

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

Slayer
Level

= 1 + (

÷ 5)

(Redondear abajo)

Deal sneak attack damage to gain this bonus immediately.

NUMBER OF TARGETS

Slayer
Level

= 1 + (

÷ 5)

(Redondear abajo)

Study a target as a swift action.

Nivel
7

STALKER

Gain +1 to Disguise, Intimidate and Stealth

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.

FORTALEZA CD SALV

Slayer
Level

= 10 + (

÷ 2) + INT

(Redondear abajo)

RASTREAR

Slayer
Level

Bon de
Supervivencia

Rastrear

= (

÷ 2) +

SWIFT TRACKER

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.
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

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.

ATAQUE FURTIVO

BON DAÑO FURTIVO

Slayer
Level

Misc

d6 = (

÷ 3) +

(Redondear abajo)

Daño de ataque furtivo se aplica cuando el objetivo es flanqueado o pierde el bonus DES a CA.

En ataques a distancia, solo se aplica dentro de 30ft.

No se multiplica con crítico.

No puede ser no letal, excepto usando armas no letales.

SLAYER TALENTS

TALENTOS CONOCIDOS

Slayer
Level

Misc

From level 10, a Slayer
can take Advanced Talents

= (

÷ 2) +

(Redondear abajo)

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