SLAYER

Slayer Level: ☐

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

$$\boxed{} = 1 + \left(\underline{\text{Slayer Level}} \div 5 \right)$$ (Round down)

Deal sneak attack damage to gain this bonus immediately.

NUMBER OF TARGETS

$$\boxed{} = 1 + \left(\underline{\text{Slayer Level}} \div 5 \right)$$ (Round down)

Level 7 — Study a target as a swift action.
STALKER
Gain +1 to Disguise, Intimidate and Stealth

Level 20 — **MASTER SLAYER**
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 paralyse for 2d6 rounds.

FORTITUDE SAVE DC

$$\boxed{} = 10 + \left(\underline{\text{Slayer Level}} \div 2 \right) + \text{INT}$$ (Round down)

TRACK

Track $\boxed{} = \left(\underline{\text{Slayer Level}} \div 2 \right) + \underline{\text{Survival Bonus}}$

Level 11 — **SWIFT TRACKER**
Follow tracks at normal speed without penalty.
Follow tracks at double speed at -10 penalty instead of -20.

Level 14 — **QUARRY**
As a standard action, select one target you can see.
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.

Level 19 — **IMPROVED QUARRY**
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.

SNEAK ATTACK

SNEAK DAMAGE BONUS

$$\boxed{\text{d6}} = \left(\underline{\text{Slayer Level}} \div 3 \right) + \underline{\text{Misc}}$$ (Round down)

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.
On ranged attacks, it only applies within 30 ft.
It is not multiplied by critical hits.
It cannot be non-lethal unless using a non-lethal weapon.

SLAYER TALENTS

TALENTS KNOWN

$$\boxed{} = \left(\underline{\text{Slayer Level}} \div 2 \right) + \underline{\text{Misc}}$$ (Round down)

From level 10, a Slayer can take Advanced Talents

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