

Enforcer

There are several different aspects to arcane spellcasting. Years of dedication, study, and practice are poured into perfecting the art of using the forces of the cosmos to manipulate, blast, or control their enemies. Some try to cast their spells in conjunction with swordplay, blending the use of magic with that of combat. There are others who learn to channel the same energy that fuels the spellcasting of the frail wizards and magi and create an aura of power within themselves.

Role: Manifesting as spell-like powers that fully realize the combat prowess that arcane magic is capable of, rather than dealing with the inefficiency of casting spells in combat, these warriors, whilst dabbling in a small amount of arcane spells, truly enforce the arcane in combat.



Alignment: Any

Hit Die: d10

Starting Wealth: 5d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: trained

Class skills

The enforcer's class skills are Acrobatics (Dex); Appraise (Int); Craft (Int); Fly (Dex); Intimidate (Cha); Knowledge (Arcana; Dungeoneering; Engineering; Local) (Int); Linguistics (Int); Profession (Wis); Sense Motive (Wis); and Spellcraft (Int).

Skill Ranks per Level 2+ INT/level

Class Features

Weapon and Armor Proficiency: Enforcers are proficient with all simple and martial weapons, with

light and medium armor, and with shields (except tower shields). An enforcer can cast bloodrager/enforcer spells while wearing light armor or medium armor without incurring the normal arcane spell failure chance. This does not affect the arcane spell failure chance for arcane spells received from other classes. Like other arcane spellcasters, an enforcer wearing heavy armor incurs a chance of arcane spell failure if the spell in question has somatic components.

Table I-I: Enforcer

Level	Base Attack Bonus	Fort	Ref	Will	Special	I	2	3	4
I	+I	+0	+2	+2	Arcane enforcement; Arcane Strike	-	-	-	-
2	+2	+0	+3	+3	Enforcer talent	-	-	-	-
3	+3	+I	+3	+3	Defensive Enforcement	-	-	-	-
4	+4	+I	+4	+4	Enforcer talent	0	-	-	-
5	+5	+I	+4	+4	Tactics Enforcement	I	-	-	-
6	+6/+I	+2	+5	+5	Enforcer talent	I	-	-	-
7	+7/+2	+2	+5	+5	Versatile enforcement	I	0	-	-
8	+8/+3	+2	+6	+6	Enforcer talent	I	I	-	-
9	+9/+4	+3	+6	+6	Evasion	2	I	-	-
IO	+IO/+5	+3	+7	+7	Enforcer talent	2	I	0	-
II	+II/+6/+I	+3	+7	+7	Improved versatile enforcement	2	I	I	-
I2	+I2/+7/+2	+4	+8	+8	Enforcer talent	2	2	I	-
I3	+I3/+8/+3	+4	+8	+8	Quick enforcement	3	2	I	0
I4	+I4/+9/+4	+4	+9	+9	Enforcer talent	3	2	I	I
I5	+I5/+IO/+5	+5	+9	+9	Greater versatile enforcement	3	2	2	I
I6	+I6/+II/+6/+I	+5	+IO	+IO	Enforcer talent	3	3	2	I
I7	+I7/+I2/+7/+2	+5	+IO	+IO	Improved evasion	4	3	2	I
I8	+I8/+I3/+8/+3	+6	+II	+II	Enforcer talent	4	3	2	2
I9	+I9/+I4/+9/+4	+6	+II	+II	Perfect versatile enforcement	4	3	3	2
20	+20/+I5/+IO/+5	+6	+I2	+I2	Enforcer talent; Master enforcer	4	4	3	3

Arcane Enforcement (Sp): Starting at first level, an enforcer can channel a force of arcane energy to increase his combat prowess by entering a state of focus. This state acts as though he were in a bloodrage, though he gains none of the other benefits or drawbacks of bloodraging. At first level the enforcer can enter this state for a number of rounds per day equal to 4 plus his Intelligence modifier. For every level beyond first, he can remain in this state for an additional 2 rounds per day. This is treated as an arcane spell-like ability, with a caster level equal to his enforcer level. Ending the state is a free action. At first level, the only enforcement effect the enforcer has access to is combat enforcement. As he gains levels, the enforcer gains access to other enforcement effects. He can only have one of these effects active at a time; changing which effect is active is a swift action.

Combat Enforcement (Sp): During arcane enforcement, the enforcer gains +1 insight bonus on attack rolls, damage rolls, and combat maneuvers. At 5th level and every six enforcer levels thereafter, increase this bonus by +1 to a maximum of +4 at 17th level.

Arcane Strike: The enforcer gains Arcane Strike as a bonus feat at 1st level. The arcane enforcement ability counts as the ability to cast arcane spells for the purpose of qualifying for this feat, and uses the enforcer's class level as his caster level.

Enforcer Talents: As an enforcer gains experience, he learns a number of talents that aid him and confound his foes. Starting at 2nd level, an enforcer gains one enforcer talent. He gains an additional enforcer talent for every 2 levels of enforcer attained after 2nd level. An enforcer cannot select an individual talent more than once. Talents marked with an asterisk add effects to an enforcer's arcane enforcement. These are considered enforcement effects like those gained from the enforcer class.

Advanced Study (Ex): When an enforcer selects this talent, he must select one spell from the wizard or magus spell list that is of an enforcer spell level he can cast. He adds this spell to his spellbook and list of enforcer spells known as an enforcer spell of its wizard or magus spell level. He can instead select two spells to add in this way, but both must be at least one level lower than the highest-level enforcer spell he can cast.

**Ammunition Enforcement (Sp):* During arcane enforcement, the enforcer can spontaneously create ammunition for a bow or crossbow using magic, and never needs to load the weapon with ammunition. If the wielder attempts to load the weapon with other ammunition, the created arrow or bolt immediately vanishes and the wielder can load the weapon as normal. This ability does not reduce the amount of time required to load or fire the weapon. The created arrow or bolt vanishes if removed from the weapon; it persists only if fired. Unlike normal bow and crossbow ammunition, these arrows and bolts are always destroyed when fired.

Alchemical Study (Ex): Whenever you cast a spell that appears on both the enforcer and alchemist spell lists, you treat your caster level as 1 higher than normal and the save DC of such spells increases by 1. Additionally, you may copy spells from an alchemist's formula book into your spellbook just as you could with another arcane spellcaster's spellbook.

**Aerial Enforcement (Sp):* During arcane enforcement the enforcer can fly at a speed of 40 ft. This otherwise functions as the *Fly* spell. The enforcer must be at least 4th level to select this power. This enforcement effect costs two rounds instead of one.

Bane Weapon (Su): Activating as a swift action and maintaining on subsequent rounds as a free action, the enforcer can treat his weapon attacks as if they had the *bane* enchantment for up to a number of rounds per day

equal to 3+ his Intelligence Modifier, these rounds do not need to be consecutive. The enforcer must be 12th level to select this talent.

Combat Feat (Ex): The enforcer selects one combat feat he qualifies for.

**Critical Enforcement (Sp):* During arcane enforcement, the enforcer can treat his weapon attacks as if he had the Improved Critical feat. The enforcer must be 8th level to select this power.

Devoted Weapon (Su): Activating as a swift action and maintaining on subsequent rounds as a free action, the enforcer can select any of the following enchantments: *holy*, *unholy*, *axiomatic*, or *anarchic*. For up to a number of rounds per day equal to 3+ his Intelligence Modifier (these rounds do not need to be consecutive), he treats all weapon attacks he makes as having that enchantment. He can only add an alignment that matches his own. The enforcer must be 10th level to select this talent.

Dimensional Jump (Su): You can teleport to a nearby space as a move action as if using *dimension door*. This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet for every round of arcane enforcement you spend (minimum 5 feet).

Dispelling Disruption (Su): The enforcer can channel his arcane energy into a dispelling disruptive attack. As a standard action, he can make one melee attack against an opponent and target that opponent with a *dispel magic* effect, with an effective caster level equal to his enforcer level. The enforcer must be 8th level to select this talent. At 15th level, treat the effect as *Greater Dispel Magic* instead.

**Displaced Enforcement (Sp):* During arcane enforcement, the enforcer can treat himself as if under the effect of the *Displacement* spell. The enforcer must be at least 6th level to select this talent. This Enforcement effect costs two rounds instead of one.

Elemental Weapon (Su): Activating as a swift action and maintaining on subsequent rounds as a free action, the enforcer can select any of the following magic weapon enchantments: *flaming*, *shock*, *corrosive*, or *frost*. For up to a number of rounds per day equal to 3+ his Intelligence Modifier (these rounds do not need to be consecutive), he treats all weapon attacks he makes as having that enchantment. Multiple uses of this ability on the same weapon do not stack.

Energy Weapon (Su): Activating as a swift action and maintaining on subsequent rounds as a free action, the enforcer can treat his weapon attacks as if they had the *brilliant energy* enchantment for up to a number of rounds per day equal to 3+ his Intelligence Modifier, these rounds do not need to be consecutive. The enforcer must be 14th level to select this talent.

Familiar (Ex): The enforcer gains a familiar, using his enforcer level as his effective wizard level. This familiar follows the rules for familiars presented in the arcane bond wizard class feature.

Greater Arcane Enforcement (Su): Upon entering arcane enforcement, the enforcer can apply the effects an enforcer spell he has prepared of 2nd level or lower to himself. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the arcane enforcement. This use consumes an enforcer prepared spell, as if he had cast the spell; he must have the spell prepared and not yet cast to take advantage of this effect. The enforcer must be 10th level to select this talent.

Incorporeal Weapon (Su): Activating as a swift action and maintaining on subsequent rounds as a free action, the enforcer can treat his weapon attacks as if they had the *ghost touch* enchantment for up to a number of rounds per day equal to 3+ his Intelligence Modifier, these rounds do not need to be consecutive.

Nimble Weapon (Su): Activating as a swift action and maintaining on subsequent rounds as a free action, the enforcer can treat his weapon attacks as if they had the *nimble shot* enchantment for up to a number of rounds per day equal to 3+ his Intelligence Modifier, these rounds do not need to be consecutive. The enforcer must be 8th level to select this talent.

Ranging Weapon (Su): Activating as a swift action and maintaining on subsequent rounds as a free action, the enforcer can select any of the following enchantments: *seeking*, *returning*, or *adaptive*. For up to a number of rounds per day equal to 3+ his Intelligence Modifier (these rounds do not need to be consecutive), he treats all weapon attacks he makes as having that enchantment.

**Resistance Enforcement (Sp):* During arcane enforcement, the enforcer can grant himself DR 5/-. The enforcer must be 8th level to select this talent. This Enforcement effect costs two rounds instead of one.

**Speed Enforcement (Sp):* During arcane enforcement, the enforcer can treat himself as if under the effect of the *Haste* spell. The enforcer must be at least 6th level to select this talent. This Enforcement effect costs two rounds instead of one.

Spell Regeneration (Su): As a standard action, the enforcer can regain a spell slot gained from the enforcer class that has already been cast or lost for the day by spending a number of rounds of his arcane enforcement equal to double the spell's level. The enforcer must be 4th level to select this talent.

Spell Reinforcement (Su): As a swift action, you can sacrifice one of your prepared spell slots from your enforcer class levels to gain a number of rounds of arcane enforcement equal to double its spell level. The enforcer must be 4th level to select this talent.

Spell Vitality (Su): During arcane enforcement the enforcer can, as a move action, sacrifice a prepared spell slot gained from the enforcer class to gain 1d8 per spell level + caster level temporary hit points of the spell slot sacrificed. The enforcer must be 4th level to select this talent.

**Threatening Enforcement (Sp):* During arcane enforcement, the enforcer confirms all critical threats. The enforcer must be 18th level to select this power. This enforcement effect costs two rounds instead of one.

Versatile Intelligence (Ex): The enforcer can select any two skills that use Charisma or Wisdom as their base ability score. He may instead use his Intelligence modifier when making these skill checks in place of the original ability score. This talent can be selected multiple times.

**Visual Enforcement (Sp):* During arcane enforcement, the enforcer can treat himself as under the effect of *arcane sight*. The enforcer must be 4th level to select this enforcement effect. At 12th level this is treated as *true seeing*.

Defense Enforcement (Sp): The enforcer can use this enforcement effect to gain the bonuses from combat enforcement on his AC, CMD, and Saving Throws.

Spells: An enforcer casts arcane spells drawn from the bloodrager/enforcer spell list. An enforcer must choose and prepare his spells ahead of time. To learn, prepare, or cast a spell, the enforcer must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an

enforcer's spell is 10 + the spell level + the enforcer's Intelligence modifier. An enforcer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-1. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table 1-3 on page 17 of the Pathfinder RPG Core Rulebook).

An enforcer may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the enforcer decides which spells to prepare.

Spellbooks: An enforcer must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook except for read magic, which all enforcers can prepare from memory. An enforcer gains a spellbook at fourth level containing three 1st-level bloodrager/enforcer spells of his choice. The enforcer also selects a number of additional 1st-level bloodrager/enforcer spells equal to his Intelligence modifier to add to his spellbook. At each new enforcer level, he gains two new bloodrager/enforcer spells of any spell level or levels that he can cast (based on his new enforcer level) for his spellbook. At any time, an enforcer can also add spells found in other spellbooks to his own (see Chapter 9 of the Core Rulebook).

An enforcer can learn spells from a wizard's or magus's spellbook, just as a wizard or magus can from an enforcer's spellbook. The spells learned must be on the bloodrager/enforcer spell list, as normal. An alchemist (see the Pathfinder RPG Advanced Player's Guide) can learn formulae from an enforcer's spellbook, if the spells are also on the alchemist spell list. An enforcer cannot learn spells from an alchemist.

Tactics Enforcement (Sp): The enforcer can use this enforcement effect to gain the bonuses from combat enforcement on his skill checks, caster level checks to cast spells, and initiative checks. The enforcer can now choose to activate his arcane enforcement as a free action as part of an initiative check, but doing so consumes some of his arcane enforcement as if he had already spent a single round of his total rounds for the day.

Versatile Enforcement (Sp): During arcane enforcement, the enforcer may choose to gain the benefits of two enforcement effects simultaneously. Doing so costs more rounds of arcane enforcement each round than normal, depending on the enforcement effect's per round cost. If the enforcement effect doesn't have a stated per round cost in its description, then the effect's cost is one round. The costs are additive when using simultaneous enforcement effects. For example, an enforcer who is using both Combat Enforcement and Defensive Enforcement would be spending two rounds of his arcane enforcement each round instead of one, because both Enforcement effects have a cost of one. When changing enforcement effects with a swift action, he can choose to change one or both of his simultaneous effects, or choose to end one and only have one active with the same swift action.

Evasion (Ex): At 9th level and higher, an enforcer can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the enforcer is wearing light armor, medium armor, or no armor. A helpless enforcer does not gain the benefit of evasion.

Improved Versatile Enforcement (Sp): When entering his arcane enforcement, the enforcer can now gain up to three enforcement effects simultaneously, increasing the number of rounds consumed each round as normal.

Quick Enforcement (Sp): The enforcer can now change which Enforcement effects he has active as an immediate action.

Greater Versatile Enforcement (Sp): The enforcer can now gain the benefits of up to four enforcement effects simultaneously, increasing the number of rounds consumed each round; when gaining more than one enforcement effect during the arcane enforcement, the enforcer adds the total number of rounds consumed then reduces that number by one each round.

Improved Evasion (Ex): At 17th level, an enforcer's evasion improves. This ability works like evasion, except that while the enforcer still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless enforcer does not gain the benefit of improved evasion.

Perfect Versatile Enforcement (Sp): The enforcer can now gain the benefits of up to five enforcement effects simultaneously, increasing the number of rounds consumed each round; when gaining more than two enforcement effects during the arcane enforcement, the enforcer adds the total number of rounds consumed but now reduces that number by two each round.

Master Enforcer (Sp): When using arcane enforcement, he reduces the number of rounds his individual enforcement effects cost by half, if this reduces the cost of a Power below one, he can use that power at no additional cost. He must still spend a minimum of one round of his arcane enforcement each round he uses this ability. The enforcer can now gain the benefits of any number of enforcement effects simultaneously.

Bloodrager/Enforcer Spells

1st-Level enforcer Spells: *Blade lash, blurred movement, break, burning hands, cause fear, chill touch, color spray, corrosive touch, ear-piercing scream, endure elements, enlarge person, expeditious retreat, feather fall, flare burst, frostbite, hydraulic push, icicle dagger, jump, line in the sand, long arm, mage armor, magic missile, magic weapon, marid's mastery, mirror strike, mount, mudball, phantom blood, protection from chaos/evil/good/law, ray of enfeeblement, ray of sickening, reduce person, returning weapon, shadow weapon, shield, shock shield, shocking grasp, stone fist, stone shield, strong wings, sundering shards, swiftness*, thunderstomp, touch of combustion, touch of gracelessness, touch of the sea, true strike, unerring weapon, warding weapon, wave shield, web bolt, windy escape, winter feathers.*

2nd-Level enforcer Spells: *Ablative barrier, acid arrow, adhesive blood, animal aspect, bear's endurance, blindness/ deafness, blood armor, blood blaze, boiling blood, brow gasher, bullet shield, bull's strength, burning gaze, cat's grace, certain grip, daze monster, death from below, defensive shock, delay pain, disfiguring touch, dust of twilight, eagle's splendor, elemental touch, extreme flexibility, false life, fire breath, flaming sphere, frigid touch, ghoul touch, glitterdust, gust of wind, gusting sphere, imbue with elemental might, mirror image, molten orb, protection from arrows, pyrotechnics, resist energy, scorching ray, see invisibility, shatter, slipstream, sonic scream, spider climb, steal breath, stone call, stone discus, swiftness (improved)*, touch of idiocy, unshakable chill.*

3rd-Level enforcer Spells: *Air geyser, animal aspect (greater), aqueous orb, beast shape I, blood biography, blood scent, burrow, burst of speed, chain of perdition, cloak of winds, countless eyes, draconic reservoir, elemental aura, eruptive pustules, excruciating deformation, fire trail, fireball, firestream, flame arrow, fly, force hook charge, force punch, gloomblind bolts, haste, heroism, hold person, hostile levitation, howling agony, hydraulic torrent, keen edge, lightning bolt, locate weakness, magic weapon (greater), monstrous physique I, pain strike, paragon surge, phantom steed, protection from energy, rage, raging rubble, ray of exhaustion, resinous skin, silver darts, sleet storm, slow, stamina push*, stinking cloud, swiftness (greater)*, thunderstomp (greater), twilight knife, undead anatomy I, vampiric touch, versatile weapon, vision of hell, water breathing, wind wall.*

4th-Level enforcer Spells: *Absorbing inhalation, ball lightning, beast shape II, bestow curse, black tentacles, calcific touch, confusion, contagion, crushing despair, detonate, dragon's breath, earth glide, elemental body I, enervation, enlarge person (mass), false life (greater), fear, fire shield, firefall, flaming sphere (greater), ghost wolf, hellmouth lash, ice storm, monstrous physique II, moonstruck, pellet blast, phantasmal killer, reduce person (mass), ride waves, river of wind, shocking image, shout, stoneskin, swiftness (perfect)*, telekinetic charge, touch of slime, vermin shape I, vitriolic mist, volcanic storm, wall of fire, wall of ice, wall of sound, wreath of blades.*

New Feats

Extra Arcane Enforcement:

You can use your arcane enforcement ability more than normal.

Prerequisite: Arcane enforcement class feature.

Benefit: You can use arcane enforcement for 6 additional rounds per day.

Special: You can gain Extra arcane enforcement multiple times. Its effects stack.

Extra Enforcer Talent:

Prerequisite: Enforcer talent class feature.

Benefit: You gain one additional enforcer talent. You must meet all of the prerequisites for this enforcer talent.

Special: You can select extra enforcer talent multiple times.

Enforcement Specialization:

Prerequisite: Arcane enforcement class feature.

Benefit: Select one of your enforcement effects. Reduce the cost of that effect by one. You cannot make the cost of an enforcement effect zero.

Special: You can select this feat multiple times, its effects do not stack. Each time you select this feat, it applies to a different enforcement effect.

New Spells

Swiftiness

School Transmutation; **Level** enforcer 1

Casting Time 1 move action

Components V,S

Range Personal

Target You

Duration Instantaneous

Description You can magically enhance your speed in an efficient manner. Instead of taking a standard action this round, you may instead take two additional swift actions. These swift actions cannot be used to cast spells.

Swiftiness, Improved

School Transmutation; **Level** enforcer 2

Casting Time 1 swift action

Components V,S

Range Personal

Target You

Duration Instantaneous

Description You can magically enhance your speed in an efficient manner. Instead of taking a move action this round, you may instead take two additional swift actions. These swift actions cannot be used to cast spells.

Swiftiness, Greater

School Transmutation; **Level** enforcer 3

Casting Time 1 swift action

Components V,S

Range Personal

Target You

Duration Instantaneous

Description You can magically enhance your speed in an efficient manner. You may take two additional swift actions this round. These swift actions cannot be used to cast spells.

Swiftiness, Perfect

School Transmutation; **Level** enforcer 4

Casting Time 1 swift or immediate action

Components V,S

Range Personal

Target You

Duration Instantaneous

Description You can magically enhance your speed in an efficient manner. You may take three additional swift actions this round.

Stamina Push

School Transmutation; **Level** enforcer 3

Casting Time 1 swift action

Components V,S

Range Personal

Target You

Duration Instantaneous

Description You can take an additional move action this round.

Archetypes

Armored Enforcer:

Where most enforcers are trained to remain agile and nimble, some instead train themselves to be steadfast in a suit of heavy armor.

Heavy Armor: Armored enforcers gain proficiency with heavy armor, they can cast arcane spells granted by the enforcer class in heavy armor without any chance of Arcane Spell Failure. This alters the enforcers armor proficiencies.

Arcane Block: As a swift action, you can imbue your armor with a fraction of your power. For 1 round, your armor grants DR 1/- and is treated as magic. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level. This ability counts as Arcane Strike for the purpose of meeting feat prerequisites, but anytime the armored enforcer would use the feat, it functions this way to improve his defenses. This replaces Arcane Strike.

Fortified Enforcer: The armored enforcer no longer has good Reflex Saves. Instead swap the saving throw progressions between Reflex and Fortitude. Effectively the armored enforcer has good Fortitude and Will saves.

Defensive Enforcement: The armored enforcer trains himself differently than a normal enforcer. At 1st level he gains Defensive Enforcement and doesn't gain Combat Enforcement until 3rd level. This ability alters the Combat Enforcement and Defensive Enforcement abilities.

Stalwart: At 9th level, an armored enforcer can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can only be used if the armored enforcer is wearing medium or heavy armor. A helpless armored enforcer does not gain the benefit of the stalwart ability. This ability replaces evasion and improved evasion.

Arcane Assassin:

Many assassins are trained in the arcane arts, and they gain the ability to improve upon their training using magic.

Studied Target: At 1st level an arcane assassin gains the slayer's Studied Target ability, treating his arcane assassin level as his slayer level. This ability replaces Arcane Enforcement. The arcane assassin cannot select Enforcer Talents which alter his Arcane Enforcement.

Sneak Attack: At 3rd level, an arcane assassin gains the Sneak Attack ability of a slayer of his level. This ability is otherwise identical to the slayer ability of the same name, including how many d6s he rolls for damage.

This ability replaces Defensive Enforcement, Tactics Enforcement, and Quick Enforcement.

Stalker: At 7th level an arcane assassin gains the Stalker ability, as the slayer ability. This ability replaces Versatile Enforcement, Improved Versatile Enforcement, Greater Versatile Enforcement, and Perfect Versatile Enforcement.

Slayer Talents: An arcane assassin gains access to Slayer Talents as Enforcer Talents. At 10th level he gains access to advanced talents.