feats on and can largely avoid the opportunity cost.

LVL	Feat	Rating	Explanation
2	Exemplar Dedication	★★★	<p>If you want to use Twin Stars you need to select a ranged weapon ikon. IMO they are both mediocre since they have 2 action transcends and the transcends use up ammunition. However you can select:</p> <ul style="list-style-type: none"> Starshot (★★★): The splash damage is better than +1 dmg/dice. The rating is different from the exemplar because it is assumed you have your own class features that provide gameplay loops or static damage. Unfailing Bow (★★★): The transcend is is effectively unusable with someone that wants to crescent spray. Either your last action was a crescent spray (at which point you are at -10 MAP) or you've shot a crescent cross once, then shot it again to transcend (so you'll just be net 2 shots down). While the +1 or +1d4 (on a crit) per damage dice seems nice, you're stuck with an anti-synergistic transcend. However, this isn't as big an issue on a multiclass because you don't plan to transcend. The rating is different from the exemplar because it is assumed you have your own class features that provide gameplay loops or static damage.
4	Twin Stars	★★★★★	This nets you 3x1H weapons with full runes when coupled with Blazon's of Shared Power. That could mean 3xcrescent crosses, or 2xcrescent crosses with a free-hand finesse weapon.
12	Second Ikon	★★★★	<p>Some standouts for a second ikon include:</p> <ul style="list-style-type: none"> Horn of Plenty (★★★): This is really a utility ikon and there are unique magical potions that can make it worth it (e.g., Tentacle Potion with a tailed ancestry). Victor's Wreath (★★★★): Passive +1 status bonus to attack. If your party doesn't have someone doing this (i.e., bard courageous anthem, casting bless, marshal in a stance, pre-buffing heroism, etc.) then this is awesome. Gaze Sharp As Steel (★★★★): A great passive bonus to perception (i.e., initiative) and AC vs. ranged strikes (i.e., the most likely attack to happen in round 1). The transcendence is a 1 action ability and adds damage onto our next strike. One of the better ikons to leave your spark in during exploration activities and transcend out of it in the first round.
	Flow of War	★★★	Typically this feat gives a once per combat single round of quickened to stride or strike. A free one time stride every combat is very useful to reposition to where we need to be.
16	Additional Ikon	★★★★	An additional ikon gives you additional options for setting up future rounds or out of combat utility (e.g., horn of plenty). At this point you have 3 ikons and are basically an exemplar with a different class. Note that the wording says you get a 'fourth' ikon, so requires some adjudication (Getting 2 ikons or 0 ikons seems to be unintended so I'd assume its you get 1 additional ikon).

12.08 - Familiar Master (★★★)

Familiars enable a special kind of reloading through the use of the manual dexterity and independent familiar abilities. Additional traits can improve their survivability.

LVL	Feat	Rating	Explanation
2	Familiar Master Dedication	★★★	You get a familiar (2 traits) or get the Enhanced Familiar feat (4 traits). Manual Dexterity, Independent, Construct/Tough. At L10 get the Crown of Witchcraft and re-allocate the Tough trait to Lifelink .

4	Enhanced Familiar	★★★	Your familiar now has 4 traits.
6	Improved Familiar	★★★	If you wanted to take a specific familiar it costs 2 less traits.
10	Incredible Familiar	★★★	Your familiar now has 6 traits. Damage Avoidance (Reflex) is probably your best bet.

12.09 - Fighter (★★)

There is only one feat here worth multiclassing for and you’re better to get it via the Archer archetype. You could pick up [Reactive Striker](#), but there may be better ways to get this. For a drifter gunslinger, this might be an okay pick-up.

LVL	Feat	Rating	Explanation
2	Fighter Dedication	★	Just generally bad for most PCs.
4	Point-Blank Stance	★★★	+2 Circumstance Damage
	Reactive Striker	★★★	For a melee switch Hitter, this can be a decent reaction. However, triggering Reactive Strikes can lead to amazing action compression via the L5 Tactician Helm (1 action for 3 interacts to reload your entire Crescent Cross).

12.10 - Fireworks Technician (★★)

You only take this archetype because the [Fireworks Technician Dedication](#) gives you recharging versatile vials like an alchemist. It must be taken after you have other alchemical item options because the archetype is filled with feats not worth taking for a Crossbow Infiltrator PC. Taking this too early will leave you stuck in it without having to take two more relatively weak feats to exit it.

12.11 - Gunslinger (★★★★★)

The gunslinger archetype (especially at L10+) can patch nearly every other class chassis and expand available playstyles.

LVL	Feat	Rating	Explanation
2	Gunslinger Dedication	★	<p>The dedication is bad, but you have to select a gunslinger way which can be very good:</p> <ul style="list-style-type: none"> Way of the Drifter (★★★★★): The initial deed (Into the Fray) allows you to draw a 1H melee weapon and 1H ranged weapon (so you can always be weapons free). Then at the start of your turn as a free action you get a free stride if you can see an enemy. This means you are very likely to be able to position yourself round 1 for a perfect crescent spray. The way reload (Reloading Strike) is a melee strike followed by a reload (this reload doesn’t need a free hand and doesn’t trigger reactions). Way of the Pistolero (★★★★★): The initial deed lets you draw 1 weapon (so you probably want at least one other out). Then at the start of your turn as a free action you can step 10 ft (so you have some kind of mobility to reposition, but not a ton).The way reload (Raconteur's Reload) lets you attempt a Deception check to Create a Diversion (to make an enemy flatfooted) or an Intimidation check to Demoralize. Way of the Sniper (★★): Unlike Pistolero and Drifter, the initial deed (One Shot, One Kill) does not provide any free movement, but a small damage boost on your first strike of combat. The way reload (Covered Reloads) gives take cover and hide (but is otherwise completely bounded by the options available in Infiltrator's Reload). Way of the Triggerbrand (★): Unlike Pistolero and Drifter, the initial deed (Spring the Trap) does not include any movement and unlike the sniper it doesn’t add any damage. The way to reload (Touch and Go) switches the mode of your combination weapon (which you don’t really want to do anyways). You only take triggerbrand if you wanted Triggerbrand Salvo at L12 vs Stab and Blast at L16.. Way of the Vanguard:(★): Unlike Pistolero and Drifter, the initial deed (Living Fortification) does not include any movement and unlike the sniper it doesn’t add any damage. The way reload (Clear a Way) won’t work unless you hold your crescent cross in two hands.
4	Crossbow Crack Shot	★★★	This gives a once per round 1 dmg/dice to a crossbow boost and a 10ft range boost. It only applies to your first shot, so your other two shots in a crescent spray won’t get the boost. It's not bad, but there are a lot of competitive feats at this level.

	Dual-Weapon Reload	★★★★★	This is near mandatory for most playstyles. It lets you reload while you have a weapon in each hand. The Crossbow Infiltrator has this feat in it so you likely took it there.
	Munitions Crafter	★★★	This gives you 4 + ½ level ammunition/bombs. These scale to your level (so they are at parity with what an alchemist gets). In of itself its nice to have backup AOE options or special ammunitions (though activations for those are bad). However, this works really well with the Poisoner archetype, which adds scaling poison options to the types of alchemical items you can make. With an alchemist multiclass, this can also open up Quicksilver Mutagen mutagens for a net +1 item bonus to hit vs. a typical weapon potency rune progression.
	Sword and Pistol	★★★★	Your ranged strikes make enemies flatfooted to your next melee strike. Your melee strikes prevents your next ranged strike from triggering a reactive strike. You'll be close to the action so you'll likely benefit from both of these regularly. Combined with feats like stab and blast, this can help land critical specializations from the sword weapon group (which makes them flatfooted until the end of the next round for everyone).
	Fake Out	★★★	This is top tier party support. This allows you a 'no preparation' reaction to aid another martial. The DC for aid is quite low/static meaning you can easily reliably crit on aid checks giving a +2 to +3 to hit to an ally once per round.
6	Slinger's Readiness	★★★★	You get access to your gunslinger way's initial deed.
8	Running Reload	★★	You can reload your weapon on the move. You Stride , Step , or Sneak , then Interact to reload. A movement based action compression is mandatory to make sure you can reposition with your short range crescent cross. This is very similar to the L6 archetype feat Infiltrator's Reload , which gives sneak, take cover, and hide actions. At L7 you can take the Swift Sneak skill feat, letting you sneak at your full movement. That makes Infiltrator's Reload a better reload compression than Running Reload (unless you really wanted the step + reload compression). Rated lower because by the time you could take this you'd already have had the option to take Infiltrator's Reload .
	Ostentatious Display	★★	Make a Performance check against an easy DC for your level and if you critically succeed you can reload two 1H weapons. This is the only option in the game that can give you a 2 reloads for 1 action. That being said, the chance of critically succeeding is 25-50% chance throughout levels 1 to 20. So it isn't exactly the most reliable way to reload twice. Great when it happens, but when it doesn't happen you'll have wished you just did a Running Reload/Infiltrator's Reload instead.
10	Practiced Reloads	★★★★★	This is probably why you took this archetype in the first place. You get your gunslinger way reload.
12	Eagle Eye	★★★	You generally will roll stealth for your initiative, but having a +2 to perception (if your class only gets expert) can make this worthwhile.
	Pistolero's Challenge	★★	A way to get status bonus damage to your shots. However, like a ranger's hunt prey you have to set it up against each enemy with an action and can only have one going at a time.
	Triggerbrand Salvo	★★★★	A Triggerbrand Salvo / Stab and Blast turn with 2 follow up strikes (especially reloading strikes) can do more damage than your crescent spray turn. The limitation is that you can't reload enough to do this every off turn, since you need a total of 7 actions (4 reloads, 2 for Crescent Spray, and 1 for Triggerbrand Salvo / Stab and Blast). Still it's a very solid option. Since it out performs Crescent Spray the GM can't engage you at any range without you chewing through enemies! The only downside to triggerbrand salvo is it meant you had to take the Way of the Triggerbrand to get access 4 levels earlier.
16	Grit and Tenacity	★★★★	Once per hour you get a free re-roll on a failed fortitude or wisdom save and you re-roll with a +2 bonus. This is great for patching your defenses and lagging WIS/CON scores.
	Stab and Blast	★★★★	A Triggerbrand Salvo / Stab and Blast turn with 2 follow up strikes (especially reloading strikes) can do more damage than your crescent spray turn. The limitation is that you can't reload enough to do this every off turn, since you need a total of 7 actions (4 reloads, 2 for Crescent Spray, and 1 for Triggerbrand Salvo / Stab and Blast). Still it's a very solid option. Since it out performs Crescent Spray the GM can't engage you at any range without you chewing through enemies!

12.12 - Inventor (★★)

The inventor can net you a Level 1 innovation at L8. Beyond that, there isn't much here.

LVL	Feat	Rating	Explanation
2	Inventor Dedication	★★★	<p>The Construct Innovation won't scale properly so you're mostly here for a Weapon Innovation. These include:</p> <ul style="list-style-type: none"> Level 1

			<ul style="list-style-type: none"> Blunt Shot (★★): You Gain the concussive and ranged trip traits. Modular Head (★★★): Modular B/P/S helps with resistances.Non-lethal is nice when needed. Segmented Frame (★★★): Modular B/P/S helps with resistances. Being able to collapse down and hide your weapon is fairly niche (but you are a infiltrator/assassin so it may be more flavourful).
8	Gadget Specialist	★★★	There are a few good gadgets for the archetype including the Chameleon Suit for the ability to hide without cover or Electromuscular Stimulator to gain the quickened condition.
	Basic Modification	★★ / ★★★	See the dedication text.
12	Visual Fidelity	★★★★	You get darkvision, low-light vision, and can see invisible creatures (all as a passive effect). This is good for a stealth forward scout and helps

12.13 - Marshal (★★★★)

This archetype has a lot to offer from skill boosts to amazing stances, and a variety of support feats. In remaster, many of the stances were changed to Easy DCs. Easy DCs allow you to use assurance to get a success (you just need to boost the skill at L3/L7/L15) which can mitigate the need for you to invest in charisma at all.

LVL	Feat	Rating	Explanation
2	Marshal Dedication	★★	Diplomacy or Intimidation to Expert and a minor aura effect.
4	Dread Marshal Stance	★★★★	+1 status damage / weapon damage dice and a 15ft fearsome rune. On a gunslinger or fighter this is great given the increased likelihood of critting.
	Inspiring Marshal Stance	★★★★	+1 status bonus to hit which is a ~15% boost to DPR. If someone is providing this via bless, inspire courage, or heroism, then the value of this stance goes down.
8	Reactive Strike	★★★	For a melee switch Hitter, this can be a decent reaction. However, triggering Reactive Strikes can lead to amazing action compression via the L5 Tactician Helm (1 action for 3 interacts to reload your entire Crescent Cross).

12.14 - Ostilli Host (★★★)

This archetype is really only for Free Archetype games since it is very feat heavy. The dedication gives a 1 action cantrip effect (as well as a spell only [Raise Symbol](#) type effect). If you’re playing a class with a good Class DC or Spell DC (e.g., commander or any full caster) this archetype can give you a non spell slot 1 action electric arc type cantrip, leaving open 2 actions for a crescent spray, a spell, reloading, and/or repositioning. As well since it has a decent range the Spit Ambient Magic attack can keep you at range if you planned to switch hit with a melee weapon but couldn’t close the distance. Note that the attack also won’t add to your MAP so it can take place on a Crescent Spray turn (before or after) without impacting your accuracy.

This archetype has an access requirement that you play a Sukri. However, realistically a symbiotic magic worm could latch on to anyone, so GMs may be open to relaxing that access requirement.

LVL	Feat	Rating	Explanation
2	Ostilli Host Dedication	★★★	You get an Ostilli symbiote that gobbles up magic to either spit it out as a weapon or protect your (+1/+2 circumstance bonus to AC and saves vs. spells).
4	Tactile Magic Feedback	★★★	Spell sense 60ft. What is spell sense? You can detect creatures that can cast spells (including innate spells) which is pretty cool. Helps you to identify and focus fire on the caster.
	Versatile Mutation	★★★	This adds 3 different damage types for your Spit Ambient Magic symbiote attack.
6	Cloaking Pulse	★★★★	For one action become invisible to the end of your round. Great setup for a Crescent Spray turn or for flavourful stealth/espionage to sneak up to your assassination target and then run away.
	Propulsive Mutation	★★★	Increases the range of your Spit Ambient Magic symbiote attack.
8	Chaining Mutation	★★★★	Now you can target two enemies (i.e., you have a 1 action electric arc).
	Deadly Mutation	★★★	Increases the damage dice size of your Spit Ambient Magic
10	Spraying Mutation	★★★★	Now it can be a 15ft cone (which is okay for you since you’ll be in close quarters alot.

12.15 - Pathfinder Agent (★ / ★★★★★)

This archetype has a few niche PC builds that it will support, namely mastermind rogues (free action recall knowledges), fighters (leads to sword master for two weapon groups at full attack bonus), and gunslingers ([Fakeout](#) + [Deft Cooperation](#) can improve your accuracy on your first strike). It is also filled with skill feats, making it easy to exit.

LVL	Feat	Rating	Explanation
2	Pathfinder Agent Dedication	★★	Expert in a skill you were trained in and access to wayfinders.
4	Deft Cooperation	★★★	When you successfully Aid an attack roll or AC, you gain a +1 circumstance bonus to attack rolls or AC against that enemy until the end of your next turn. When considering some aid options (e.g., gunslinger’s fake-out) this can be really easy to trigger. This also can be boosted to a +2 with the Swordmaster Dedication. Something to consider for a FA game or high level starting build.
8	Diverse Recognition	★★★	When you successfully Recall Knowledge about a creature you can see, using a skill in which you are a master. Attempt to Recall Knowledge against a different kind of creature you can see using the same skill. This feat is a way to weaponize Automatic Knowledge on a Mastermind Rogue (use Automatic Knowledge on a CR-2 monster to trigger a free action on a bigger threat to make everyone flatfooted. The best part is that this is a skill feat.
	Recognize Threat	★★★	Your first turn of an encounter begins, and you can see a creature. Attempt a Recall Knowledge check against the triggering creature. This can chain into Diverse Recognition and is another skill feat! Great for a Mastermind Rogue .

12.16 - Pistol Phenom (★★★★)

This archetype is focused around Deception / Performance in combination with the [Pistol Twirl](#) feat to feint at range. It works best on rogues who want enemies to be flatfooted for sneak attack, although anyone can benefit.

LVL	Feat	Rating	Explanation
2	Pistol Phenom Dedication	★★★	You gain the Pistol Twirl gunslinger feat, which lets you feint at range within your weapons first range increment and the flatfooted condition applies to your ranged strikes. Whenever you Feint with a one-handed firearm, you can choose to attempt a Performance check instead of a Deception check (neither here nor there). This can be reasonably good for Rogues that want enemies flatfooted.
4	Sword and Pistol	★★★★	Your ranged strikes make enemies flatfooted to your next melee strike. Your melee strikes prevents your next ranged strike from triggering a reactive strike. You’ll be close to the action so you’ll likely benefit from both of these regularly.
10	Phenom Verve	★★★ / ★★★★★	If you critically succeed at a Performance check for Pistol Twirl or a pistol phenom archetype feat, you gain a +1 status bonus to your attack rolls with one-handed firearms and one-handed melee weapons until the end of your turn. NOTE: A very nice GM might let Acrobatic Performer work here even though RAW it doesn’t allow it (that moves the skill check off to a DEX skill and increases the likelihood of critting).
16	Showstopper	★★★★	When using Pistol Twirl to Feint , you can target all enemies within your weapon's first range increment who you can perceive and who can see you.

12.17 - Poisoner (★ / ★★★★★)

On paper, against non-immune poison enemies this archetype looks like it can deliver a nice bump to DPR by allowing you to prepare many pieces of ammunition with poison. However, poisons are inherently unreliable and when enemies have resistance or immunity it is almost always immunity. So YMMV depending on the predominant kind of enemy in your campaign. Either way the intent is to get advanced alchemy items (hopefully with the gunslinger [Munitions Crafter](#) feat for more items) then add on your level number of items from the [Poison Weapon](#) feat line for a total of 1.5 x level + 4 prepared alchemical poisons/day).

LVL	Feat	Rating	Explanation
2	Poisoner Dedication	★★★	You gain the advanced alchemy benefits . You can use advanced alchemy to create four alchemical poison consumables each day. This combines well with a Gunslinger with Munitions Crafter (4+½ level items instead of being capped at 4)

4	Advanced Poisoncraft	★★	If you're not a Gunslinger with Munitions Crafter , this is the way that you can boost the number of items from 4 to 6 and again from 6 to 8 (but it's very feat intensive).
6	Poison Weapon	★ / ★★★	<p>Part of a 2 feat chain that gives you a 1d4/2d4 no save injury poison that can be applied in the morning to ammunition for your crescent spray. You get a number of doses equal to your level.</p> <p>At L4 this isn't that great (4 x 1d4 poisons); however, by the time you reach the L10 final upgrade it is 10 x 2d4 poisons or 3 full rounds of Crescent Sprays. This can be useful as an opening round salvo strategy or a mid combat reload strategy, but it can be hard to predict if this is a combat you want to use it in.</p> <p>A major problem with poisons is they are incredibly unreliable. Thanks to these metrics put together by u/VincenarySolid, roughly 7% of creatures have resistance and 24% have immunity. That means you'll struggle to do any poison damage to ⅓ of all monsters. If you're pre-buffing and pre-loading you won't have the opportunity to know if they'll work so YMMV on whether the feature is useful or irrelevant.</p>
10	Improved Poison Weapon	★ / ★★★	<p>Part of a 2 feat chain that gives you a 1d4/2d4 no save injury poison that can be applied in the morning to ammunition for your crescent spray. You get a number of doses equal to your level.</p> <p>At L4 this isn't that great (4 x 1d4 poisons); however, by the time you reach the L10 final upgrade it is 10 x 2d4 poisons or 3 full rounds of Crescent Sprays. This can be useful as an opening round salvo strategy or a mid combat reload strategy, but it can be hard to predict if this is a combat you want to use it in.</p> <p>A major problem with poisons is they are incredibly unreliable. Thanks to these metrics put together by u/VincenarySolid, roughly 7% of creatures have resistance and 24% have immunity. That means you'll struggle to do any poison damage to ⅓ of all monsters. If you're pre-buffing and pre-loading you won't have the opportunity to know if they'll work so YMMV on whether the feature is useful or irrelevant.</p>
10	Pinpoint Poisoner	★ / ★★★	If you deliver your poison to a flatfooted enemy they get a -2 penalty to the save. Makes them easier to land, but doesn't resolve the reliability issue.
18	Chemical Contagion	★★	You gain the toxicologist's greater discovery that lets poison splash onto an adjacent enemy.

12.18 - Ranger (★★★)

A Ranger dedication can support any [Crossbow Infiltrator](#) with range extender options like Hunt Prey and [Far Shot](#), focus spells to boost damage or provide different movement types, and action compression reload feats.

LVL	Feat	Rating	Explanation
2	Ranger Dedication	★★★	2 Skills and the Hunt Prey feature for when you need extra range and don't want to close the distance. In this case hunt prey is good because you aren't tying your classes functionality to the action tax and only use it when you want to.
4	Crossbow Ace	★★★	Reload action compression to either Take Cover or Create a Diversion. The former is accounted for in Infiltrator's Reload , but the latter is a good way to secure flatfooted at range (if you build into deception).
	Hunted Shot	★★	This won't work with your crescent cross, but if you are using a typical 1H+ bow as a ranged switch hitter, this can help improve your off turn DPR. However, unlike a base class ranger, you don't have a need to hunt prey and won't get future feats to boost its use case so this is probably not your best option.
	Initiate Warden	★★★	Grants a focus spell. Gravity Weapon can add some status damage to your first strike per round and Heal Companion can help with healing an animal companion.
8	Advanced Warden	★★★	Grants a focus spell. Animal Feature can eventually provide a swim or fly speed and Soothing Mist can provide healing.
	Far Shot	★★★★	Doubles your range increment with ranged weapons. Now the crescent cross has a range of 60 ft (or effectively 120ft with hunt prey).
	Running Reload	★★	You can reload your weapon on the move. You Stride , Step , or Sneak , then Interact to reload. A movement based action compression is mandatory to make sure you can reposition with your short range crescent cross. This is very similar to the L6 archetype feat Infiltrator's Reload , which gives sneak, take cover, and hide actions. At L7 you can take the Swift Sneak skill feat, letting you sneak at your full movement. That makes Infiltrator's Reload a better reload compression than Running Reload (unless you really wanted the step + reload compression). Rated lower because by the time you could take

			this you'd already have had the option to take Infiltrator's Reload .
12	Master Spotter	★★★	You generally will roll stealth for your initiative, but having a +2 to perception (if your class only gets expert) can make this worthwhile.

12.19 - Rivethune Emissary (★★★)

The Rivethune Emissary is one of the few ways you can get the dragon domain focus spell without needing to worship a deity with the dragon domain (you do need a spare trait ([Dragon](#)) to add the ‘dragon type’ to your familiar. Otherwise it has a variety of focus point options and familiar options.

LVL	Feat	Rating	Explanation
2	Rivethune Emissary Dedication	★★★★	2 Skills go to expert and you get a great 1 action focus spell that can give you a +1/+2/+3 scaling status bonus to a INT/WIS/CHA skill (and a bonus to some niche saves) for 1 minute. Great for the times when you need a skill in combat (like stealth) or to solve a puzzle.
4	Emissary Familiar	★★★★	You get a familiar (2 traits) or get the Enhanced Familiar feat (4 traits) if you already had one. Manual Dexterity, Independent, Construct/Tough are all good options. At L10 get the Crown of Witchcraft and re-allocate the Tough trait to Lifelink .This feat also provides a 1 action ability to make all of your spell or strike damage convert to spirit damage which has a decent use case for avoiding damage resistances.
6	Domain Spirit	★★★★★	You get a domain spell from a bespoke list OR form a domain that matches trait of your familiar (e.g., Dragon).
	Enhanced Familiar	★★	Your familiar now has 4 traits. Only useful if you didn't take Emissary Familiar or didn't enter into the archetype with a familiar from another source..
8	Incredible Familiar	★★★	Your familiar now has 6 traits. Damage Avoidance (Reflex) is probably your best bet.
18	Emboldened With Glorious Purpose	★★★★	+1 status bonus to will saves and you can do each of these once: <ul style="list-style-type: none"> Roll a Will save twice and use the better result. Roll an attack roll twice and use the better result. Roll a skill check twice and use the better result; this skill check must be made with the skill that the spirits blessed during Consult the Spirits.

12.20 - Rogue (★★★★)

The rogue can offer a lot as a L6/L8 archetype. It can provide a 1d6 sneak attack feature as an added static damage bonus, feats to get flatfooted at range, various defensive feats, and the best skill boosting feat.

LVL	Feat	Rating	Explanation
2	Rogue Dedication	★★★★	2 Skill proficiencies and the surprise attack feature to make enemies flatfooted in round 1.
4	Tumble Behind	★★★	This is an easy low level way to make an enemy flatfooted to your next attack.
	Trap Finder	★★★	This lets you search for traps during exploration while still using avoid notice. Using avoid notice lets you use stealth for initiative which will typically be higher than your perception and allow your Surprise Attack feature to take effect in round 1.
	You're Next	★★★★	When you drop an enemy to 0 HP you can use a reaction to demoralize another enemy with a +2 circumstance bonus. When you're legendary in intimidation this can be done as a free action. This combos very well with Dread Striker . Remember reactions and free actions with a trigger can be used immediately even if it is in the middle of your turn or activity. If you drop an enemy with crescent spray you can immediately use this reaction/free action to demoralize another enemy and potentially make them flatfooted to the rest of your crescent spray attacks. This is also one of the few early level reactions available to rogues. Great on a demoralize build and other complimentary feats like Agonizing Rebuke and Reincarnated Ridiculer .
	Sneak Attacker	★★★★	You gain the sneak attack class feature (1d4 at L4 and 1d6 at L6). Not an amazing amount of damage but you're likely to have an enemy flatfooted due to sneaking with Infiltrator's Reload .
8	Dread Striker	★★★★	Frightened enemies are flatfooted to you. This is a status that can reliably be landed on enemies by you or by allies since many people build to demoralize as a reliable 3rd action debuff.

			This is a very reliable way to make enemies flatfooted to your ranged strikes. Frightened 1 and flatfooted is a net +3 to your attacks.
	Poison Weapon	★ / ★★★	<p>Part of a 2 feat chain that gives you a 1d4/2d4 no save injury poison that can be applied in the morning to ammunition for your crescent spray. You get a number of doses equal to your level.</p> <p>At L8 this isn't that great (4 x 1d4 poisons); however, by the time you reach the L16 final upgrade it is 16 x 2d4 poisons or 5 full rounds of Crescent Sprays. This can be useful as an opening round salvo strategy or a mid combat reload strategy, but it can be hard to predict if this is a combat you want to use it in.</p> <p>A major problem with poisons is they are incredibly unreliable. Thanks to these metrics put together by u/VincenarySolid, roughly 7% of creatures have resistance and 24% have immunity. That means you'll struggle to do any poison damage to ⅓ of all monsters. If you're pre-buffing and pre-loading you won't have the opportunity to know if they'll work so YMMV on whether the feature is useful or irrelevant.</p>
	Reactive Pursuit	★★★	A reaction to follow a target trying to run away from you. However, it is a free stride action when getting movement / reloads can be difficult for the build.
	Skill Mastery	★★★	Boost one skill to expert, boost one skill to master, gain a skill feat. You can select this 5 times. One of the few ways to boost skills from Expert to Master outside of your class chassis.
10	Uncanny Dodge	★★★★	You gain the deny advantage class feature: 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. Useful for someone stuck on the frontline who could get swarmed.
12	Evasiveness	★★★★	Boost your reflex save to master. Great for classes that have a delayed reflex save (e.g., thaumaturge).
16	Improved Poison Weapon	★ / ★★★	<p>Part of a 2 feat chain that gives you a 1d4/2d4 no save injury poison that can be applied in the morning to ammunition for your crescent spray. You get a number of doses equal to your level.</p> <p>At L8 this isn't that great (4 x 1d4 poisons); however, by the time you reach the L16 final upgrade it is 16 x 2d4 poisons or 5 full rounds of Crescent Sprays. This can be useful as an opening round salvo strategy or a mid combat reload strategy, but it can be hard to predict if this is a combat you want to use it in.</p> <p>A major problem with poisons is they are incredibly unreliable. Thanks to these metrics put together by u/VincenarySolid, roughly 7% of creatures have resistance and 24% have immunity. That means you'll struggle to do any poison damage to ⅓ of all monsters. If you're pre-buffing and pre-loading you won't have the opportunity to know if they'll work so YMMV on whether the feature is useful or irrelevant.</p>
	Tactical Entry	★★★	After rolling initiative but before anyone has taken their turn you get a free action stride. This can help position you for a good first round Crescent Spray. This isn't as good as the drifter's deed that lets you take it as a free action at the beginning of your turn since moving closer to the enemy likely makes you the number 1 target.

12.21 - Scout (★★★)

This archetype has a few action compressions that are decent for your off turns (e.g., scout's charge which lets you stride/feint with stealth/strike). But it also lets you run two exploration activities so you can support your party by boosting their initiative while keeping stealth/DEX for initiative from avoid notice.

LVL	Feat	Rating	Explanation
2	Scout Dedication	★★★	You can perform the Scout exploration activity at the same time as the Avoid Notice exploration activity. The bonus to initiative you grant when you Scout is +2 instead of +1. Essentially you get the benefit of using Stealth/DEX for initiative, but still get the +1/+2 bonus from scouting for the whole party.
4	Scout's Charge	★★★	Choose one enemy. Stride , Feint against that opponent, and then make a Strike against it. For your Feint, you can attempt a Stealth check instead of the Deception check. This could be good for an off round activity while your familiar is reloading.
6	Fleeting Shadow	★★★	You're able to quickly disappear and then move about without drawing the attention of your enemies. You Hide , then Sneak twice. This could be good for an off round activity while your familiar is reloading
10	Scout's Pounce	★★★ / ★★★	You leap from the shadows to strike at your foes. Stride up to your Speed, then Strike twice. If you were hidden or unnoticed

			by the target of these Strikes, the target is off-guard against both attacks. Very appropriate for an assassin. The trigger may be a bit hard to know if you meet so a GM may need to offer some guidance in play.
12	Camouflage	★★★	You alter your appearance to blend into the wilderness. In natural terrain, you can Hide and Sneak even without cover or being concealed.

12.22 - Shadowcaster (★★★ / ★★★★★)

This archetype has a variety of shadow related focus spells and familiar feats. YMMV with shadow themed spells and how often you face monsters without low-light vision/dark vision.

LVL	Feat	Rating	Explanation
2	Shadowcaster Dedication	★★★ / ★★★★★	You get the darkness domain focus spell which can let you hide in an area that otherwise wouldn't have cover.
4	Familiar	★★★★	You get a familiar with 2 abilities.
6	Disciple of Shade	★★★★	Another focus, but gives you a 10 minute +1/+2/+3 scaling status boost to a variety of skills you want (e.g., feint, stealth demoralize) while in shadows.
	Enhanced Familiar	★★★★	Your familiar now has 4 traits.
12	Shadow Magic	★★★ / ★★★★★	You get another focus spell from two options (once produces bursts of darkness every time you stride and one lets you teleport between areas of darkness. One could be alright in combat, but the other is decent mobility for infiltrating/sneaking past enemies.
14	Additional Shadow Magic	★★★ / ★★★★★	You can take the other Shadow Magic focus spell

12.23 - Shadowdancer (★★★ / ★★★★★★)

This archetype has a variety of shadow related focus spells and feats. YMMV with shadow themed spells and how often you face monsters without low-light vision/dark vision. However, this archetype provides a number of higher level rogue feats that you otherwise couldn't obtain, making this good for a variety of builds.

LVL	Feat	Rating	Explanation
8	Shadowdancer Dedication	★★★★★	You gain Greater Darkvision . You also gain a +2 circumstance bonus to Stealth checks when you are within dim light or darkness. Greater darkvision is great and a built in easily obtainable circumstance bonus to stealth checks is also great since you'll be sneaking a lot.
10	Shadow Magic	★★★ / ★★★★★	You get another focus spell from two options (one produces bursts of darkness every time you stride and one lets you teleport between areas of darkness. One could be alright in combat, but the other is decent mobility for infiltrating/sneaking past enemies.
	Shadow Sneak Attack	★★★★★	You gain the sneak attack class feature capped at 1d6.
	Uncanny Dodge	★★★★★	You gain the deny advantage class feature: 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. Useful for someone stuck on the frontline who could get swarmed.
12	Additional Shadow Magic	★★★ / ★★★★★	You can take the other Shadow Magic focus spell
14	Spring from the Shadows	★★★★	Stride + Strike action compression but you remain hidden from or undetected by that creature until after you Strike. Reasonably useful for an off turn to get into position for 1-3 attacks in a round.
16	Cognitive Loophole	★★★★★	Until the end of your next turn, you ignore a single mental effect. This can give you a crucial round to pull out a specific magic item, potion, etc. to keep you safe from a very dangerous mental effect.
18	Shadowmaster	★★★★★	Whenever you are in an area of dim light or darkness, you gain resistance 5 to all damage except force and damage from Strikes with the ghost touch property rune. When you attempt a Reflex saving throw in an area of dim light or darkness, you can roll twice and take the higher result This is a great passive effect, just stay in those shadows.

12.24 - Sniping Duo (★★★★★)

This archetype is a ‘teamwork’ archetype and you designate a non-minion PC as your spotter and then both of you can benefit from your feat investment.

LVL	Feat	Rating	Explanation
2	Sniping Duo Dedication	★★★★★	You and your spotter don't grant your foes lesser cover against one another's Strikes. Whenever you or your spotter successfully Strikes a target, the other member of your duo gains a +1 circumstance bonus per weapon damage die on the damage roll of their next Strike made against that target before the end of their next turn. If you have a frontline PC this is great. It is like a hybrid of a Aim-Aiding (Armour Rune) and Forceful trait which is just good all around.
4	Triangulate	★★★★★	As long as both you and your spotter can see the target of your attacks, you don't take a penalty for attacking within your weapon's second range increment . The penalty you take for firing into further range increments is –3 (then -2 after that).So you range penalties are 0/0/-3/-5/-7. This is like the Ranger's Far Shot feat with a few strings attached (since both you and your spotter have to be up and able to see the enemy). Extra range on the 30ft range of the crescent cross is greatly appreciated to mitigate the need to reposition.
6	Exploit Opening	★★★ / ★★★★★	If your spotter crits you can, as a reaction, make a ranged Strike with a –2 penalty against the target of the triggering attack. The value depends on your spotter. If they're a gunslinger/fighter this is better. If not then depending on someone else critting may not be super reliable.
8	Vantage Shot	★★★	Whenever either you or your spotter hit with a ranged strike, the other one can use a reaction to make a stealth check to make them flatfooted to your next strike against them.
12	Eagle Eye	★★★	You generally will roll stealth for your initiative, but having a +2 to perception (if your class only gets expert) can make this worthwhile.

12.25 - Swordmaster (★ / ★★★★★)

This archetype has a few niche PC builds that it will support (namely fighters that want a second weapon group at +2 to hit) and gunslingers that already picked up the Pathfinder Agent archetype to combo ([Fakeout](#) + [Deft Cooperation](#))

LVL	Feat	Rating	Explanation
6	Swordmaster Dedication	★★★ / ★★★★★	If you're coming from Pathfinder Agent Dedication the boost to deft is great for a Gunslinger with Fakeout . Critically succeeding at a DC15 check to attack as a gunslinger becomes essentially automatic mid game (especially if you're picking up the human feat Cooperative Nature that gives a +4 circumstance bonus to aid checks.
8	Recollect Studies	★★★	You're fighting a creature of your level or lower that could be identified by Recall Knowledge with a skill in which you're an expert. You learn the resistances, immunities, or weaknesses of the creature (your choice) without needing to successfully Recall Knowledge. Why roll a Recall Knowledge when you can just know the things you want.
10	Martial Exercise	★★★	This is here for the fighter who wanted to get their +2 in multiple weapon groups.

12.26 - Soulforger (★ / ★★★★★ / ★★★★★★)

This has a few [unique rules](#). Depending on your GM’s interpretation of a key element will make this archetype amazing or not. You can choose two one-handed weapons you want to wield simultaneously as your soulforged weapons. When you Manifest Soulforged Armament, both weapons appear. If your weapon uses ammunition then the following wording applies:

*If a soulforged weapon requires ammunition, that **ammunition appears with the weapon when you Manifest it. You can choose the way it appears**, such as in a magical quiver that appears on your body, or simply floating in the air where you can pluck it to load or shoot your weapon. The **form doesn't change how many or what type of actions reloading takes** or any other functions of the ammunition.*

So it ‘appears with the weapon’ (doesn’t say in), but it says you can choose the way it appears (so why not in the weapon?). The examples they provide are for the ammunition external to the weapon. It says it doesn’t change the type of actions reloading takes.

The problem is if your weapon appeared unloaded this is ‘too bad to be true’. If it appears fully loaded then you can reload two crescent sprays for 2 actions which is too good to be true. Realistically a GM will probably let you manifest it in the state you dismiss it (so you could dismiss it fully loaded, but not game the system to reload both for 2 actions). So the rating on this archetype can range from ★ to ★★★ to ★★★★★.

If your weapon doesn't come loaded at all, you can still use this on a melee switch hitter as the essence powers apply regardless of weapon being used.

LVL	Feat	Rating	Explanation
2	Soul Forger Dedication	★★★	<p>You gain a soul armament that comes with an essence power that lasts for 1 minute. This item can be housed in an extradimensional space so you're never without it (even when stripped of all your stuff). You can pick one weapon (or two 1H weapons), a shield, and armour and can get a second/third at L6/L12. Many of the essence powers are pretty good and the way the ability is worded implies you can select the same essence power more than once if it could applied to the soul armament form factor (i.e., weapon, shield, or armour).</p> <ul style="list-style-type: none">• <u>Adaptable Persona (Armour)</u> (★★): Climb or Swim speed (fly speed at 8th level). Probably better seeking a focus spell form of flight via animal feature, or the advanced travel domain spell since those are available for any combat vs. 1 time per day.• <u>Harmful Malice (Any)</u> (★★★): Your strikes deal 1d4 negative (i.e., void in remaster) damage. You can cast harm as an innate spell, with a level equal to half your level rounded up. Extra static damage is always nice.• <u>Heroic Heart (Any)</u> (★★★★): You gain a +1 status bonus to attack rolls, Perception checks, skill checks, and saves. This is basically heroism/bless as a free action at the start of combat. You could take this 3 times and be very content in parties where this kind of bonus is not handed out often.• <u>Planar Pain (Weapon)</u> (★★★): choose one damage type: acid, chaotic, cold, electricity, evil, fire, good, lawful, negative, positive, or sonic. Attacks with the weapon deal this type of damage instead of their physical damage with a +2 status bonus to the damage. If you knew a weakness type before manifesting this can be nice to trigger weaknesses, but it realistically you probably will pick something unlikely to be resisted like sonic and take the +2 status bonus to damage.• <u>Pull of Stasis (Weapon)</u> (★★★ / ★★★★★): Any time you hit with the soulforged weapon, the target takes a –10-foot penalty to its Speeds for 1 round. On a critical hit, the creature is immobilized for 1 round instead. On a fighter/gunslinger this is really good as you'll mostly be making 0 MAP strikes. The archetype doesn't specify the escape DC for immobilized so I would rule it was the DC based on your attack modifier (which will be high). But as an assassin, even the on a hit effect can be nice to keep your target from running away or supporting a kiting strategy.• <u>Reflecting Spirit (Shield or Armour)</u> (★★★★): You gain a +2 status bonus to AC against physical ranged attacks. If an enemy's physical ranged attack misses you, you can use your reaction to immediately attempt a ranged Strike against the attacker using the projectile that missed. A passive +2 status bonus to AC is hard to find in the system and you get to make a ranged strike when they fail (normally it is critically fail). So you can likely get off turn 0 MAP strikes against the enemy. I'd likely rule it has the same damage statistics of when used by the enemy, but is just a nice little reaction ranged combatants can really use well).
4	Soul Flare	★★★	<p>As a reaction you gain a +1 status bonus to your attack roll if making an attack or to your AC if you were hit. This can change the outcome of the roll. If this bonus turns your missed attack into a hit or the hit against you into a miss, attempt a DC 5 flat check. If you fail, your soulforged armament is Dismissed—your weapon if you attacked or your armor or shield if you were defending. A pretty decent reaction to on demand boost key metrics by a +1 status bonus.</p>
6	Rapid Manifestation	★★★	<p>You Manifest your Soulforged Armament as a free action when you roll initiative. Since you can only benefit from the essence power when you manifest it, this is required to gain the benefit of your essence power as a free action.</p>
	Soul Arsenal	★★★★	<p>Choose an additional soulforged armament of a different type than the type you already chose, and choose one essence power for it. You can take it again at L12 to get a third type.</p>

12.27 - Talisman Dabbler (★★★)

For better or worse the typical way in which the community uses talismans is to toss them into the sell pile. There are always a few standout talismans that if dropped as ‘consumable’ wealth you would keep vs. sell, but rarely would you go out of your way to buy them. For the [Crossbow Infiltrator](#) there is at least one standout option ([Tiger Menuki](#)).

The [Tiger Menuki](#) is a L5 talisman that is a free action to activate when you make a strike with the attached weapon and gives your weapon the [Forceful](#) and [Sweep](#) traits for 1 minute. Crescent Spray will trigger both reliably and there isn’t otherwise an easy way to get circumstance bonuses to hit and damage for classes without access to point blank stance.

The talisman dabbler/crafter feats were not updated like with the alchemist to items up to your level and instead sit at the typical pre-remaster ½ level scaling. As such, this archetype can be good at L10+ as a late game add on. The dedication gives you two daily resource free talismans, but you can get up to 6 resource free talismans per day which should cover most combats in a day (and you don’t have to use the talisman trigger if it's a trivial/low difficulty encounter).

LVL	Feat	Rating	Explanation
2	Talisman Dabbler	★★★	Normally talismans are underpowered and largely skippable. However, there is one specific talisman (Tiger Menuki) that is really good for Crescent Spray. It is only available via the Talisman Dabbler at L10+ or via the Thaumaturge Talisman Esoterica feat line.
4	Deeper Dabbler	★★★	You can make 4 talismans for free per day. You can take it again at L14 to get 2 more talismans for 6 free per day. As the other archetype feats are mediocre, this is probably your path to 3 archetype feats to exit for something else.

12.28 - Thaumaturge (★★ / ★★★)

This archetype offers an underpowered version of exploit vulnerability. However, you can snag a single initiate grade implement, a familiar, free daily talismans, etc. Depending on your base chassis (e.g., fighter, gunslinger, ranger, and alchemist) the access to Master Will saves via [Resolute](#) at L12 may be enough justification for the dip to patch a poor save progression.

LVL	Feat	Rating	Explanation
2	Thaumaturge Dedication	★★	<p>You gain 1 skill proficiency, gain an implement with no power but which can be used for Glimpse Vulnerability: Select a creature you can see. Until you Glimpse Vulnerability again, that target gains weakness 2 against your unarmed and weapon Strikes. Usually that isn’t enough DPR to justify spending the action since it is once per enemy, but since you can focus fire 3 shots from a Crescent Spray, the value may be better than normal. The big problem is most implements are not ‘that great’ if stuck at the initiate benefit level. You should also consider that you have to hold your implement to use Glimpse Vulnerability. Probably your top picks are:</p> <ul style="list-style-type: none">Regalia (★★★): Regalia is one of the most flexible/diverse form factor implements possible and can easily include weapons of any type. Just keep in mind the downside of picking a weapon with regalia is that if you like the out of combat boosts to your face skill that you'll. The initiate benefit still nets you a nice aura effect and +1 circumstance bonus to various face skills so its not awful.Mirror (★★ / ★★★): The rating depends on your GM. There is a solid RAW/RAI argument that implements can serve multiple purposes (otherwise many class features break). That includes objects that can provide the function of a mirror but are not specifically a mirror (e.g., Shields, Shields, Shields, Weapons). Historically, mirrors of a medieval period were also just polished pieces of metal (typically silver) and said material exists in the system (along with some fantasy versions of silver like mithril). If your GM agrees with this then having a weapon double as your mirror can be really cool for granting flanking, short range teleports, and ‘rule of cool’. If your GM thinks this is not RAW/RAI, then this implement is still offering resourceless short range teleports (which can provide an interesting utility tool).Tome (★★★): By the time you get this it is effectively two free expert proficiency skills that you can change daily. This can be quite useful in expanding your utility and support capabilities. But you’re not going to carry your tome into combat so likely you’re giving up on Glimpse Vulnerability entirely.Weapon (★★): You get a reaction vs. your target of Glimpse Vulnerability so if you are not using Glimpse Vulnerability, then this is mostly a waste. It might be

			okay on a 1H melee weapon switch hitter once you have Dual-Weapon Reload .
4	Divine Disharmony	★★★	One of the few ways to get flatfooted at range. Although it costs an action, an effective +2 is nothing to scoff at.
	Familiar	★★★	If you didn't want to get a familiar from your ancestry, this is another way to get one in class (although its better to get it from an ancestry if you can).
	Enhanced Familiar	★★★	Your familiar now has 4 traits.
	Talisman Esoterica	★★★	Normally talismans are underpowered and largely skippable. However, there is one specific talisman (Tiger Menuki) that is really good for Crescent Spray. It is only available via this feat chain or the Talisman Dabbler at L10+, so consider taking this later in the build.
6	Implement Initiate	★★★	You gain the initial benefit of the implement you picked from the dedication.
8	Magical Knowledge	★★	Boost one skill to expert, boost one skill to master, gain a skill feat. You can select this 1 time (not 5 times like the rogue/investigator version). One of the few ways to boost skills from Expert to Master outside of your class chassis.
12	Resolute	★★★★	Boost your will save to master. Great for classes that have a delayed wisdom save (e.g, gunslinger).
16	Elaborate Talisman Esoterica	★★★	A needed update to the L2 feat so you have more talismans so you can utilize your Tiger Menuki across more combats in the day.

12.29 - Verduran Shadow (★★★)

This archetype has a variety of rogue feats that are good and is similar in concept/mechanics as to the Scout.

LVL	Feat	Rating	Explanation
2	Verduran Shadow	★	This lets you use survival in place of stealth when in a forest for certain use cases. Except you'll likely be advancing stealth, not survival, so this dedication is not great for you.
6	Fleeting Shadow	★★★	You're able to quickly disappear and then move about without drawing the attention of your enemies. You Hide , then Sneak twice. This could be good for an off round activity while your familiar is reloading
	Sneak Attacker	★★★★	You gain the sneak attack class feature (1d4 at L4 and 1d6 at L6). Not an amazing amount of damage but you're likely to have an enemy flatfooted due to sneaking with Infiltrator's Reload.
10	Scout's Pounce	★★ / ★★★	You leap from the shadows to strike at your foes. Stride up to your Speed, then Strike twice. If you were hidden or unnoticed by the target of these Strikes, the target is off-guard against both attacks. Very appropriate for an assassin. The trigger may be a bit hard to know if you meet so a GM may need to offer some guidance in play.
12	Camouflage	★★★	You alter your appearance to blend in to the wilderness. In natural terrain, you can Hide and Sneak even without cover or being concealed.
	Sneak Adept	★★★★	When you roll a failure on a sneak check you get a success instead. This all but guarantees that you can sneak to get an enemy flatfooted to you when using your Infiltrator's Reload .

12.30 - Other Archetypes

There are a variety of niche build archetypes that don't 'generally' support all [Crossbow Infiltrator](#) builds that are worth mentioning. Some of these have been used in the sample builds to showcase them, but these include:

- Butterfly Blade:** This was excluded due to the feat tax necessary to pick up training to the butterfly blade (a really bad advanced weapon). But the archetype offers two skill boosts to expert, [Butterfly's Sting](#) (which is 1d6 sneak attack damage), [Dread Striker](#) (for relatively easy flatfooted at range for pisteleros or crossbow terrors), [Mastermind's Eye](#) (which is the rogue mastermind racket benefit of flatfooting enemies for 1 round on a successful recall knowledge or a whole minute on a critical).
- Eagle Knight:** Offers [Tactical Reflexes](#) for [Tacticians Helm](#) builds that have [Reactive Strike](#) and want to capitalize on it with more reactions per round to build up charges. This is the only way to get this outside of fighter at a level you could actually use it. However, at L14 you can access [Immediate Rebuke](#) which lets you use [Reactive Strike](#) if an enemy within reach attacks one of your allies making the trigger even more likely.
- Guardian:** Guardian offers a few benefits like [Long-distance Taunt](#) which means you can taunt an enemy and make them flatfooted to you if they're locked in melee with an ally. [Taunting Strike](#), which lets you, on off turns put down a taunt (ranged strikes still apply) for ranged switch hitters, that you can then capitalize on with your Crescent Spray turn. [Group Taunt](#) for up to 3 taunted enemies at once.

Finally, you have access to [Ironclad Fortitude](#) which increases your fortitude save to master (good on a rogue for example that stays at expert).

- **Scrollmaster:** For recall knowledge builds like the mastermind rogue racket this raises the circumstance bonus to +4 on Thorough Report (see the sample builds for a Pathfinder Agent build up to this). But at L10 the [Bestial Scholar](#) feat lets your roll one skill to perform recall knowledge on 5 other skills (i.e., go all in on nature, religion, etc. and that covers off the 5 most common recall knowledge skills).

13.0 - DPR Results and Analysis



13.1 - Key Assumptions

In addition to the assumptions identified in [3.0 - Analysis Philosophy / Basis](#), the following will apply to the DPR Analysis below:

1. Persistent damage lasts for 2 rounds.

2. Every build gets weapon damage runes at L8 and every potency rune boost afterwards.
3. The Crescent Cross is part of the Crossbow Weapon Group and its assignment to the Bow Weapon Group will be errata'd sooner or later.
4. For two turn rotations the worst case assumes 'no DPR output' and for the nominal case assumes you can make two basic strikes with a relatively standard alternate weapon.
5. When an enemy is flatfooted, it is flatfooted to all builds being tested (not just those that need it like rogues). Most builds are DEX based and advancing stealth so sneaking via Infiltrator's Reload makes getting flatfooted on at least one strike fairly reliable.
6. Two round analysis will only be performed for classes that hit above 25% HP DPR consistently (since this won't improve their DPR output and only push it below the baseline 25%HP benchmark utilized in this guide).
7. Enemies have a High AC.
8. No additional 1 action DPR outputs are assumed on Crescent Spray Turns.
9. No reactions or associated DPR from reactions are built in.
10. **RED** = HP Benchmarks, **GREY** = 4 Build Benchmarks, and the other colours denote specific class chassis with line type variations between different build options in those classes. The 4 build benchmarks include:
 - a. 1D12 Greatsword Fighter
 - b. True Strike Amped IA Magus Spell Strike
 - c. Normal Amped IA Magus Spell Strike
 - d. Fighter MC Ranger shooting 4 shots with Hunt Prey up,
11. DPR are all for non-FA game builds. DPR values may be mildly higher for a FA game.
 - a. I noticed after posting everything the gunslinger -> poisoner build gives it poison weapon at L8/L10 instead of L10/L12, but otherwise all the other builds are achievable without issues and at L12+ that build is accurate.
12. Additional optimization exists for most builds including the use of the [Tiger Menuki](#), [Knave's Standard](#), access to +1 or higher status bonuses from various sources, or [Quicksilver Mutagen](#). But, these builds offer a reasonable look at what is viable/on offer without turning every dial up to 11 on optimization.
13. All DPR calculations were performed using the best PF2e community damage tool out there (<https://bahalbach.github.io/PF2Calculator/>). I have not independently validated the outputs and assume all damage is accurate. The data exports are available on a very rough working excel file that you can get to by clicking on the graphs themselves.

13.2 - Isolated Crescent Spray Turn

Figure 1 below shows non-flatfooted damage for the classes that hit DPR ranges between the 25-50% benchmarks. Some takeaways:

- The rogue damage does not meet benchmarks values against non-flatfooted targets which means their action tax to obtain a flatfooted enemy needs to be built into your gameplay loop.
- The non-flatfooted rogue damage line shows what a generic non-fighter marshal DPR baseline is with a Crescent Spray. The line shows that this feat is not that good without significant in class DPR boosts to push it into the realm of a 37.5% (+-5%) range to meet the goal for a primary striker class. Thus, the exclusion of classes like guardian, commander, etc. that do not provide that built in class feature is a valid conclusion without any specific analysis.
- A typical unsupported caster would also be worse than this non-fighter martial baseline and unlikely to meet the 25% HP DPR benchmark without substantial investment (e.g., burning many slots on heroism or other similar things).
- The weapon thaumaturge jumps significantly at L9 as it is assumed it was able to intensify vulnerabilities (i.e., get a +2 status bonus to hit), however this is likely limited to once per combat (if at all) due to significant action taxes to achieve this result and a 2 round set-up per target of exploit vulnerability.
- The champion does require a round 1 setup to cast [Dragconic Barrage](#), but given a justice or obedience cause can usually get some reliable off round damage across the combat to compensate (so this line is likely underperforming).
- In general, gunslinger is the best across every level.
- All DPR is bounded by the top DPR value reference line (a true strike + amped imaginary weapon spell strike). So no game meta for the game is being pushed by this feat.
- A very few options land above a 1D12 greatsword fighter DPR benchmark (most are between the ranged benchmarks and melee benchmarks).
- There are DPR outlier levels at L5, L13, and L17 that correspond to proficiency boosts or attribute boosts that are consistent across all builds. Analyzing at these fixed points will give you an over stated DPR metric as compared to the average due to the non-linear scaling of monster HP to build DPR output at those specific levels.

Figure 2 shows flatfooted damage for classes in Figure 1. Some takeaways:

- Once enemies are flatfooted, the rogue can jump up to being competitive with other builds. At L10 with precise debilitations it can jump ahead of the gunslinger until L13/L15 when weapon specialization and greater weapon specialization closes the gap.

Figure 3 shows that generic Exemplar, Inventor, and Ranger (Precision) builds do not surpass the 25% HP DPR benchmark and were excluded from future subsection evaluations. While the inventor 'critical success' line does pass the benchmark, there is no reliable way to guarantee a

critical success on your overdrive check so it has been excluded.

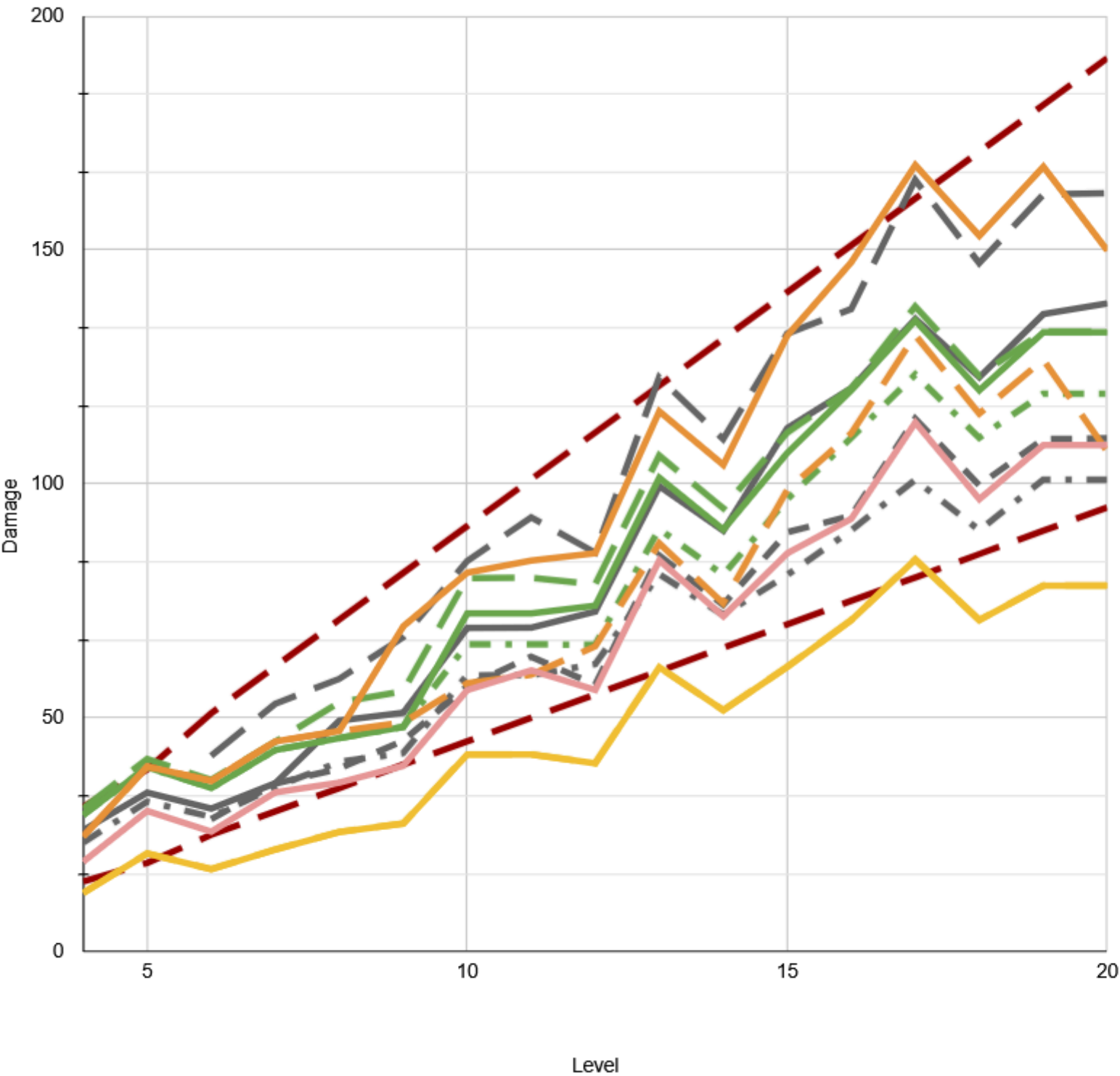
Key Takeaway:

- There is a baseline level of static damage necessary to make this feat achieve the desired result. This can be a combination of attack bonus/weapon specialization boost (e.g., gunslinger), precision damage on every strike (e.g., rogue), or static modifiers (e.g., thaumaturge and a [Dragconic Barrage](#) champion). This helps identify what classes will meet the 25-50% HP DPR range benchmark when consideration is made for 2 round turn rotations that in most cases drop your overall average DPR per round.

NOTE: DPR isn't everything, so if you still want to use other classes, just consider your general versatility and if you're offering something to balance out being a low end DPR ranged striker.

FIGURE 1

Crescent Spray Turn Burst Damage vs. Benchmarks (High AC - Not Flatfooted)



- Monster HP (50%)
- Monster HP (25%)
- 1.1B - Fighter (1D12 Greatsword) - (L1 Exacting Strike; L9 QuietusS; L10 Certain Strike; L13 Telluric Power) - Strike; Exacting Strike; Certain Strike
- 1.2B - Fighter MC Ranger (Homgali Hornbow) - (L1 - PBS; L4 - HuntShot; L9/L16 - QuietusS) - Strike; Exacting Strike; Hunt Prey
- 1.3B - Magus (Starlight Span) (Comp. LBow) - (L6 IW; L9 QuietusS) - Sure Strike; SS(IW-A)
- 1.4B - Magus (Starlight Span) (Comp. LBow) - (L6 IW; L9 QuietusS) - SS(IW-A); Recharge
- 2.1 - Gunslinger MC Crossbow Infiltrator MC Poisoner (FA) - (L4 - CCT; L8 - PoisW; L9/L17 QuietusS; L10 ImpPoisW) - CSpray
- 2.2 - Gunslinger MC Crossbow Infiltrator - (L4 - CCT; L9/L16 QuietusS) - CSpray
- 2.3 - Gunslinger MC Crossbow Infiltrator MC Marshal - (L4 - CCT; L9/L16 QuietusS; L10 DreadMarSt)) - CSpray
- 3.1 - Rogue (Thief) MC Crossbow Infiltrator - (L4 - CCT; L9/L16 QuietusS; L10 - PrecD) - CSpray
- 3.2 - Rogue (Thief) MC Crossbow Infiltrator - (L4 - CCT; L9/L16 QuietusS; NO - PrecD) - CSpray
- 4.1 - Thaumaturge (Regalia) MC Crossbow Infiltrator - (L4 - CCT; L7 - Regalia; L9/16 - QuietusS)
- 4.2 - Thaumaturge (Regalia Weapon) MC Crossbow Infiltrator - (L4 - CCT; L7 - Regalia; L9/16 - QuietusS; L9 - IntensifyV-Weap) - CSpray
- 5.1 - Champion (Obedience) MC Crossbow Infiltrator - (L1 - DracBar; L1 - Burn-it; L4 - CCT; L9/17 - QuietusS) - CSpray

FIGURE 2

Crescent Spray Turn Burst Damage vs. Benchmarks (High AC - Flatfooted)

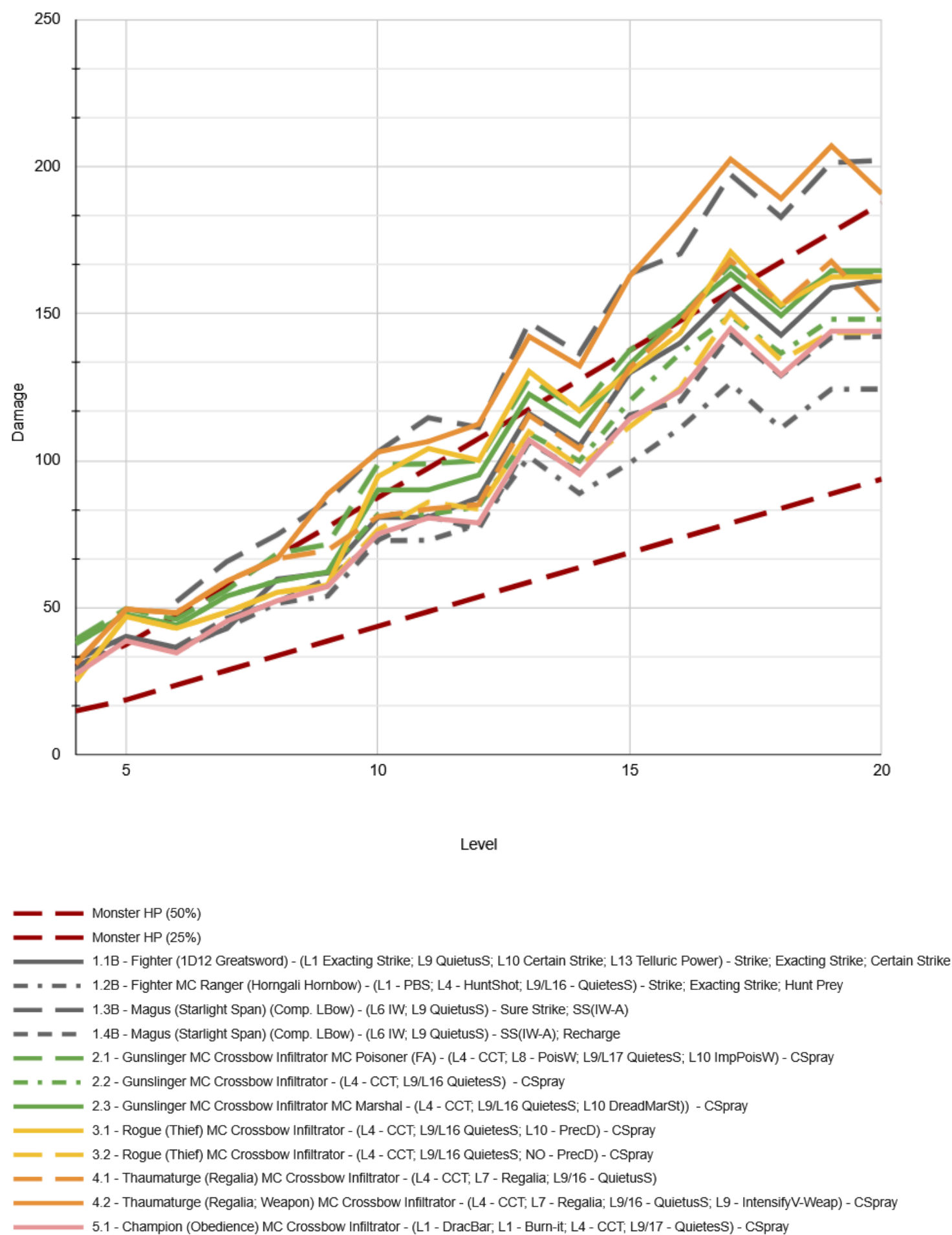
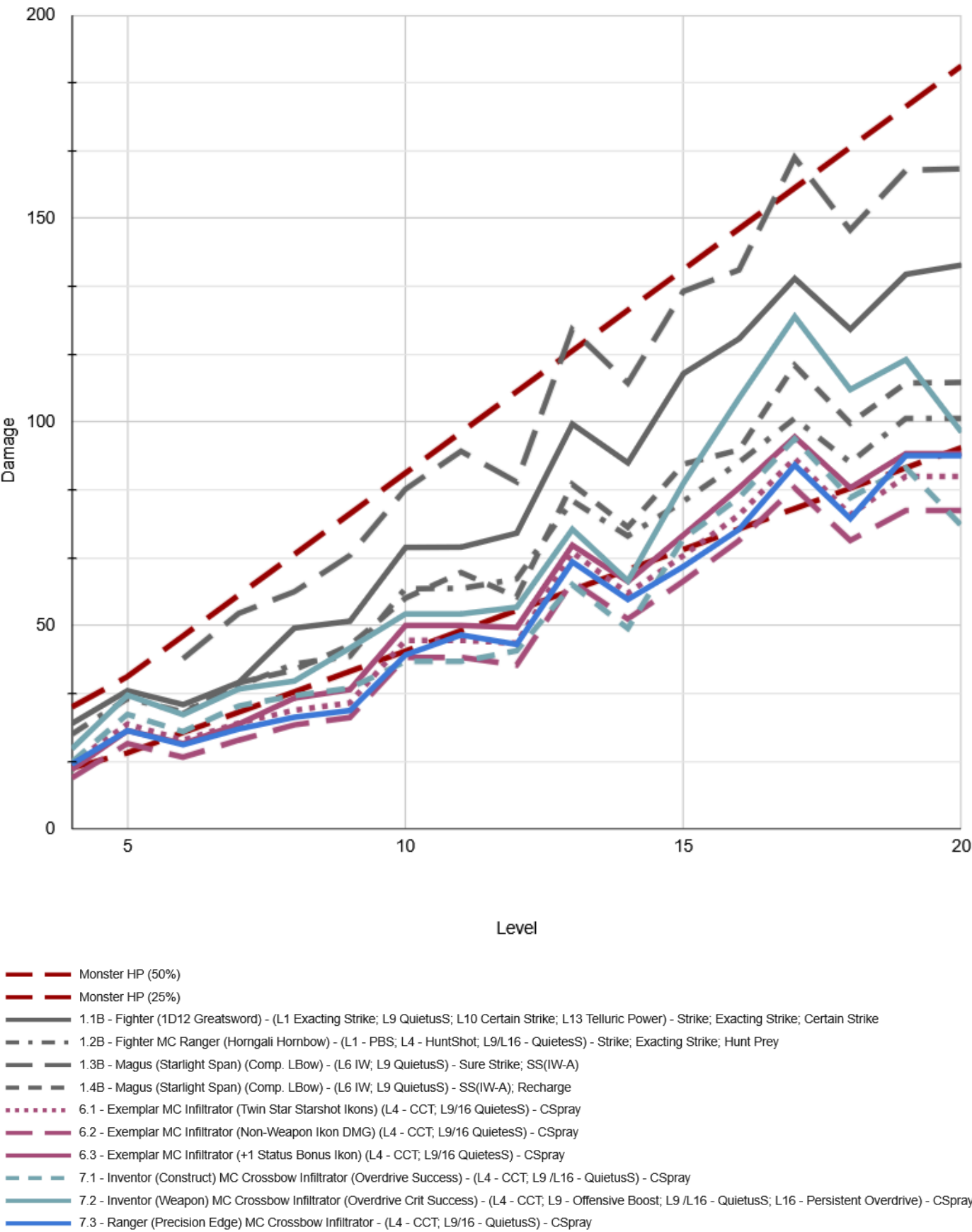


FIGURE 3

Crescent Spray Turn Burst Damage vs. Benchmarks (Builds Not Worth It)



13.3 - Offround DPR

Figure 4 and **Figure 5** shows what a typical non-Crescent Spray turn looks like on the top class chassis. In general it is assumed that each can get 2 strikes off every round. However, it should be noted that the drifter gunslinger (due to [Reloading Strike](#)) can easily get a 3rd strike in that round or sometimes get a Stab and Blast + Reloading Strike x 2 round off that can be more damage than the 2H melee baseline. That note can be applied to any L10+ build that multiclasses into gunslinger and takes the drifter way reload as a L10 archetype feat.

FIGURE 4

Non-CSpray Turn Damage vs. Benchmarks (High AC - Not Flatfooted)

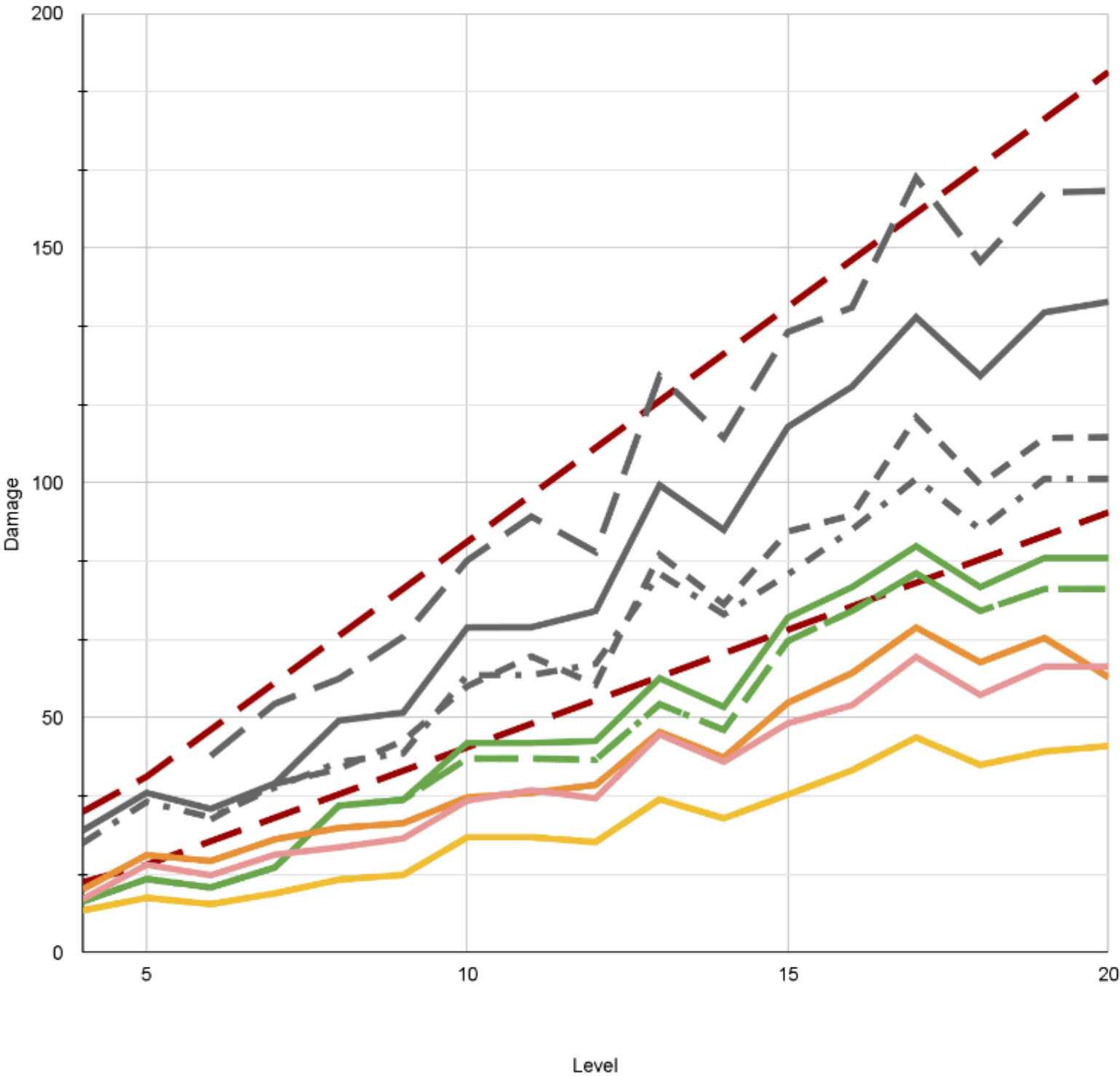
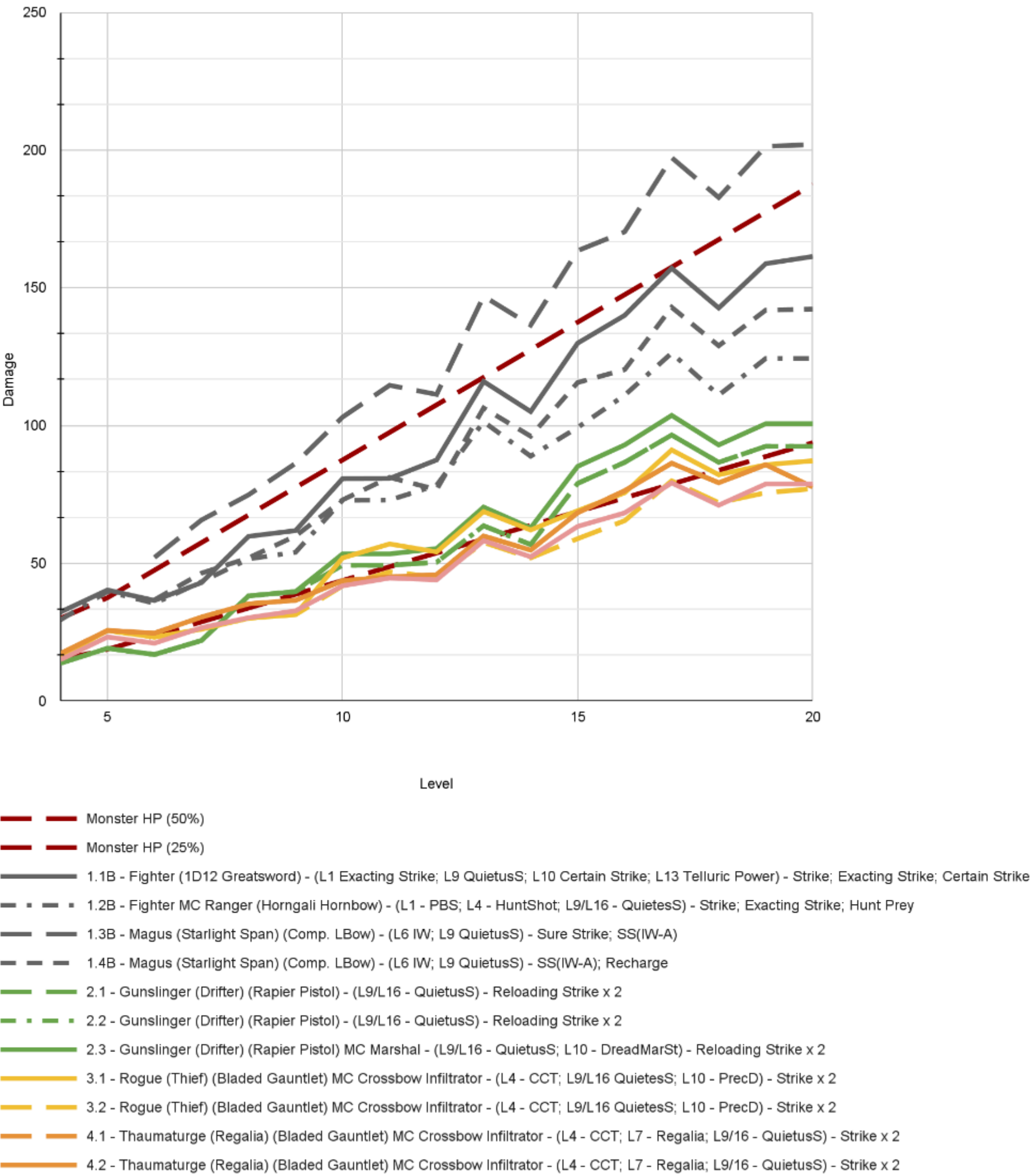


FIGURE 5

Non-CSpray Turn Damage vs. Benchmarks (High AC - Flatfooted)



13.3 - Two Round DPR Average (Worst Case)

Figure 6 and Figure 7 divides Figures 1 and 2 in half to show what a ‘Crescent Spray’ + reloading only turn looks like.

Key Takeaway:

- If you aren’t getting off some amount of DPR in your off round, then you immediately fall behind the 25% HP DPR benchmark to be a reliable striker for your party.

FIGURE 6

2 Round Average Damage (CSpray + Reloading) vs. Benchmarks (High AC - Not Flatfooted)

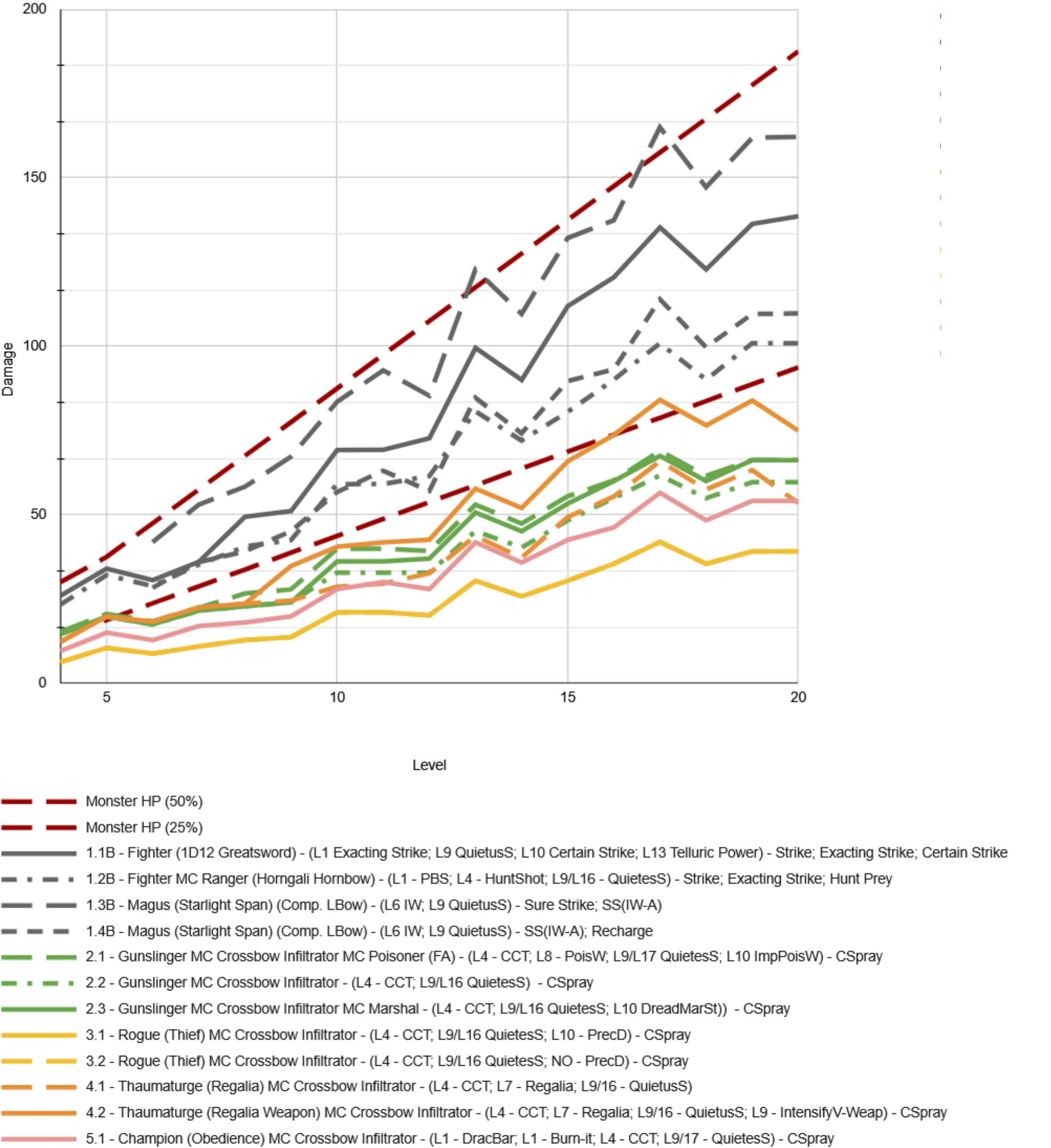
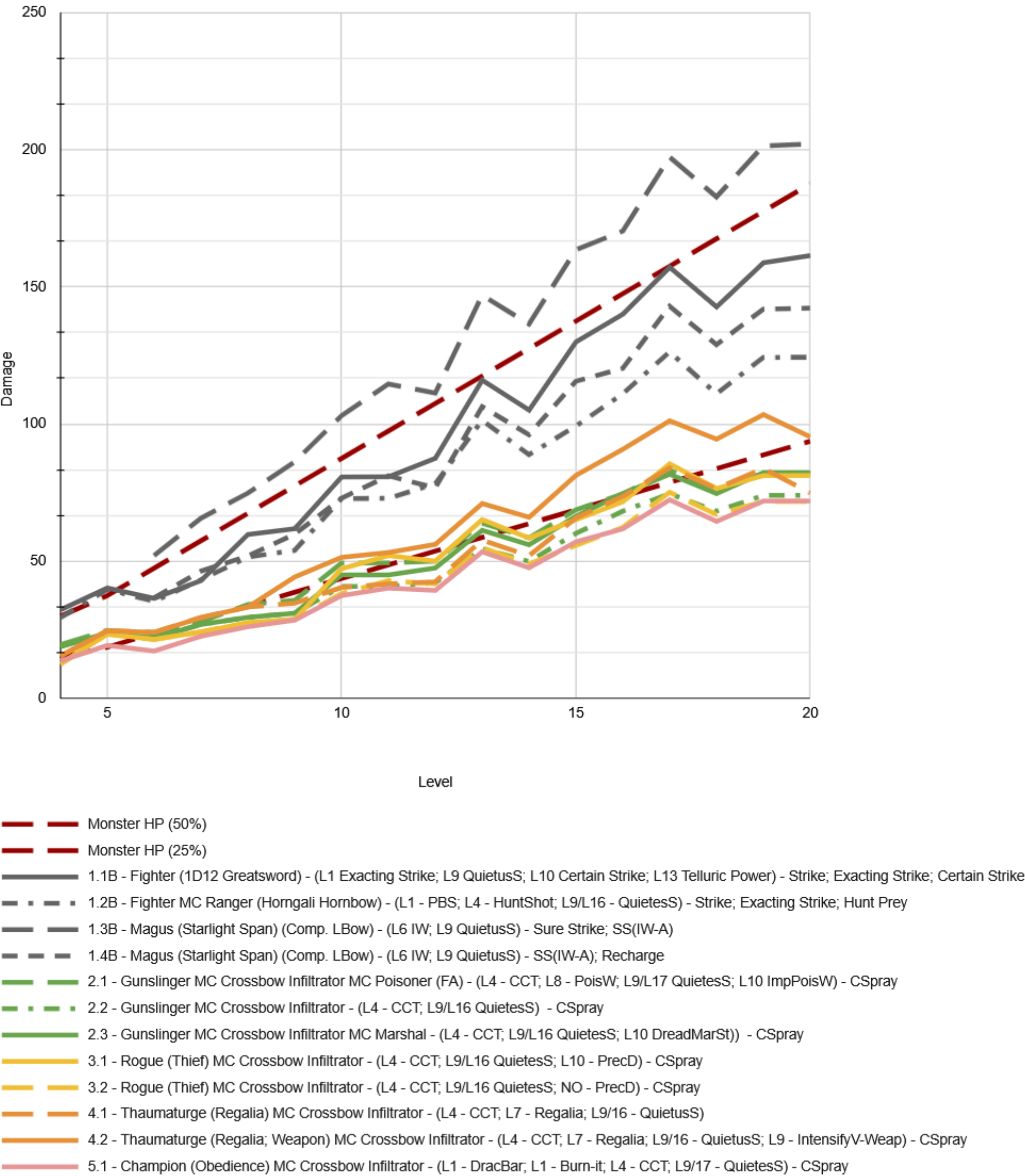


FIGURE 7

2 Round Average Damage (CSpray + Reloading) vs. Benchmarks (High AC - Flatfooted)



13.3 - Two Round DPR Average (Nominal Case)

Figure 8 and Figure 9 combines Figures 1 and 4 and Figures 2 and 5.

Key Takeaway:

- In most cases the gunslinger and thaumaturge are still within the benchmarks. However, for the rogue and champion, getting the enemy flatfooted is necessary to land more solidly in the 25-50% HP DPR benchmark. Given that you'll likely take Infiltrator's Reload at L6 and sneaking a lot, getting flatfooted is not outside the realm of possibility your first strike per round.
- When evaluated across the two turn rotation nominal case, no build is out damaging the 1D12 martial, the 50% DPR benchmark, or the true strike amped IA starlight span magus. Instead they are more closely aligned with the other ranged benchmarks, validating that the builds are viable but not pushing game meta or even ranged martial DPR expectations.

FIGURE 8

2 Round Average Damage (CSpray + Strike x2) vs. Benchmarks (High AC - Not Flatfooted)

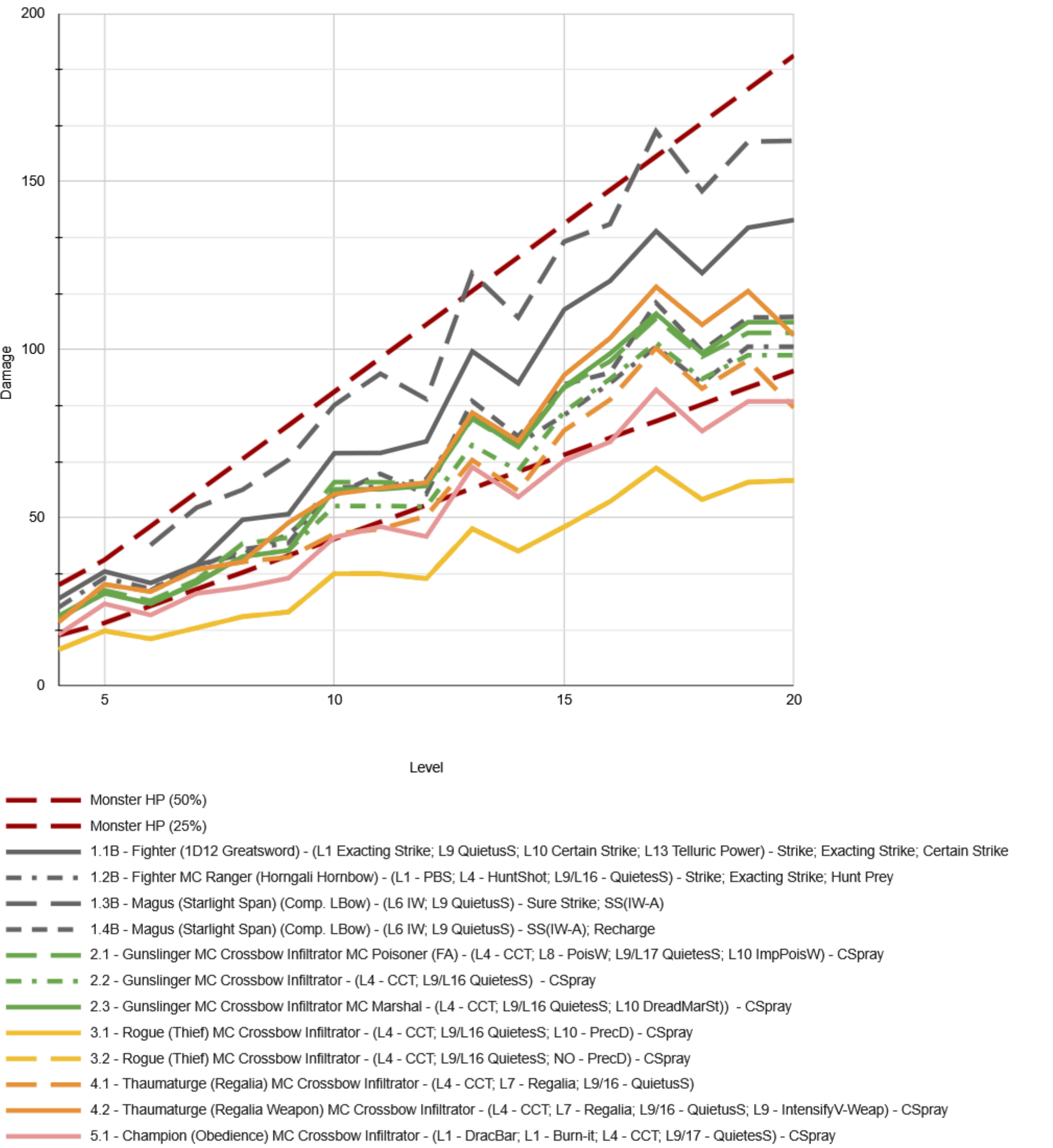
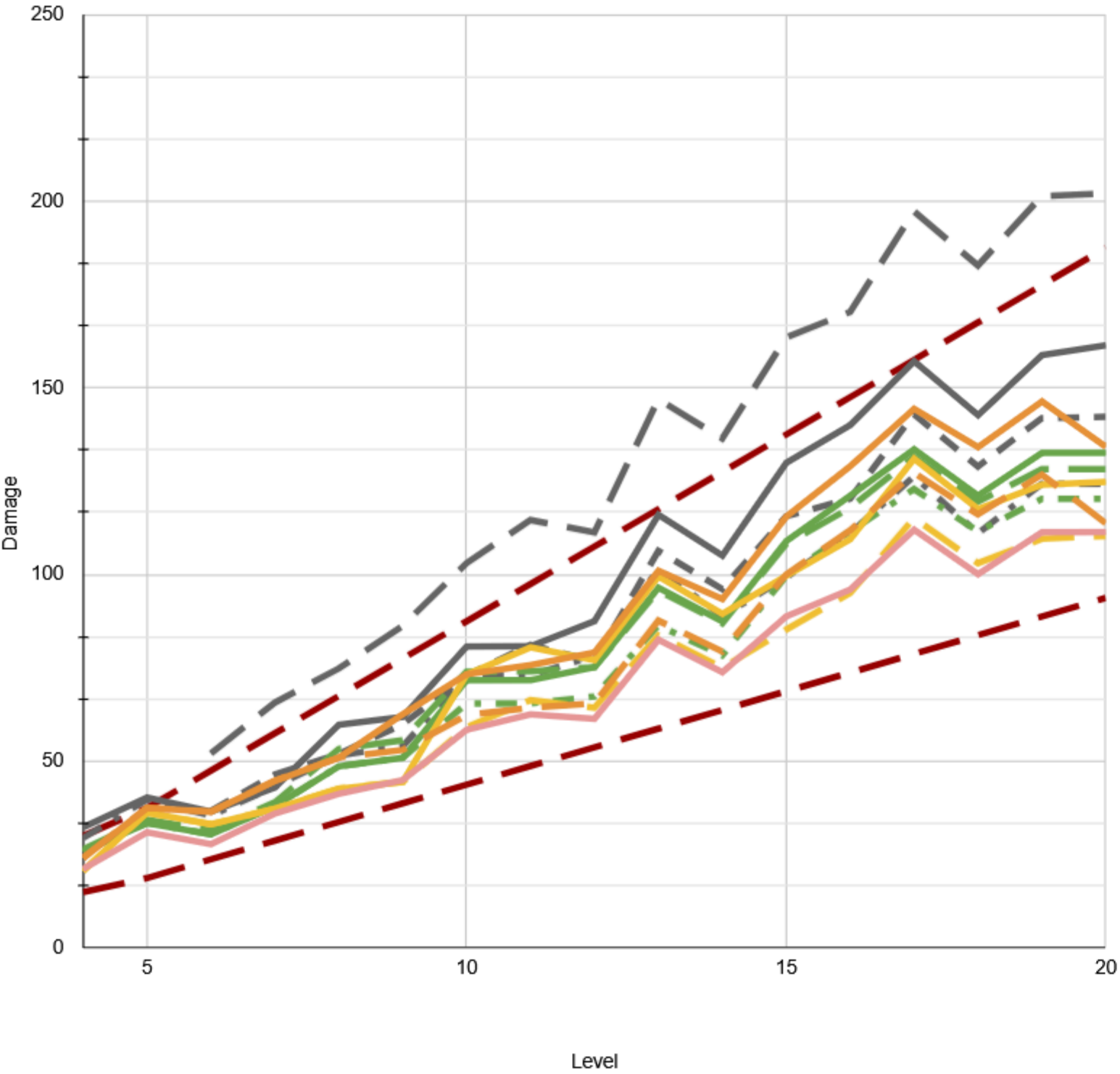


FIGURE 9

2 Round Average Damage (CSpray + Strike x2) vs. Benchmarks (High AC - Flatfooted)



- Monster HP (50%)
- Monster HP (25%)
- 1.1B - Fighter (1D12 Greatsword) - (L1 Exacting Strike; L9 QuietusS; L10 Certain Strike; L13 Telluric Power) - Strike; Exacting Strike; Certain Strike
- 1.2B - Fighter MC Ranger (Hornwali Hornbow) - (L1 - PBS; L4 - HuntShot; L9/L16 - QuietusS) - Strike; Exacting Strike; Hunt Prey
- 1.3B - Magus (Starlight Span) (Comp. LBow) - (L6 IW; L9 QuietusS) - Sure Strike; SS(IW-A)
- 1.4B - Magus (Starlight Span) (Comp. LBow) - (L6 IW; L9 QuietusS) - SS(IW-A); Recharge
- 2.1 - Gunslinger MC Crossbow Infiltrator MC Poisoner (FA) - (L4 - CCT; L8 - PoisW; L9/L17 QuietusS; L10 ImpPoisW) - CSpray
- 2.2 - Gunslinger MC Crossbow Infiltrator - (L4 - CCT; L9/L16 QuietusS) - CSpray
- 2.3 - Gunslinger MC Crossbow Infiltrator MC Marshal - (L4 - CCT; L9/L16 QuietusS; L10 DreadMarSt)) - CSpray
- 3.1 - Rogue (Thief) MC Crossbow Infiltrator - (L4 - CCT; L9/L16 QuietusS; L10 - PrecD) - CSpray
- 3.2 - Rogue (Thief) MC Crossbow Infiltrator - (L4 - CCT; L9/L16 QuietusS; NO - PrecD) - CSpray
- 4.1 - Thaumaturge (Regalia) MC Crossbow Infiltrator - (L4 - CCT; L7 - Regalia; L9/16 - QuietusS)
- 4.2 - Thaumaturge (Regalia; Weapon) MC Crossbow Infiltrator - (L4 - CCT; L7 - Regalia; L9/16 - QuietusS; L9 - IntensifyV-Weap) - CSpray
- 5.1 - Champion (Obedience) MC Crossbow Infiltrator - (L1 - DracBar; L1 - Burn-it; L4 - CCT; L9/17 - QuietusS) - CSpray

14.0 - Familiar Options



Familiar reloading is a good way to get Crescent Spray's every other round while keeping DPR output or freeing up a hand for off turn rotations. However, if this is your primary means of reloading, your familiar dying will be a major hindrance to you. Most GMs will ignore a familiar, but as soon as it becomes an active part of your combat routine it is fair game as a target. While there are generally lots of good familiar and master abilities, some of the standout options (with a focus on improving survivability) are identified below.

Familiar Abilities:

- [Construct](#): Makes your familiar immune to [death](#) effects, [disease](#), [doomed](#), [drained](#), [fatigued](#), [healing](#), [nonlethal](#) attacks, [paralyzed](#), [poison](#), [sickened](#), [spirit](#), [unconscious](#), [vitality](#), and [void](#).
- [Damage Avoidance](#): Pick a save type. If your familiar gets a success on that save it takes no damage. Pick reflex and minimize the amount of HP damage your familiar will suffer from AOE spells.
- [Dragon](#): Solely for Rivethune Emissary builds to get access to the dragon domain focus spell (dragconic barrage).
- [Tough](#): More HP to make your familiar more tanky. You can get this at L10 from the [Crown of Witchcraft](#) to free up a trait for something else.

Master Abilities:

- [Lifelink](#): A reaction for you to take the damage to your familiar if it would kill them. A great way to ensure your reload buddy stays alive.

Specific Familiars:

- [Kinnars](#) - 6 Traits and it has [darkvision](#), [independent](#), [lifelink](#), [manual dexterity](#), [speech](#). Its other abilities can generate debuffs using your class DC
- [Aeon Wyrld](#) - 3 Traits and it has [construct](#), [flier](#). It allows you to gain the effect of a second aeon stone. My favourites being Pearly White Spindle (regenerate 1 HP per minute), Preserving (resistance 3 to persistent damage), Western Star (makes the aeon invisible, which your GM might say extends to your familiar), Pearlescent Pyramid (Gives a free ghost touch rune)

15.0 - Equipment / Items



Only standout options have been identified below. Generally you want to look for boosts to attack modifiers, damage bonuses, rune duplication capability, passive debuffs that support you and the party, ways to improve stealth/sneak checks, access to invisibility (especially 4th rank versions), skill boosting items for key skills (i.e., stealth for sneaking, deception for feinting/create a diversion, intimidate for demoralize, etc.).

- **Level 01/03/011/017** - [Quicksilver Mutagen](#) (★★★★★): You gain an item bonus to [Acrobatics](#) checks, [Stealth](#) checks, [Thievery](#) checks, Reflex saves, and Dexterity-based attack rolls, and you gain the listed status bonus to your Speed. The item bonuses are typically +1 higher than from your weapon potency runes. The speed bonus is 5/10/15/20 ft for the different versions. Like all mutagens at L5 you can load them into a [Collar of the Shifting Spider](#) to activate as a free action when you roll initiative. This is a good mutagen to pick up via an alchemist dedication and worth spending your advanced alchemy slots to boost damage as well as the your stealth checks to sneak. The downsides of this mutagen is -2 to fortitude saves and -2hp/level (so its better on a D10 HD martial).
- **Level 01** - [Weapon Harness](#) (★★★★★): Tie off your crescent cross(es) to your weapon harness so you aren't tossing very expensive items onto the ground. Stop worrying about threats from enemies, environmental conditions, or party retreat. (Credit: u/Fair_Jury_3258)
- **Level 03/11** - [Blazons of Shared Power](#) (★★★★★): The only way to share runes between two 1H ranged weapons that include ranged weapons.
- **Level 03/07** - [Camouflage Dye](#) (★★★★★): The PC can [Hide](#) or [Sneak](#) without [cover](#) or [concealment](#) for 10 minutes. The L7 version is what you want and while it only lasts a minute it won't end if you move more than ½ your stride distance or use a hostile action (its effectively like greater invisibility).
- **Level 03/09** - [Crushing Rune](#) (★★★☆☆): When you critically hit a target with this weapon, your target becomes [clumsy 1](#) (2 for greater) and [enfeebled 1](#) (2 for greater) until the end of your next turn. This can only be put on a weapon with blunt damage so need a means to adding blunt to your weapon (e.g., modular from inventor weapon modification).
- **Level 04/12/19** - [Blazing Banner](#) (★★★★★): 1d4/1d6/1d8 persistent fire damage on a critical hit for you and any ally in 30ft of this banner.
- **Level 04/08/12** - [Chameleon Suit](#) (★★★★★): You can hide without cover for 1 min/10 min/1 hour.
- **Level 04/12/19** - [Knave's Standard](#) (★★★★★): 1d4/1d6/1d8 precision damage on a critical hit against a flatfooted enemy for you and any ally in 30ft of this banner.
- **Level 04/10/16** - [Talisman Cord](#) (★★★★★): Gives you a DC16 flat check to not burn your talisman if you're using one.
- **Level 05** - [Collar of the Shifting Spider](#) (★★★★★): if you are not using a gunslinger's deed, you can free action inject a mutagen into yourself at the start of combat. Great to combine with a [Quicksilver Mutagen](#).
- **Level 05** - [Tacticians Helm](#) (★★★★★): A jewel becomes charged each time you hit a creature with a [Reactive Strike](#). A tactician's helm can hold up to 2 charges, and its charges reset to 0 when you invest it. There are 4 activities you can do by spending 1 charge for 1 action. One includes striding twice, but the amazing one is to interact 3 times (i.e., 1 action to reload your entire crescent cross).
 - **NOTE:** This item lists interact actions listed on Page 268 of Player Core which then references and expands on actions on the more general Interact Action on Page 416 of the Player Core. It doesn't explicitly state 'interact to reload' but that would be inclusive of the Page 416 open ended statements. So your GM may rule against you here but excluding reloads seems like a particularly punitive reading considering how hard it will be for this a crossbow infiltrator to reliably trigger reactive strikes and that a limited bespoke list of 'interact actions' would immediately become stale as soon as it is published.
- **Level 05** - [Tiger Menuki](#) (★★★★★): A low level talisman that is a free action to activate and gives your weapon the [Forceful](#) and [Sweep](#) traits for 1 minute. Crescent Spray will trigger both reliably and there isn't otherwise an easy way to get circumstance bonuses to hit and damage for classes without access to point blank stance. A talisman that provides a justifiable use case for the [Talisman Dabbler](#) archetype. Also easily attainable in class on Thaumaturge talisman feat chain that starts with the level 2 [Talisman Esoterica](#).
- **Level 05/12** - [Fearsome Rune](#) (★★★☆☆): When you critically hit with this weapon, the target becomes [frightened](#) 1 or 2 (with the 12 level option).

- **Level 06** - [Aim-Aiding \(Armour Rune\)](#) (★★★): You put this armour rune on your front liner so they no longer provide cover to enemies from your ranged attacks. Goes really well with the halving [Distracting Shadows](#) feat that lets you use medium or larger allies as cover for sneaking or hiding.
- **Level 06** - [Singing Muse](#) (★★★): If you roll a success on your triggering check, you get a critical success instead. This can be used with Pistol Phenom abilities or Ostentatious Reload. It is a niche talisman.
- **Level 07/14** - [Boots of Bounding](#) (★★★): +5/+10 item bonus to your speed.
- **Level 07/12** - [Cloak of Illusion](#) (★★★★): You can cast invisibility or a 4th rank invisibility once per day with the upgraded version. This was even better pre-remaster when using the [Boots of Elvenkind](#) and [Cloak of Elvenkind](#) which when worn together gave you two activations of the spell.
- **Level 07** - [Grim Trophy](#) (★★★): A talisman that lets you use one action to demoralize two enemies at once. For an intimidation build.
- **Level 07/09/13** - [Retrieval Belt](#) (★★★): Free action draw to pull out a new fully loaded crescent cross.
- **Level 08/15 or 10/17** - Weapon Damage Runes ([Astral](#), [Corrosive](#), [Flaming](#), [Frost](#), [Shock](#), [Thundering](#), [Impactful](#)) (★★★★) - 1D6 extra damage plus a generally unreliable critical effect (other than flaming which adds 1D10 or 2D10 persistent flaming damage. The greater versions typically ignore resistances to those specific energy types.
- **Level 08/10** - [Invisibility \(Armour Rune\)](#) (★★★): You can cast invisibility 1 or 3 times per day.
- **Level 08** - [Orchestral Brooch](#) (★★★): You receive a +1 status bonus to your Performance check. If you roll a success, you get a critical success instead. This can be used with Pistol Phenom abilities or Ostentatious Reload. It a niche talisman.
- **Level 09/16** - [Advancing Rune \(Armour\)](#) (★★★★): Only for heavy armor users. But offers a free action 15ft move/stride action if you drop and enemy to 0 HP. Any way to gain free movement is needed.
- **Level 09** - [Autoload Leathers](#) (★★★): This is a specific armor (+1 resilient studded leather) and offers once per day free action reload.
- **Level 09** - [Diviner's Nose Chain](#) (★★★): You get a 30ft imprecise scent ability.
- **Level 10/20** - [Arcane Standard](#) (★★★): One action to add weakness 5 (10 at L20) to fire, cold, acid, or lightning, or sonic damage if they have taken it already this turn (lasts for the round).
- **Level 10** - [Crown of Witchcraft](#) (★★★★): Provides your familiar with the tough ability to keep them healthy and reloading your crescent crosses.
- **Level 10** - [Jathoom's Scarf](#) (★★★★): You can cast a 4th rank invisibility once per day .
- **Level 17** - [Cloak of Swiftess](#) (★★★★): Dexterity APEX item. +3 item bonus to acrobatics. Once per hour fly speed.
- **Level 17** - [Cowl of Keys](#) (★★★★★): Dexterity APEX item. +3 item bonus to stealth and a free 10ft deep doorway to go through a wall once per day.
- **Level 17** - [Pilferer's Gloves](#) (★★★★★): Dexterity APEX item. Can boost your proficiency in thievery a category Or add a +2 item bonus. Once per day outcome boost for a crit fail/failed thievery check.
- **Level 18** - [Mercurial Mantle](#) (★★★★★): Dexterity APEX item. +3 item bonus to stealth and acrobatics. +2 circumstance bonus to AC against attacks from reactions triggered by your movement. Once per hour reaction to make an enemy flatfooted to your next strike or next round of strikes. Once per day teleport ability.
- **Level 18** - [Angelic Opera Cloak](#) (★★★★★): Dexterity APEX item. +3 item bonus to acrobatics. Once per hour fly speed. Free legendary catfall skill feat effect and some fringe buffs during your flight.
- **Level 19** - [Shadowmist Cape](#) (★★★★★): Dexterity APEX item. +3 item bonus to stealth. Once per hour reaction to stealth if an enemy misses you. Once per day vapour form spell.
- **Level 20** - [Viper Rapier](#) (★★★): Dexterity APEX item. 2 Reaction abilities and a 2 action activity.

Starfinder 2e Notable Mentions:

- **Level 03** - [Duo Enhancers](#) (★★★★★): This item is ‘arm’ based version of [Blazons of Shared Power](#) that is weapon agnostic. Weapon Grade/Tactical is equivalent to PF2es fundamental runes (potency and striking). This item doesn’t have an ‘upgraded’ version to transfer property runes so it provides an interesting proposition of continually pulling preloaded crescent crosses, but losing out on 3 damage runes.

16.0 - Spells



Generally spells will be cast by your allies to support you. Either by making enemies flatfooted for you, boosting your accuracy, boosting your damage, or boosting your key skills (e.g., stealth for sneak, deception for feint/create a diversion, intimidation for demoralize). A few examples spells have been identified below, but there are too many spells to provide a comprehensive review of them. I'd recommend [Gortle's Spell Guide](#) for some more information.

Cantrips:

- [Courageous Anthem](#): +1/+1 to Attack and Damage.
- [Invoke True Name](#): 1 Action to make an enemy flatfooted if you know their true name.
- [Spout](#): Can make an enemy flat footed.

Rank 1:

- TBD

Rank 2:

- [Helpful Reload](#): An ally can spend a reaction and L2 slot to help you reload your weapon.
- [Invisibility](#): Self explanatory, but the 4th rank version of the spell doesn't end if you take hostile actions.
- [Frog Tongue](#): You lick someone at range and if they fail they take damage and are flatfooted.

Rank 3:

- [Haste](#): Always good on PCs that have tight action economies.
- [Heroism](#): +1/+2/+3 Status bonus to attack rolls and lasts 10 minutes (so can usually be pre-buffed for 1 combat).
- [Shared Invisibility](#): Party close proximity invisibility.

Rank 4:

- TBD

Rank 5:

- [Chameleon Coat](#): +3 to +4 status bonus to stealth checks to hide.

Rank 6:

- [Blanket of Stars](#): Bonus to stealth checks to sneak/hide, potential invisibility, and a debuff to enemies that stand near you.

Rank 7:

- TBD

Rank 8:

- [Uncontrollable Dance](#):

Rank 9:

- TBD

Rank 10:

- TBD

Starfinder 2e Honorable Mention:

Rank 2:

- [Temporal Bullets](#): As a reaction if you failed an attack with a weapon (not ciritcally failed) you now ‘hit’ but deal half damage and th targets is temporarily immune to the spells for 10 minutes.

17.0 - Sample Builds



While there are a few sample builds below, due to the issues identified in [4.0 - Archetype Problems to Solve](#) a lot of the builds will have key playstyle phase shifts. Level 1 to Level 3 you’ll probably be using alternative ranged weapons or your off turn weapon. At L4 to L8 you’ll be

ramping up the build via [Crescent Cross Training](#), [Infiltrator's Reload](#), and [Dual-Weapon Reload](#). At L8+ you'll be jumping into a second (or more) archetypes to further build out your capabilities. Due to the ramp up in the L4 to L8 timeframe the only non-free archetype classes that gets to a satisfying gameplay loop as early as L4 is a gunslinger (with a strong preference to the drifter way) and thaumaturge with [Ammunition Thaumaturgy](#). That makes the Crossbow Infiltrator a decent option for a L4/6/8 start and great L10+ depending on your chassis, but potentially lackluster for L1-L3. In a Free Archetype game that generally drops to L4/L6 and can lead to improved gameplay loops and player satisfaction. To combat build coming online late, the sample builds below liberally use re-training to get some options earlier to improve available gameplay loops.

17.1 Non-Free Archetype Builds

17.1.1 Gunslinger (Drifter) / Crossbow Infiltrator / Marshal / Thaumaturge

This is a Non-Free Archetype version of [17.2.1 Gunslinger \(Drifter\) / XBow Infiltrator / Marshal / Thaum. / Alchemist](#).

This build utilizes an ancestry that is either human or adopted by humans. It combines a rapier pistol melee weapon with a crescent cross with the intent of using [Reloading Strike](#) on off turns with [Infiltrator's Reload](#) to reposition for melee. Using the Drifter deed, you can stride as a free action as your first action in combat, followed by entering the Marshal's Dread Marshal Stance and an initial Crescent Spray. At L9 we are able to snag the Thaumaturge multiclass, primarily for a needed boost to master in will saves and access to talismans for the [Tiger Menuki](#) (which we eventually get 4 of and utilize as part of our first crescent spray on medium or more difficult encounters).

Optionally, instead of going into Thaumaturge you can pick up [Stab and Blast](#) to boost melee damage on every other off turn or [Reactive Strike](#) to eventually get [Tactician Helm](#) charges.

LVL	Selection	Rationale
0	(Ancestry / Heritage) Dwarf / Aiuvarin STR 14, DEX 18, CON 14, WIS 14, INT 10, CHA 8	Dwarf has a CHA dumped stat and Aiuvarin patches the issue by allowing us to use multitalented without meeting the stat requirement.
1	(A-F) (Elf) Nimble Elf (C-F) (Gunslinger) Dual-Weapon Reload	Dwarf's are slow in speed, so nimble elf and fleet patch this issue.
2	(C-Feat) (CI) Crossbow Infiltrator Dedication	Self explanatory.
3	(G-Feat) Adopted Ancestry (Human)	Needed for multitalented at L9.
4	(C-Feat) (CI) Crescent Cross Training	Self Explanatory
5	(A-Feat)(Human) General Training (Fleet)	Fleet brings you to a 30ft movement (40ft with Trick Magic Item and a wand of longstrider). You'll be sneaking at half speed at L6. So boosting your sneak speed is great (you can retrain it to Natural Ambition for Sword and Pistol once you have Swift Sneak at L7).
6	(C-Feat)(CI) Infiltrator's Reload	Move + reload action compression.
7	(S-Feat) Swift Sneak (G-Feat) Ancestral Paragon (Natural Skill) (S-Prof) Intimidation (Trained)	You dumped CHA and likely picked DEX/WIS skills to boost. This nets you trained in intimidation (and one additional skill) just in time for the Marshal Dedication to boost it to expert proficiency. Alternatively you can boost INT at L5 at the cost of STR or CON and grab trained intimidation there.
8	(C-Feat)(Marshal) Marshal Dedication (S-Prof) Intimidation (Expert)	Use this archetype for the Dread Marshal Stance as a free fearsome rune (within your 15ft aura) will mean your crits also cause enemies to become frightened 1 (and you also get a +1 dmg/weapon dice boost to damage).
9	(A-Feat)(Human) Multitalented (Thaumaturge Dedication) (S-Prof) Intimidation (Master)	This nets you the thaumaturge archetype even with a 8 CHA. Select weapon implement so if need be you have a spare action you can use Glimpse Vulnerability. You have to boost your intimidation proficiency to master to stay on the assurance vs. easy check DC curve at L10 for your stance.
10	(C-Feat)(Marshal) Dread Marshal Stance (S-Feat) Assurance (Intimidation)	Now you can use assurance for the Dread Marshal Stance .
11	(G-Feat) Fleet (if you retrained it) or Toughness	You can grab Fleet again now if you retrained it at L5 or grab Toughness (which stacks with Mountain Stoutness) if you wanted to have barbarian level HP.
12	(C-Feat)(Thaumaturge) Resolute	Will saves are boosted to master (gunslinger chassis never goes beyond expert).
13	(A-Feat)(Dwarf) Telluric Power	+1dmg/dice circumstance damage on your melee strikes in most cases to boost your off turn damage. Alternatively Mountain Stoutness can give you more HP to make you more tanky.
14	(C-Feat)(Thaumaturge) Talisman Esoterica	2x Tiger Menuki 's per day on your crescent cross.
15		
16	(C-Feat)(Thaumaturge) Elaborate Talisman Esoterica	4x Tiger Menuki 's per day on your crescent cross.
17	(S-Prof) Intimidation (Legendary)	Keeps you on the assurance curve for the Dread Marshal Stance
18	(C-F) (Gunslinger) Piercing Critical	Crit on 19 and 20s.
19	(G-Feat) True Perception	You are constantly under the effects of a 6th rank truesight spell
20	(C-F) (Gunslinger) Perfect Readiness	Free Reload every turn

17.1.2 Champion (Justice) / Xbow Infiltrator / Archetype X

This is a Non-Free Archetype version of [17.2.2 Champion \(Justice\) / Xbow Infiltrator / Gunslinger / Eagle Knight](#).

This build utilizes Familiar Reloading with the Champion (Justice Cause) Nimble Reprisal / off turn thrown weapon + returning rune to maintain a ranged Champion style build. The intent is to utilize the very long range of the boomerang to compensate for having to spend 2 turns in round 1 casting Dragconic Barrage (then repositioning in Round 2 to do a crescent spray). This build tries to may limit off turn attacks to one single attack so it can afford to move/command the familiar to reload. By L8 you have a bit more flexibility to get off two attacks reliably per off round. You likely won't get more than two crescent crosses off in a shorter combat due to needing round one to buff. However, you make up for that by positioning to ensure your champion reaction fires (which includes getting another 0 MAP strike). You can do a lot better with a FA build, but there are just a few too many competitive feats to collect them all in one place.

LVL	Selection	Rationale
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0	(Ancestry / Heritage) Goblin / Human STR 14, DEX 18, CON 12, WIS 12, INT 10, CHA 12	This mixed heritage combines goblin (which has burn-it/darkvision with human (for the Natural Ambition feat) and is eventually adopted by gnomes for a familiar. Sort out with your GM what a half breed goblin human would net as a benefit, but in general we don't really care too much.
1	(A-F) (Human) (Natural Ambition) (Nimble Reprisal) (C-F) (Champion) Deity's Domain (Dragon)	Nimble Reprisal is so good with a thrown weapon (which you'll be using to keep DPR up when not using Crescent Spray). You need the deity domain spell to grab the dragon domain focus spell which is the linch pin of making the champion do enough damage.
2	(C-Feat) (CI) Crossbow Infiltrator Dedication	Self explanatory.
3	(Class Feature) Blessings of the Devoted (Blessed Armament) (G-Feat) Adopted Ancestry (Gnome)	The whole build is using the free returning rune netted from the Blessings of the Devoted. Note that recent Errata clarified that this is 'in addition' to your normal rune count that is applied on weapons. You need a Familiar to use Familiar Reloading and gnome is a common ancestry (thus a RAW selection for Adopted Ancestry) that provides it.
4	(C-Feat) (CI) Crescent Cross Training	Self Explanatory. You'll likely be 'alpha striking' with the crescent cross until L5 when you can start familiar reloading.
5	(A-Feat)(Gnome) Animal Accomplice	Now you have a familiar with the independent and manual dexterity traits to reload your crescent cross. You'll be limited to a slower version until you get Dual-Weapon Reload since the familiar has to do everything.
6	(C-Feat)(CI) Dual-Weapon Reload	Now you can afford a stand in place reload. You might be tempted to take Infiltrator's Reload , but you can't use it without Dual-Weapon Reload .
7	(S-Feat) Swift Sneak (G-Feat) Ancestral Paragon (Burn It!!)	Swift Sneak lets you sneak at full speed with Infiltrator's Reload next level. Burn-it Only provides a +2 at L7, so you're only missing a +1 status bonus to damage up to this level.
8	(C-Feat)(CI) Infiltrator's Reload	Move + Reload compression. This is used just before or just after your familiar hands you the crescent cross to get the first or last piece of ammo in for a crescent spray.
9	(A-Feat)(Human) Multitalented (See Rationale) Advancing Rune (Armour)	The problem with a non-FA build is you don't really have enough feats to do anything but take a dedication. You might consider dropping Instrument of Zeal since it relies on crits on retributive strikes or Blessed Counterstrike , however a dedication + 1 feat is still not a great variety of options. The best combos are likely: Psychic - For another focus point (probably amped guidance) Rogue - For surprise attack and at L16 Evasiveness to boost your reflex save to master Exemplar for a free Ikon (Top picks are Starshot or Victor's Wreath depending on whether a +1 status bonus to attack is readily available in your group) Gunslinger dedication is bad, but a second feat can grab the initial drifter deed for a free stride in round 1. The Advancing Rune (Armour) is a need to buy to provide you some other means of movement during combat as your success depends a lot of on positioning.
10	(C-Feat)(Champion) Expand Aura	Your aura jumps to 30ft for 1 minute and is permanently increased at L16. This effects your reactions and increases the likelihood you can pick up more 0 MAP strikes.
11	(G-Feat) Fleet or Toughness	You can grab Fleet for more movement or Toughness for more HP.
12	(C-Feat)(Champion) Blessed Counterstrike	The Strike deals one extra weapon damage die. If this Strike hits, until the start of your next turn, the target gains weakness equal to half your level to all Strikes made by you and your allies
13		
14	(C-Feat)(Champion) Divine Reflexes	Another Champion Reaction per turn (another 0 MAP strike!)
15		
16	(C-Feat)(Champion) Instrument of Zeal	Whenever you critically hit an enemy with Blessed Counterstrike or Retributive Strike, your attack deals an extra weapon damage die, and the target is slowed 1 on its next turn.
17		

18	(C-F) (Champion) Swift Retribution	Anytime a champion reaction gets triggered, you are quickened (stride or strike). Your reactions will happen a lot.
19		
20		

17.1.3 Rogue (Mastermind) / Xbow Infiltrator / Pathfinder Agent / Scroll Master

This is a Non-Free Archetype version of [17.2.3 Rogue \(Mastermind\) / Xbow Infiltrator / Pathfinder Agent / Scroll Master / Cleric](#).

This build utilizes Familiar Reloading with the [Mastermind](#) rogue racket (which makes enemies flatfooted to you for 1 round on a successful recall knowledge or 1 minute on a critical success). The build aims to utilize two crescent crosses (so no need for melee or STR based options) and weaponize recall knowledge rolls to generate free action flatfooted enemies. Those free action recalls come online at L8/L9 and by L12 you can use one of [Arcana](#), [Crafting](#), [Nature](#), [Occultism](#), or [Religion](#) to roll recall knowledge for all others via [Bestial Scholar](#). This build will pick to maximize wisdom knowledge rolls with the focus on Nature which has a wide variety of uses (typically a replacement for survival, natural medicine, etc.) and because WIS is also related to perception and will saves.

LVL	Selection	Rationale
0	(Ancestry / Heritage) Ratfolk Duskwalker (Background) Scholar STR 8, DEX 18, CON 12, WIS 16, INT 12, CHA 10	This ancestry has a perfect -2 STR and +2 DEX/INT. You end up picking Nature as your background skill and get assurance in it to support future assured knowledge free action rolls at higher levels. Every stat level you want to boost DEX/CON/WIS/INT
1	(A-Feat) (Human) Rat Familiar (C-Feat) (Rogue) Tumble Behind (Rogue)	You get a familiar for familiar reloading. You have another way to generate the flatfooted condition for your enemies via tumble through.
2	(C-Feat) (CI) Crossbow Infiltrator Dedication	Self explanatory.
3	(G-Feat) Toughness	You only have a D8 hit dice and 12 CON. You need some extra HP to improve your survivability.
4	(C-Feat) (CI) Crescent Cross Training (S-Feat) Kreighton's Cognitive Crossover	The archetype feat is self explanatory. The skill feat lets you select Nature and another skill from a list (I recommend selecting society since it relates to humanoid recall knowledges) and if you fail a skill check you can retry it as a reaction with the other skill you picked (i.e., nature).
5	(A-Feat)(Duskwalker) Lifesense	10ft lifesense.
6	(C-Feat)(CI) Infiltrator's Reload (S-Feat) Automatic Knowledge (Nature)	Move + Reload compression is more important than Dual-Weapon Reload when you have two crescent crosses. Doubly so with a rogue that needs enemies to become flatfooted. Automatic knowledge is a set-up for L8 and L12 where you can start to chain auto successes on low CR enemies into free action recall knowledge on other higher CR enemies.
7	(S-Feat) Swift Sneak (G-Feat) Ancestral Paragon (Ghost Hunter)	Swift Sneak lets you sneak at full speed with Infiltrator's Reload . Ghost Hunter adds ghost touch onto all your weapon strikes.
8	((C--Feat)(Pathfinder Agent) Pathfinder Agent Dedication (S-Feat)(Pathfinder Agent) Diverse Recognition	Dual-Weapon Reload may be better for your playstyle, but this build opts into Pathfinder Agent ASAP to pick up two key skill feats that let you, as a free action and then go into scroll master for a key ability to roll many recall knowledges off one feat. If you think you're better off delaying those by 2 more levels, then swap them. Start with Master in Nature, then master in religion, Arcana, etc. until you get to the L12 feat where you might consider retraining skill proficiencies to other skills like thievery, crafting, acrobatics, etc.
9	(A-Feat)(Ratfolk) Rat Form (S-Feat)(Pathfinder Agent) Recognize Threat	Rat Form is an amazing way to go tiny and break into places not normally available to you. Recognize Threat combos with Diverse Recognition to potentially do a chain of recall knowledges in round 1 in case enemies went before you, if you weren't allowed to roll stealth for initiative and gain the surprise attack feature, etc.
10	(C-Feat)(Scrollmaster) Scrollmaster Dedication (S-Feat)(Pathfinder Agent) Thorough Reports	Thorough Reports lets you get a +2 bonus on recall knowledge against things you've kept in a report and scroll master boosts that to a +4 circumstance bonus. This makes critting much more likely if your dungeon has a lot of repeat enemies.
11	(G-Feat) Fleet	You can grab Fleet for more movement or Toughness for more HP.
12	(C-Feat)(Scrollmaster) Bestial Scholar	You can use one of Arcana , Crafting , Nature , Occultism , or Religion to roll recall knowledge for all others via Bestial Scholar . Since you've been pumping nature, you'll select that. If you did want to go into another archetype you can get a '3rd' scrollmaster feat easily with Masterful Obfuscation
13	(A-Feat)(Duskwalker) Quietus Strikes	+1/+2 damage to strikes.
14	(C-Feat)(Rogue) Bloody Debilitation	Adds a damage debilitation option in case you didn't crit the enemy so you can add 3d6 bleed damage.
15		
16	(C-Feat)(Rogue) Sneak Adept retrain to Sly Striker at L20	All but guaranteed a successful sneak.
17		
18	(C-Feat) (Rogue) Powerful Sneak	You ignore resistance and immunity to precision damage (a big issue for your DPR/class).
19	(G-Feat) True Perception	You are constantly under the effects of a 6th rank truesight spell
20	(C-Feat) (Rogue) Impossible Striker	This requires Sly Striker , so retrain your L16 feat (which you no longer need in combat since you always do sneak attack damage).

17.1.4 Thaumaturge (Regalia / Weapon) / Xbow Infiltrator / Gunslinger

This is a Non-Free Archetype version of [17.2.4 Thaumaturge \(Regalia / Weapon\) / Xbow Infiltrator / Rogue / Gunslinger](#).

This thaumaturge build utilizes the repeating crossbow in one hand and familiar reloading in the other hand for your crescent cross until you can get gunslinger reloading. The build will also utilize the strong CHA of the class and build into intimidation. Later feats will focus on utilizing your Thaumaturge kit (i.e., talisman access, enhanced familiar to buff them to buff you, etc.). The implements selected will be Regalia (since it can be a 1H weapon) and Weapon (for L9+ intensify implement). The repeating crossbow will be your regalia implement because it will always be out so you or your allies get your full aura bonuses (damage, buffs, and bonuses to skills). You can swap them if you want (maybe that is even suggested at L10 if you stop using familiar reloading) so you can have both implements out.

At L9 the build multiclasses into gunslinger, but you could go into rogue for [Evasiveness](#), [Dread Striker](#), [Sneak Attacker](#), etc.

Words of Warning: Thaumaturge has a lot of GM rulings because of poorly written rules and poor community comprehension of RAW/RAI. Expect different GM opinions and rulings which could range from making taking thaumaturge completely pointless to reasonable. These rulings include:

- 1. **Implement Empowerment:** RAW/RAI you can have two 1H weapons (one in each hand) so long as one or both are weapon implements. Various community members do not rule this way by making an unsubstantiated assumption about the class design basis. If your GM does this, avoid this class entirely because you’re not likely to get a favourable reading on the rest of the issues (and your damage will be awful).
- 2. **Implement Switching:** At L5 when you get your second implement you get the ability to switch between implements as a free action so long as you’re “about to use an action from the implement”. Some people read this as ‘only’ the reactions from some implements, however I would read this as an attack from a weapon implement, intensify implement action, etc. If your GM rules it is just the reaction then you need to consider using a passive implement as your 3rd implement or you can get stuck wasting an action to redraw your weapon implement. Note you can’t use this to game an extra familiar reload since you have to be ‘wearing’ the implement for the wording to apply.
- 3. **Implement Definitions:** Many people have some misconception that implements must be otherwise single purpose/useless objects but that is not RAW/RAI. The class lets you select higher level magic items which are inherently going to be dual purpose. That means you have a few options that can double as weapons given the open-ended nature of the implements definition (e.g., weapon, regalia, shield, etc.). If your GM won’t rule this way, don’t bother with this class.
- 4. **Esoterica Definitions:** Many people have misconceptions of the definitions of esoterica and assume they also must be useless items. But this is again not RAI/RAW. Ammunition (bolts, arrows, etc.) qualify as esoterica per the very broad definition in the rules so you can avoid any discussion on losing features because your ammunition isn’t esoterica.

This guide assumes favourable rulings on all 4 points (where applicable). I recommend you have a session 0 discussion with your GM to clarify their reading on these rules to prevent a bad surprise midway through your PCs career.

LVL	Selection	Rationale
0	(Ancestry / Heritage) Gnome / Hobgoblin STR 8, DEX 16, CON 14, WIS 12, INT 10, CHA 18	This mixed heritage combines gnome (which has a familiar) with hobgoblin (assuming the heritage upgrades us to darkvision like most other versatile heritages -> but you need to ask your GM). Eventually you want to be adopted by humans for natural ambition to pick up diverse lore (an exceedingly amazing utility feat on thaumaturges). If your GM won't give you the darkvision upgrade, consider that you won't take a hobgoblin feat until L13 and switch to another versatile heritage like Duskwalker.
1	(A-Feat)(Gnome) Animal Accomplice (C-F) (Gunslinger) Ammunition Thaumaturgy (C-Feature) Regalia or Weapon Implement	You get a familiar and pay a feat tax to get the thaumaturge's version of Dual-Weapon Reload . I would recommend starting with Regalia the picking up weapon at L5 but I like having maxed out Face skills, so it's probably a me thing.
2	(C-Feat) (CI) Crossbow Infiltrator Dedication	Self explanatory.
3	(G-Feat) Adopted Ancestry (Human)	Needed for multitalented at L9 and to pick-up Diverse Lore at L5.
4	(C-Feat) (CI) Crescent Cross Training	Self Explanatory
5	(A-Feat)(Human) (Natural Ambition) (Diverse Lore) retrain to Reincarnated Ridiculer at L7. (C-Feature) Regalia or Weapon Implement	Diverse Lore does not help you do any crossbow infiltrator related things. However, it helps you out of combat to become a recall knowledge skill monkey. This supports some easing of party role for out of combat utility and can support you, in general, doing less damage as part of the standard party comp. Since it is a L1 feat, you want to retrain it to a proper L5 feat (i.e., Reincarnated Ridiculer) at L7 that will allow you to demoralize an enemy multiple times in combat and synergize with the L10 pistelero Raconteur's Reload .
6	(C-Feat)(CI) Infiltrator's Reload or (Thaumaturge) Sympathetic Vulnerabilities	Move + reload action compression or less exploit weakness feat takes. Pick one at L6 and pick the other at L8.

7	(S-Feat) Swift Sneak (G-Feat) Ancestral Paragon (Natural Ambition) (Diverse Lore) (C-Feature) Regalia Implement to Adept	We boost the Regalia Implement to Adept first because it gives us a scaling status bonus to damage and really great bonuses to face skills that you'll be using at L10+ as part of gunslinger reloads you'll be doing.
8	(C-Feat)(CI) Infiltrator's Reload or (Thaumaturge) Sympathetic Vulnerabilities	Move + reload action compression or less exploit weakness feat takes. Pick one at L6 and pick the other at L8.
9	(A-Feat)(Human) Multitalented (Gunslinger Dedication)	You jump into gunslinger to pick up the L10 pistelero Raconteur's Reload .
10	(C-Feat)(Gunslinger) Practiced Reloads (Raconteur's Reload)	Now you can create a diversion to make an enemy flatfooted or demoralize them to make them frightened. At this point I would drop the familiar reloading and instead dual wield your implements. This lets your familiar instead pick up Skilled (Esoteric Lore) and Second Opinion to improve your chances of critically succeeding on exploit weakness/esoteric lore checks in general. At L11 you'll get your weapon implement to adept and be utilizing Sympathetic Vulnerabilities to give you more flexibility in using the thaumaturge reaction tied to the weapon implement.
11	(G-Feat) Fleet or Toughness Weapon Implement to Adept	Grab some more movement speed or HP, up to you. Second implement goes to adept.
12	(C-Feat)(Thaumaturge) Talisman Esoterica	Perfect time to pick up 2x Tiger Menuki 's per day on your crescent cross. Remember your Talisman Cord !
13	(A-Feat)(Hobgoblin) Agonizing Rebuke	You're likely a master in intimidation and going to legendary soon so this is a +2d4 to +3d4 damage every time you demoralize an enemy.
14	(C-Feat)(Thaumaturge) Esoteric Reflexes	You get an extra implement reaction. You might consider swapping your regalia and weapon implements. If you don't want to burn your ammunition on 0 MAP strikes, consider taking Fake Out from gunslinger instead for a good ranged reaction (pretty reliable +3 bonus to one ally attack at this level).
15	(C-Feature) Third Implement (Amulet)	Your third implement should be something passive (e.g.,like Tome) that won't take away from your hands or something with a reaction to make use of Esoteric Reflexes . If your GM doesn't consider 'attacking with your weapon implement' to be a designated action that allows a free action interact to draw it then you are better to pick a passive implement. For this build I suggest amulet on the basis that you can free draw your weapon implement back out so you have some useful reactions that don't rely on shooting your ammunition.
16	(C-Feat)(Thaumaturge) Implement's Flight	You can fly!
17		
18	(C-Feat) (Thaumaturge) Share Weakness	You're taking this just for Ubiquitous Weakness . You could consider selecting Intense Implement to push your third implement to adept but then you're stuck with only one L20 feat option (a free once per day L8 spell).
19		
20	(C-Feat) (Thaumaturge) Ubiquitous Weakness	All allies in 30ft also share your exploit weakness benefits.

17.2 Free Archetype Builds

This archetype has a variety of rogue feats that are good and is similar in concept/mechanics as to the Scout.

17.2.1 Gunslinger (Drifter) / XBow Infiltrator / Marshal / Thaum. / Alchemist

This is a Free Archetype version of [17.1.1 Gunslinger \(Drifter\) / Crossbow Infiltrator / Marshal / Thaumaturge](#).

This build combines a rapier pistol melee weapon with a crescent cross with the intent of using [Reloading Strike](#) on off turns with [Infiltrator's Reload](#) to reposition for melee. Using the Drifter deed, you can stride as a free action as your first action in combat, followed by entering the Marshal's Dread Marshal Stance and an initial Crescent Spray. At L9 we are able to snag the Thaumaturge multiclass, primarily for a needed boost to master in will saves and access to talismans for the [Tiger Menuki](#) (which we eventually get 4 of and utilize as part of our first crescent spray on medium or more difficult encounters). The build also tries to use Stab and Blast + Reloading Strike x2 every other off turn until you can build up charges in a [Tactician Helm](#) from [Reactive Strike](#) to enable it every off turn. Eventually you go into Alchemist to run on [Quicksilver Mutagen](#) (offset by a combination of [Toughness](#) and [Mountain Stoutness](#)).

LVL	Selection	Rationale
0	(Ancestry / Heritage) Dwarf / Aiuvarin STR 14, DEX 18, CON 14, WIS 14, INT 10, CHA 8	Dwarf has a CHA dumped stat and Aiuvarin patches the issue by allowing us to use multitalented without meeting the stat requirement.
1	(A-F) (Elf) Nimble Elf (C-F) (Gunslinger) Dual-Weapon Reload	Dwarf's are slow in speed, so nimble elf and fleet patch this issue.
2	(C-Feat) (Gunslinger) Sword and Pistol (Arch-Feat) (CI) Crossbow Infiltrator Dedication	
3	(G-Feat) Adopted Ancestry (Human)	Needed for multitalented at L9.
4	(C-Feat) (Gunslinger) Running Reload (Arch-Feat) (CI) Crescent Cross Training	Take Running Reload at L4 so you have a move + reload option, but retrain it at L6 to Munitions Crafter once you can pick up Infiltrator's Reload from a free archetype feat. Munitions Crafter adds some AOE (via bomb) diversity or special ammunition (if desired) until you multiclass into alchemist, at which point you can make mutagens like Quicksilver Mutagen to have a +1 item bonus above comparable skill items/weapon potency crystal on stealth/attacks.
5	STR 16, DEX 19, CON 14, WIS 16, INT 12, CHA 8 (A-Feat)(Human) General Training (Fleet) (S-Prof) Intimidation (Trained)	Fleet brings you to a 30ft movement (40ft with Trick Magic Item and a wand of longstrider). You'll be sneaking at half speed at L6. So boosting your sneak speed is great (you can retrain it to Natural Ambition for Crossbow Crack Shot once you have Swift Sneak at L7 if you want). You need to boost INT at L5 and L10 to meet the stat requirement for Alchemist at L14 (it also resolves having intimidation trained to enter into the Marshal dedication).
6	(C-Feat) (Gunslinger) Quick Draw (Arch-Feat) (CI) Infiltrator's Reload	This lets you drop one of your weapon (secured to a weapon harness) to then draw and throw a bomb from your retrained Munitions Crafter L4 feat.
7	(S-Feat) Swift Sneak (G-Feat) Toughness	Swift Sneak lets you sneak at full speed with Infiltrator's Reload and Toughness helps boost HP since you can't boost CON to 18 as fast as others (which stacks with Mountain Stoutness if you take that at L13 or L17).
8	C-Feat)(Gunslinger) Stab and Blast (Arch-Feat)(Marshal) Marshal Dedication (S-Prof) Intimidation (Expert)	Using this archetype for the Dread Marshal Stance as a free fearsome rune (within your 15ft aura) will mean your crits also cause enemies to become frightened 1 (and you also get a +1 dmg/weapon dice boost to damage).
9	(A-Feat)(Human) Multitalented (Thaumaturge Dedication) (S-Prof) Intimidation (Master)	This nets you the thaumaturge archetype even with a 8 CHA. Select weapon implement so if you have a spare action you can use Glimpse Vulnerability. You have to boost your intimidation proficiency to master to stay on the assurance vs. easy check DC curve at L10 for your stance.
10	STR 18, DEX 20, CON 16, WIS 16, INT 14, CHA 8 (C-Feat)(Marshal) Reactive Strike (Arch-Feat)(Marshal) Dread Marshal Stance (S-Feat) Assurance (Intimidation)	Now you can use assurance for the Dread Marshal Stance and you have Reactive Strike which lets you purchase and benefit from Tactician Helm which can be used after stab and blast to reload either your rapier pistol or your Crescent Cross, making your off-turns damage quite reliable and possibly better than your Crescent Spray turns.
11	(G-Feat) Fleet (if you retrained it) or Incredible Initiative	You can grab Fleet again now if you retrained it at L5 or grab Incredible Initiative to have a +2 circumstance bonus to your initiative rolls.
12	(Arch-Feat)(Thaumaturge) Talisman Esoterica (C-Feat)(Thaumaturge) Resolute	Will saves are boosted to master (gunslinger chassis never goes beyond expert). You have 2x Tiger Menuki 's per day on your crescent cross.
13	(A-Feat)(Dwarf) Telluric Power	+1dmg/dice circumstance damage on your melee strikes in most cases to boost your off turn damage. Alternatively Mountain Stoutness can give you more HP to make you more tanky.
14	(C-Feat)(Alchemist) Alchemist Dedication (Arch-Feat)(Alchemist) Advanced Alchemy	Now you have versatile vials and the full alchemical library of options to use with your Munitions Crafter feat. I'd recommend against using a Collar of the Shifting Spider as mutagens at this level last an hour and you have 4+ ½ level (or 11 items + another 40 minutes from versatile vials) that you could be effectively permanently under the effects of Quicksilver Mutage if you wanted it.
15	STR 18, DEX 21, CON 18, WIS 18, INT 14, CHA 8	
16	(C-Feat) (Gunslinger) Grit and Tenacity (Arch-Feat) (Thaumaturge) Elaborate Talisman Esoterica	Once per hour you can reroll a failed fortitude or will save with a +2. 4x Tiger Menuki 's per day on your crescent cross.
17	(S-Prof) Intimidation (Legendary)	Keeps you on the assurance curve for the Dread Marshal Stance

18	(C-F) (Gunslinger) Piercing Critical (Arch-Feat) (CI) Unseen Shot	Crit on 19 and 20s. Taking an initial feat from the Crossbow Infiltrator archetype that can maintain your stealth/flatfooted condition across multiple crescent cross strikes in the middle of a crescent spray.
19	(G-Feat) True Perception	You are constantly under the effects of a 6th rank truesight spell
20	(C-F) (Gunslinger) Perfect Readiness (Arch-Feat) (CI) “Pick your Favourite”	Free Reload every turn

17.2.2 Champion (Justice) / Xbow Infiltrator / Gunslinger / Eagle Knight

This is a Free Archetype version of [17.1.2 Champion \(Justice\) / Xbow Infiltrator / Archetype X](#).

This build utilizes Familiar Reloading with the Champion (Justice Cause) Nimble Reprisal / off turn thrown weapon + returning rune to maintain a ranged Champion style build. With FA you can afford to do a bit better than sticking with a boomerang, and instead play more like a drifter gunslinger at higher levels. Since we don’t need Natural Ambition to get nimble reprisal and our domain spell you can instead afford unconventional weaponry to pick up the best finesse thrown weapon ([Tamchal Chakram](#)). At L8+ you can afford to pick up [Reactive Strike](#) which can enable a potential full reload via [Tactician Helm](#). At L9 you jump into gunslinger so at L10 you can have their deed and and way reload. When you finally get [Practiced Reloads](#) at L10, you no longer need to rely on your familiar.

LVL	Selection	Rationale
0	(Ancestry / Heritage) Goblin / Human STR 14, DEX 18, CON 12, WIS 12, INT 10, CHA 12	This mixed heritage combines goblin (which has burn-it/darkvision with human (for the Natural Ambition feat) and is eventually adopted by gnomes for a familiar. Sort out with your GM what a half breed goblin human would net as a benefit, but in general we don’t really care too much.
1	(A-F) (Human) (Unconventional Weaponry) (Tamchal Chakram) (C-F) (Champion) Nimble Reprisal)	Nimble Reprisal is so good with a thrown weapon (which you’ll be using to keep DPR up when not using Crescent Spray). You need the deity domain spell to grab the dragon domain focus spell which is the linch pin of making the champion do enough damage. This build is opting to use a finesse thrown weapon to switch hit and the best available is an advanced weapon (Tamchal Chakram).
2	(C-F) (Champion) Deity's Domain (Dragon) (Arch-Feat) (CI) Crossbow Infiltrator Dedication	You need the deity domain spell to grab the dragon domain focus spell which is the linch pin of making the champion do enough damage. The archetype feat is self explanatory.
3	(Class Feature) Blessings of the Devoted (Blessed Arm.) (G-Feat) Adopted Ancestry (Gnome)	The whole build is using the free returning rune netted from the Blessings of the Devoted. Note that recent Errata clarified that this is ‘in addition’ to your normal rune count that is applied on weapons. You need a Familiar to use Familiar Reloading and gnome is a common ancestry (thus a RAW selection for Adopted Ancestry) that provides it.
4	(C-F) (Champion) Deity's Domain (Travel) (Arch-Feat) (CI) Crescent Cross Training	This gets you to 3 focus points and opens up the advanced travel domain spell which can give you a fly speed when needed. A The archetype feat is self explanatory.
5	(A-Feat)(Gnome) Animal Accomplice	Now you have a familiar with the independent and manual dexterity traits to reload your crescent cross. You’ll be limited to a slower version until you get Dual-Weapon Reload since the familiar has to do everything.
6	(C-Feat)(CI) Infiltrator's Reload (Retrain at L8 to (Champion) Reactive Strike (Arch-Feat)(CI) Dual-Weapon Reload	Move + Reload compression and the ability to reload with 2x1H weapons. Now you won’t struggle so much with hand logistics. You want these at this level so your play can be more fun, but you’ll want to retrain your class feat to Reactive Strike at L8 (using your free archetype to pick it back up) which can enable a potential full reload via 1 action with Tactician Helm .
7	(S-Feat) Swift Sneak (G-Feat) Ancestral Paragon (Burn It!!)	Swift Sneak lets you sneak at full speed with Infiltrator's Reload next level. Burn-it Only provides a +2 at L7, so you’re only missing a +1 status bonus to damage up to this level.
8	(C-F) (Champion) Advanced Deity's Domain (Travel) (Arch-Feat)(CI) Infiltrator's Reload Tactician Helm	You retrain your L6 feat to Reactive Strike and have now picked up the travel domain spell that will give you a flight speed for 5 minutes at L9+.
9	(A-Feat)(Human) Multitalented (Gunslinger Dedication) Advancing Rune (Armour)	Gunslinger dedication is bad, but a the drifter special reload and deed that you pick up at L10 really remove all the barriers to reliably playing the archetype and you can ditch the familiar. The Advancing Rune (Armour) is a need to buy to provide you some other means of movement during combat as your success depends a lot of on positioning.

10	(C-Feat)(Gunslinger) Slinger's Readiness (Retrain at L12 to(Champion) Expand Aura (Arch-Feat)(Gunslinger) Practiced Reloads	<p>Slinger's Readiness lets you take a full stride as a free action at the start of your first turn so you can position properly to utilize your domain spell + strike for round 1. Practiced Reloads lets you strike + reload and means you can potentially ditch the familiar (it can still be nice to keep them to effectively free up one hand for other items as with independent it can take then hand back your weapon (even if it doesn't do a reload at all)</p> <p>You retrain your class feat to Expand Aura at L12, which lets it jump to 30ft for 1 minute (or permanently at L16). This effects your reactions and increases the likelihood you can pick up more 0 MAP strikes.</p>
11	(G-Feat) Fleet or Toughness	You can grab Fleet for more movement or Toughness for more HP.
12	(C-Feat)(Champion) Blessed Counterstrike (Arch-Feat)(Gunslinger) Slinger's Readiness	<p>The Strike deals one extra weapon damage die. If this Strike hits, until the start of your next turn, the target gains weakness equal to half your level to all Strikes made by you and your allies</p> <p>Retrain your L10 feat to Expand Aura and re-pick it back up with your archetype feat.</p>
13		
14	(C-Feat)(Champion) Divine Reflexes (Arch-Feat)(Eagle Knight) Eagle Knight Dedication	Another Champion Reaction per turn (another 0 MAP strike!). You can really take any archetype at this point, but since you want to be close and melee switch hitting, getting even more reactions can boost your capabilities. Eagle knight offers
15		
16	(C-Feat)(Champion) Instrument of Zeal (Arch-Feat)(Eagle Knight) Tactical Reflexes	Whenever you critically hit an enemy with Blessed Counterstrike or Retributive Strike, your attack deals an extra weapon damage die, and the target is slowed 1 on its next turn. Now you have an extra reaction just for Reactive Strike .
17		
18	(C-F) (Champion) Swift Retribution (Arch-Feat)(Eagle Knight) Immediate Rebuke	Anytime a champion reaction gets triggered, you are quickened (stride or strike). Your reactions will happen a lot. Immediate Rebuke lets you use Reactive Strike when an enemy attacks an ally, making it more likely trigger your reactive strike.
19		
20		

17.2.3 Rogue (Mastermind) / Xbow Infiltrator / Pathfinder Agent / Scroll Master / Cleric

This is a Free Archetype version of [17.1.3 Rogue \(Mastermind\) / Xbow Infiltrator / Pathfinder Agent / Scroll Master](#).

This build utilizes Familiar Reloading with the [Mastermind](#) rogue racket (which makes enemies flatfooted to you for 1 round on a successful recall knowledge or 1 minute on a critical success). The build aims to utilize two crescent crosses (so no need for melee or STR based options) and weaponize recall knowledge rolls to generate free action flatfooted enemies. Those free action recalls come online at L8/L9 and by L12 you can use one of [Arcana](#), [Crafting](#), [Nature](#), [Occultism](#), or [Religion](#) to roll recall knowledge for all others via [Bestial Scholar](#). This build will pick to maximize wisdom knowledge rolls with the focus on Nature which has a wide variety of uses (typically a replacement for survival, natural medicine, etc.) and because WIS is also related to perception and will saves.

This build goes into cleric at later levels for the knowledge domain focus spells, (so you may want to use religion instead of nature), but if you don't want to go all in on recall knowledge you can go into [Talisman Dabbler](#) for free daily [Tiger Menuki](#) talismans, or [Familiar Master](#) to buff your familiar, or some other option suggested in the guide. If your GM will let you select spellshot as a gunslinger way, then you can pick up a reload + recall knowledge action compression (just keep in mind it is from a class archetype way so not RAW/RAI, but it would be very flavourful).

LVL	Selection	Rationale
0	(Ancestry / Heritage) Ratfolk Duskwalker (Background) Scholar STR 8, DEX 18, CON 12, WIS 16, INT 12, CHA 10	This ancestry has a perfect -2 STR and +2 DEX/INT. You end up picking Nature as your background skill and get assurance in it to support future assured knowledge free action rolls at higher levels. Every stat level you want to boost DEX/CON/WIS/INT
1	(A-F) (Human) Rat Familiar (C-Feat) (Rogue) Tumble Behind (Rogue)	You get a familiar for familiar reloading. You have another way to generate the flatfooted condition for your enemies via tumble through.
2	(C-Feat) (Rogue) Trap Finder (Arch-Feat) (CI) Crossbow Infiltrator Dedication	The archetype feat is self explanatory. Trapfinder lets you be a better scout while still selecting avoid notice as your exploration activity.
3	(G-Feat) Toughness	You only have a D8 hit dice and 12 CON. You need some extra HP to improve your survivability.

4	(C-Feat) (Rogue) Dread Striker (Arch-Feat) (CI) Crescent Cross Training (S-Feat) Kreighton's Cognitive Crossover	The archetype feat is self explanatory.Dread striker is a very reliable way to make an enemy flatfooted. In this build you're focused on WIS/INT recall knowledge skills, so this is more likely to combo with your party's debuffs from L3 fear spells, another demoralize build, etc. The skill feat lets you select Nature and another skill from a list (I recommend selecting society since it relates to humanoid recall knowledges) and if you fail a skill check you can retry it as a reaction with the other skill you picked (i.e., nature).
5	(A-Feat)(Duskwalker) Lifesense	10ft lifesense.
6	(C-Feat) (CI) (Dual-Weapon Reload) Arch-Feat)(CI) Infiltrator's Reload (S-Feat) Automatic Knowledge (Nature)	Move + Reload compression and Dual-Weapon Reload .
7	(S-Feat) Swift Sneak (G-Feat) Ancestral Paragon (Ghost Hunter)	Swift Sneak lets you sneak at full speed with Infiltrator's Reload . Ghost Hunter adds ghost touch onto all your weapon strikes.
8	(C-Feat)(Rogue) Tactical Entry (Arch-Feat)(Pathfinder Agent) Pathfinder Agent Dedication (S-Feat)(Pathfinder Agent) Diverse Recognition	Tactical Entry is the worse version of the drifter gunslinger's initial deed, but as a stealth forward dex based skill monkey its likely you're going to be high in initiative order so this equates to a free stride at the beginning of combat in most cases. Pathfinder agent has two great skill feats that allow us to make free action recall knowledges (picked up at L8 and L9). That lets us, at L10, go into scroll master and pick up Bestial Scholar which means we can replace most recall knowledge rolls with Nature (or w/e other skill you wanted to boost as your primary).
9	(A-Feat)(Ratfolk) Rat Form (S-Feat)(Pathfinder Agent) Recognize Threat	Rat Form is an amazing way to go tiny and break into places not normally available to you. Recognize Threat combos with Diverse Recognition to potentially do a chain of recall knowledges in round 1 in case enemies went before you, if you weren't allowed to roll stealth for initiative and gain the surprise attack feature, etc.
10	(C-Feat)(Scrollmaster) Scrollmaster Dedication (Arch-Feat)(Scrollmaster) Bestial Scholar (S-Feat)(Pathfinder Agent) Thorough Reports	You're here for Bestial Scholar which means we can replace most recall knowledge rolls with Nature (or w/e other skill you wanted to boost as your primary). Thorough Reports lets you get a +2 bonus on recall knowledge against things you've kept in a report and scroll master boosts that to a +4 circumstance bonus. This makes critting much more likely if your dungeon has a lot of repeat enemies.
11	(G-Feat) Fleet (S-Feat)(Scrollmaster) Masterful Obfuscation	You can grab Fleet for more movement. Masterful Obfuscation lets you deceive people that your facts are true when they aren't. Select Nature and check with your GM if that will extend through to all the skills listed in Bestial Scholar . It also serves as your third archetype feat from Scrollmaster.
12	(C-Feat)(Rogue) Bloody Debilitation (Arch-Feat) Cleric Dedication	Adds a damage debilitation option in case you didn't crit the enemy so you can add 3d6 bleed damage. The cleric archetype is to pursue knowledge domain spells to get reaction re-rolls to make enemies flatfooted (also useful outside of combat as well).
13	(A-Feat)(Duskwalker) Quietus Strikes	+1/+2 damage to strikes.
14	(C-Feat)(Rogue) Sly Striker (Arch-Feat)(Cleric) Deity's Domain (Knowledge)	Even when not flatfooted you still deal some sneak attack damage and can lead to a great L20 feat. This can mitigate turn rotation disruptions for the cost of less damage. The first knowledge domain spell gives you a free reaction off a perception/recall knowledge roll (which you're doing a lot of).
15		
16	(C-Feat)(Rogue) Sneak Adept (Arch-Feat)(Cleric) Deity's Domain (Knowledge)	All but guaranteed a successful sneak.
17		
18	(C-Feat) (Rogue) Powerful Sneak (Arch-Feat)(Rogue) Basic Cleric Spell Casting	You ignore resistance and immunity to precision damage (a big issue for your DPR/class). Now that you have 2 focus spells, picking up some L3+ spell ranks can net your a few heals/pre-buff heroisms which also give you a status bonus to your skill checks as well as your attacks. At this level you should ask your GM to build a custom stave that would include heroism on it. Typically you need a less wide ranging trait than mental, but you can work with your GM to select some theme that would include heroism. Typically the only staves with heroism on it are bard codas, so even asking for a non-bard version of one of those is adequate
19	(G-Feat) True Perception	You are constantly under the effects of a 6th rank truesight spell

20	(C-Feat) (Rogue) Impossible Striker (Arch-Feat)(Cleric) Expert Cleric Spell Casting	You always deal full sneak attack damage even to enemies that are not flatfooted. L4/56 spell for prebuffing/healing/support.
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17.2.4 Thaumaturge (Regalia / Weapon) / Xbow Infiltrator / Rogue / Gunslinger

This is a Free Archetype version of [17.1.4 Thaumaturge \(Regalia / Weapon\) / Xbow Infiltrator / Gunslinger](#).

This thaumaturge build utilizes the repeating crossbow in one hand and familiar reloading in the other hand for your crescent cross until you can get gunslinger reloading. The build will also utilize the strong CHA of the class and build into intimidation. Later feats will focus on utilizing your Thaumaturge kit (i.e., talisman access, enhanced familiar to buff them to buff you, etc.). The implements selected will be Regalia (since it can be a 1H weapon) and Weapon (for L9+ intensify implement). The repeating crossbow will be your regalia implement because it will always be out so you or your allies get your full aura bonuses (damage, buffs, and bonuses to skills). You can swap them if you want (maybe that is even suggested at L10 if you stop using familiar reloading) so you can have both implements out.

Words of Warning: Thaumaturge has a lot of GM rulings because of poorly written rules and poor community comprehension of RAW/RAI. Expect different GM opinions and rulings which could range from making taking thaumaturge completely pointless to reasonable. These rulings include:

- Implement Empowerment:** RAW/RAI you can have two 1H weapons (one in each hand) so long as one or both are weapon implements. Various community members do not rule this way by making an unsubstantiated assumption about the class design basis. If your GM does this, avoid this class entirely because you’re not likely to get a favourable reading on the rest of the issues (and your damage will be awful).
- Implement Switching:** At L5 when you get your second implement you get the ability to switch between implements as a free action so long as you’re “about to use an action from the implement”. Some people read this as ‘only’ the reactions from some implements, however I would read this as an attack from a weapon implement, intensify implement action, etc. If your GM rules it is just the reaction then you need to consider using a passive implement as your 3rd implement or you can get stuck wasting an action to redraw your weapon implement. Note you can’t use this to game an extra familiar reload since you have to be ‘wearing’ the implement for the wording to apply.
- Implement Definitions:** Many people have some misconception that implements must be otherwise single purpose/useless objects but that is not RAW/RAI. The class lets you select higher level magic items which are inherently going to be dual purpose. That means you have a few options that can double as weapons given the open-ended nature of the implements definition (e.g., weapon, regalia, shield, etc.). If your GM won’t rule this way, don’t bother with this class.
- Esoterica Definitions:** Many people have misconceptions of the definitions of esoterica and assume they also must be useless items. But this is again not RAI/RAW. Ammunition (bolts, arrows, etc.) qualify as esoterica per the very broad definition in the rules so you can avoid any discussion on losing features because your ammunition isn’t esoterica.

This guide assumes favourable rulings on all 4 points (where applicable). I recommend you have a session 0 discussion with your GM to clarify their reading on these rules to prevent a bad surprise midway through your PCs career.

LVL	Selection	Rationale
0	(Ancestry / Heritage) Gnome / Hobgoblin STR 8, DEX 16, CON 14, WIS 12, INT 10, CHA 18	This mixed heritage combines gnome (which has a familiar) with hobgoblin (assuming the heritage upgrades us to darkvision like most other versatile heritages -> but you need to ask your GM). Eventually you want to be adopted by humans for natural ambition to pick up diverse lore (an exceedingly amazing utility feat on thaumaturges). If your GM won't give you the darkvision upgrade, consider that you won't take a hobgoblin feat until L13 and switch to another versatile heritage like Duskwalker.
1	(A-Feat)(Gnome) Animal Accomplice (C-F) (Gunslinger) Ammunition Thaumaturgy (C-Feature) Regalia or Weapon Implement	You get a familiar and pay a feat tax to get the thaumaturge's version of Dual-Weapon Reload . I would recommend starting with Regalia the picking up weapon at L5 but I like having maxed out Face skills, so it's probably a me thing.
2	(C-Feat) (Thaumaturge) Enhanced Familiar (Arch-Feat) (CI) Crossbow Infiltrator Dedication	Self explanatory archetype feat. Enhanced familiar gets you two additional traits. I'd suggest Tough/Lifelink and upgrade Tough to Construct at L10 when you acquire a Crown of Witchcraft
3	(G-Feat) Adopted Ancestry (Human)	Needed for multitalented at L9 and to pick-up Diverse Lore at L5.
4	(C-Feat)(Thaumaturge) Talisman Esoterica (Arch-Feat) (CI) Crescent Cross Training	Self Explanatory archetype feat. An early pick up of Talisman Esoterica, but you L8-L12 feats are pretty spoken for Remember your Talisman Cord !

5	(A-Feat)(Human) (Natural Ambition) (Diverse Lore) retrain to Reincarnated Ridiculer at L7. (C-Feature) Regalia or Weapon Implement	Diverse Lore does not help you do any Crossbow Infiltrator related things. However, it helps you out of combat to become a recall knowledge skill monkey. This supports some easing of party role for out of combat utility and can support you, in general, doing less damage as part of the standard party comp. Since it is a L1 feat, you want to retrain it to a proper L5 feat (i.e., Reincarnated Ridiculer) at L7 that will allow you to demoralize an enemy multiple times in combat and synergize with the L10 pistelero Raconteur's Reload .
6	(C-Feat)(Thaumaturge) Rogue Dedication (Arch-Feat)(Cl) Infiltrator's Reload	Move + reload action compression. More importantly your third archetype feat so you can get into Rogue early enough to pick up the best options all by L12.
7	(S-Feat) Swift Sneak (G-Feat) Ancestral Paragon (Natural Ambition) (Diverse Lore) (C-Feature) Regalia Implement to Adept	We boost the Regalia Implement to Adept first because it gives us a scaling status bonus to damage and really great bonuses to face skills that you'll be using at L10+ as part of gunslinger reloads you'll be doing.
8	(C-Feat) (Thaumaturge) Sympathetic Vulnerabilities (Arch-Feat) (Rogue) You're Next	Sympathetic Vulnerabilities means less actions burned exploiting weakness per combat. You're Next is a reaction to demoralize, which is about to make enemies flatfooted to you at L10. To pick up a higher level feat from rogue, you need to pick up a L1/L2 rogue feat and this one gets even better at L15 with legendary in intimidation when it goes from a reaction to a free action.
9	(A-Feat)(Human) Multitalented (Gunslinger Dedication)	You jump into gunslinger to pick up the L10 pistelero Raconteur's Reload .
10	(C-Feat)(Gunslinger) Practiced Reloads (Raconteur's Reload) (Arch-Feat) (Rogue) Dread Striker	Now you can create a diversion to make an enemy flatfooted or demoralize them to make them frightened. As well when an enemy is frightened you treat them as flatfooted. At this point I would drop the familiar reloading and instead dual wield your implements. This lets your familiar instead pick up Skilled (Esoteric Lore) and Second Opinion to improve your chances of critically succeeding on exploit weakness/esoteric lore checks in general. At L11 you'll get your weapon implement to adept and be utilizing Sympathetic Vulnerabilities to give you more flexibility in using the thaumaturge reaction tied to the weapon implement.
11	(G-Feat) Fleet or Toughness Weapon Implement to Adept	Grab some more movement speed or HP, up to you. Second implement goes to adept.
12	(C-Feat)(Gunslinger) Fake Out (Arch-Feat)(Rogue) Evasiveness	Fake Out from gunslinger is a good ranged reaction (pretty reliable +3 bonus to one ally attack at this level). Evasiveness boosts your reflex save to master (your otherwise weakest save).
13	(A-Feat)(Hobgoblin) Agonizing Rebuke	You're likely a master in intimidation and going to legendary soon so this is a +2d4 to +3d4 damage every time you demoralize an enemy. Now demoralized enemies represent a +3 to hit, 2d4 damage, and likely a reload compression.
14	(C-Feat)(Thaumaturge) Esoteric Reflexes (Arch-Feat)(Rogue) Sneak Attacker	You get an extra implement reaction. You might consider swapping your regalia and weapon implements. Sneak attacker gives you 1d6 precision damage against flatfooted enemies (which should be most enemies).
15	(C-Feature) Third Implement (Amulet)	Your third implement should be something passive (e.g.,like Tome) that won't take away from your hands or something with a reaction to make use of Esoteric Reflexes . If your GM doesn't consider 'attacking with your weapon implement' to be a designated action that allows a free action interact to draw it then you are better to pick a passive implement. For this build I suggest amulet on the basis that you can free draw your weapon implement back out so you have some useful reactions that don't rely on shooting your ammunition.
16	(C-Feat)(Thaumaturge) Implement's Flight (Arch-Feat) (Rogue) Tactical Entry	You can fly! You get a poor version of the gunslinger deed to get a free stride in during round 1.
17		
18	(C-Feat) (Thaumaturge) Share Weakness (Arch-Feat)(Thaumaturge) Grit and Tenacity	You're taking this just for Ubiquitous Weakness . You could consider selecting Intense Implement to push your third implement to adept but then you're stuck with only one L20 feat option (a free once per day L8 spell). Grit and Tenacity gives you a once per hour save reroll on a failed fortitude or will save with a +2 circumstance bonus.
19		

20	(C-Feat) (Thaumaturge) Ubiquitous Weakness (Arch-Feat)(Rogue) Sneak Adept	All allies in 30ft also share your exploit weakness benefits For your archetype feat you might also consider. Sneak Adept lets you push sneak fails to successes, however you might also consider Dazzling Display for a 30ft area demoralize or Uncanny Dodge to increase your defenses.
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17.2.5 Ranger (Vindicator) / Xbow Infiltrator / TBD

[Sample build under construction]

This ranger build utilizes an animal companion for free movement, ranger for increased range , the vindicator class archetype for /access to [Dragconic Barrage](#), a familiar for familiar reloading, and a 1H+ weapon (I suggest the gakung) for ranged switch hitting at far distances. This ranger does not use hunt prey at all except as a range booster contingency option. After L6 we go into beast master to net more buffs to the animal companion to ensure they stay alive. Similarly we, end up in familiar mast

NOTE: A vindicator would love to utilize [Silence the Profane](#). But to do that they need a GM caveat. The feat requires the use of a deity’s favored weapon, but longbows can’t be used mounted and the only other ranged weapon dragon domain deities provide daggers. So you need to do one of a few things to make this work:

1. Give up on it and use something else (this is what the build does below so it is at least in compliance with rules without assuming GM caveats)
2. Add a custom pantheon with dragon domain and a ranged weapon that isn’t longbow (shortbow, gakung, or an advanced bow like Daiku or horngali are all top picks)..
3. Let your PC access alternate domains (this opens up tridents and chakrams). If you do this then at L8 you want to archetype into Champion and grab the free returning rune option.
4. Alter the [Sky Keepers](#) to add shortbows.
5. Use daggers. You need to do the same as #3, but also desperately want far shot for a 20ft range (not great).
6. Let the PC access to the [Horselord’s Bow](#) as a non-specific magic item or use this precedent to use longbows while mounted (but don't give the item’s +2 damage bonus feature).
7. Give up on the animal companion / mount entirely and use the archer archetype to pick up [Point Blank Stance](#) to mitigate the volley penalty.This comes online pretty late.
8. Allow deities favored weapon to equal favored weapon group (this is personally my favourite option as a GM as it opens build diversity to pick a more flavourful deity without being penalized for them having a bad weapon).

LVL	Selection	Rationale
0	(Ancestry / Heritage) Goblin / Human STR 10, DEX 18, CON 14, WIS 14, INT 12, CHA 10	This mixed heritage combines goblin (which has burn-it/darkvision with human (for the Natural Ambition feat to exit) and is eventually adopted by gnomes for a familiar. Sort out with your GM what a half breed goblin human would net as a benefit, but in general we don't really care too much.
1	(A-F) (Human) (Natural Ambition)(Vindicator) (Deity's Domain (Protection) (C-F) (Vindicator) Deity's Domain (Dragon)	Protection domain can give you a use for your other focus points since you don't have a good reaction and you have 3 at level 2. This could help mitigate some damage that might drop either your familiar or animal companion. You need to take deity's domain twice at L1 so at L2 you're done your class archetype and don't delay anything for your primary build.
2	(C-F) (Vindicator) Vindicator Dedication (Arch-Feat) (CI) Crossbow Infiltrator Dedication	You finish your Vindicator class archetype with a third feat. The archetype feat is self explanatory.
3	(G-Feat) Adopted Ancestry (Gnome)	You need a Familiar to use Familiar Reloading and gnome is a common ancestry (thus a RAW selection for Adopted Ancestry) that provides it.
4	(C-F) (Ranger) Animal Companion -> Retrain to Heal Companion at L8 (Arch-Feat) (CI) Crescent Cross Training	You need to pick up the L1 companion here so at L6 you can upgrade it. The archetype feat is self explanatory.
5	(A-Feat)(Gnome) Animal Accomplice STR 10, DEX 19, CON 16, WIS 16, INT 14, CHA 10	Now you have a familiar with the independent and manual dexterity traits to reload your crescent cross. You'll be limited to a slower version until you get Dual-Weapon Reload since the familiar has to do everything.
6	(C-Feat)(CI) Mature Animal Companion (Ranger) -> Retrain to Far Shot at L8 (Arch-Feat)(CI) Dual-Weapon Reload	Now you can reload your crescent cross with another bow in hand and you get a free stride per turn even if you don't command your animal companion. At this point I'd suggest picking up the Giant Wasp . That companion gives you a 40ft flying speed while mounted. You retrain this feat to Far Shot at L8 so you can shift off your animal companion feats to the Beastmaster archetype.
7	(G-Feat) Ancestral Paragon (Burn It!!)	Burn-it only provides a +2 at L7, so you're only missing a +1 status bonus to damage up to this level.
8	(C-F) (Beastmaster) Beastmaster Dedication (Arch-Feat)(Beastmaster) Mature Beastmaster Companion ,	This is a big retraining level to pick up Far Shot and Heal Companion . This has two main benefits. First we can now advance our companion at L14+ 2 levels earlier. As well, we can pick up companion feats using archetype feats. Beatmaster has a L18 feat that can help the companion making its saves.
9	(A-Feat)(Human) Multitalented (Alchemist Dedication)	Jump into alchemist for Quicksilver Mutagen .
10	(C-Feat)(Ranger) Incredible Beastmaster Companion (Arch-Feat)(Alchemist)(Advanced Alchemy) -> Retrain to Improvise Admixture at L12 STR 10, DEX 20, CON 18, WIS 18, INT 16, CHA 10	Mandatory Animal Companion Booster Feat. Get yourself. Otherwise you're picking up alchemical items that can be loaded into a Collar of the Shifting Spider .
11	(G-Feat) Toughness	You can grab Toughness for more HP.
12	(C-Feat)(Alchemist) Efficient Alchemy (Arch-Feat)(Beastmaster) Additional Companion	More alchemical items 6+INT for advanced alchemy which will jump to 10+INT with the L20 feat (Advanced Efficient Alchemy)
13		
14	(C-Feat)(Familiar Master) Familiar Master Dedication (Arch-Feat)(Beastmaster) Specialized Beastmaster Companion	Familiar master gets you 2 more traits (I'd suggest Damage Avoidance , Construct , or Lifelink . The companion feat is a mandatory animal companion progression feat. You'll pick this feat 3 times and you want Daredevil , Ambusher , and Racer .nYou want to pick one of Daredevil Or Ambusher t and the other two can be picked up in any order.
15		
16	(C-Feat)(Ranger) Warden's Reload (Arch-Feat)(Beastmaster) Specialized Beastmaster Companion	Warden's Reload provides a free action reload after you cast a warden spell once per round. See L14 for discussion about pecialized Beastmaster Companion .
17		
18	(C-F) (Beastmaster) Specialized Beastmaster Companion (Arch-Feat)(Beastmaster) Heightened Instincts	The last Specialized Beastmaster Companion and another beastmaster feat. The Beastmaster feat boosts all companion saves from a a save to critical success.
19		
20	(C-F) (Fireworks Tech.) Firework Technician Dedication (Arch-Feat)(Alchemist) Advanced Efficient Alchemy	One feat gives you replenishing versatile vials and the other gives you 10+INT advanced alchemy options.

Changelog

- Revision 0 (2025-09-26):
 - Initial Issue