

# 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

$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right) \quad (\text{abrunden})$$

Deal sneak attack damage to gain this bonus immediately.

NUMBER OF  
TARGETS

Slayer  
Level

$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right) \quad (\text{abrunden})$$

Stufe Study a target as a swift action.

7

#### STALKER

Gain +1 to Disguise, Intimidate and Stealth

#### MASTER SLAYER

Stufe 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.

20

Zähigkeit

SG des Rettungswurf

Slayer  
Level

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{IN} \quad (\text{abrunden})$$

### SPUREN LESEN

Slayer  
Level

Überlebenskunst  
Bonus

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

#### SWIFT TRACKER

Stufe Follow tracks at normal speed without penalty.

11

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

#### QUARRY

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

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

14

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

#### IMPROVED QUARRY

Stufe 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.

### HINTERHÄLTIGER ANGIFF

SCHADEN  
BONUS

Slayer  
Level

Sonstiges

$$\boxed{\phantom{00}}_{W6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00} \quad (\text{abrunden})$$

Zusätzlicher Schaden wird addiert, wenn der Schurke sein Ziel in die Zange nimmt oder es seinen GE-Bonus verliert.

Bei Fernkampfangriffen gilt er im Umkreis von 9m.

Er wird bei kritischen Treffern nicht multipliziert.

Nicht-tödlicher Schaden nur möglich, wenn die Waffe nicht-tödlichen Schaden verursacht.

TALENTE  
BEKANNT

Slayer  
Level

Sonstiges

From level 10, a Slayer  
can take Advanced Talents

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

1

2

3

4

5

6

7

8

9

10

11

12

13

14