

# SLAYER

Slayer  
Level

## SLAYER TALENTS

### STUDIED TARGET

Study a target as a move action to get +1 to Bluff, Knowledge, Perception, Sense Motive and Survival (including track); and a bonus to attack, damage and the DC of Slayer abilities.

COMBAT / DC  
BONUS

Slayer  
Level

$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right) \text{ (Zaokrąglane w dół)}$$

Deal sneak attack damage to gain this bonus immediately.

NUMBER OF  
TARGETS

Slayer  
Level

$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right) \text{ (Zaokrąglane w dół)}$$

Study a target as a swift action.

Poziom

7

### STALKER

Gain +1 to Disguise, Intimidate and Stealth

### MASTER SLAYER

Poziom

20

As a standard action, make an attack against studied target that deals normal damage and, if successful, may also kill, knock unconscious for 1d4 hours, or paralyze for 2d6 rounds.

WYTRWAŁOŚĆ  
SAVE DC

Slayer  
Level

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{INT} \text{ (Zaokrąglane w dół)}$$

### TRACK

Slayer  
Level

Premia ze  
Sztuki Przetrwania

Tropienie

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00}$$

### SWIFT TRACKER

Poziom

11

Follow tracks at normal speed without penalty.

Follow tracks at double speed at -10 penalty instead of -20.

### QUARRY

As a standard action, select one target you can see.

Poziom

14

Take 10 to follow your quarry, gain +2 to attack rolls, and critical hits are automatically confirmed.

If your quarry escapes, cannot use again for 24 hours; if your quarry is dead, use again after 1 hour.

### IMPROVED QUARRY

Poziom

19

Select target as a free action.

Take 20 to follow your quarry, gain +4 to attack rolls.

If quarry is dead, use again after 10 minutes.

### PODSTĘPNY ATAK

PODSTĘPNY OBRAŻENIE  
PREMIA

Slayer  
Level

Inne

$$\boxed{\phantom{00}} \text{ k6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00} \text{ (Zaokrąglane w dół)}$$

Obrażenia z podstępного ataku można stosować gdy cel jest flankowany lub stracił premię ze ZR do KP.

W przypadku ataków dystansowych stosuje je się tylko w zasięgu 9m.

Nie ulegają zwiększeniu w wyniku uderzeń krytycznych.

Obrażenia powodują śmierć tylko w przypadku używania zabójczej broni.

TALENTY  
ZNANE

Slayer  
Level

Inne

From level 10, a Slayer  
can take Advanced Talents

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00} \text{ (Zaokrąglane w dół)}$$

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