SLAYER Slayer Level	SLAYER TALENTS							
STUDIED TARGET	TALENTOS CONOCIDOS		layer .evel			Misc		From level 10, a Slayer can take Advanced Talents
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.		= (÷ 2)	+		(Redondear	
COMBAT / DC Slayer BONUS Level	1				_			
= 1 + (÷ 5) (Redondear abajo)	2							
Deal sneak attack damage to gain this bonus immediately.								
NUMBER OF Slayer TARGETS Level = 1 + (÷ 5)	3							
= 1 + (÷ 5) (Redondear abajo)								
Nivel 7 STALKER	4				_			
Gain +1 to Disguise, Intimidate and Stealth								
MASTER SLAYER Nivel As a standard action, make an attack against studied target	5				_			
20 that deals normal damage and, if successful, may also kill, knock unconscious for 1d4 hours, or paralyse for 2d6 rounds.								
FORTALEZA Slayer CD SALV Level	6							
= 10 + (÷ 2) + INT	7							
(Redondear abajo)	/							
RASTREAR								
Slayer Bon de Level Supervivencia	8				_			
Rastrear = (÷ 2) +								
SWIFT TRACKER	9							
Nivel 11 Follow tracks at normal speed without penalty.								
Follow tracks at double speed at -10 penalty instead of -20.	10							
QUARRY As a standard action, select one target you can see.								
Nivel Take 10 to follow your quarry, gain +2 to attack rolls, 14 and critical hits are automatically confirmed.	11							
If your quarry escapes, cannot use again for 24 hours; if your quarry is dead, use again after 1 hour.								
IMPROVED QUARRY	12							
Nivel Select target as a free action. 19 Take 20 to follow your quarry, gain +4 to attack rolls.								
If quarry is dead, use again after 10 minutes.	13							
ATAQUE FURTIVO								
BON DAÑO Slayer FURTIVO Level Misc	14							
d6 = (÷ 3) +	-							
(Redondear abajo)								

pierde el bonus DES a CA.

No se multiplica con crítico.

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

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