SLAYER Slayer Level	SLAYER TALENTS			
SLATER Level	TALENTOS CONOCIDOS	Slayer Level	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);	= (÷ 2	2)+	(Redondear abajo)
and a bonus to attack, damage and the DC of Slayer abilities.	1			
COMBAT / DC Slayer BONUS Level				
= 1 + (÷ 5) (Redondear abajo)	2			
Deal sneak attack damage to gain this bonus immediately. NUMBER OF Slaver				
NUMBER OF Slayer TARGETS Level	3			
= 1 + (÷ 5) (Redondear abajo)				
Study a target as a swift action.	4			
7 STALKER Gain +1 to Disguise, Intimidate and Stealth				
MASTER SLAYER	5			
Nivel 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 Slayer	6			
CD SALV Level				
= 10 + (÷ 2) + INT	7			
(Redondear abajo)				
RASTREAR Slayer Bon de	8			
Level Supervivencia	а			
Rastrear = (; 2) +	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, 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				
BON DAÑO Slayer FURTIVO Level Misc	14			
d6 = (÷ 3) +				
(Redondear abajo) Daño de ataque furtivo se aplica cuando el objetivo es flangueado o				

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.