

# UCCISORE

Predatore  
Livello

## 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

Predatore  
Livello

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

Deal sneak attack damage to gain this bonus immediately.

### NUMBER OF TARGETS

Predatore  
Livello

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

Study a target as a swift action.

Livello  
**7**

### STALKER

Guadagna +1 a Camuffare, Intimidire e Furtività

### MASTER SLAYER

Livello **20** 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.

### TEMPRA CD SALVEZZA

Predatore  
Livello

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{INT} \quad (\text{per difetto})$$

## SEGUIRE TRACCE

Predatore  
Livello

Bonus  
Sopravvivenza

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

### RAPIDO SEGUGIO

Livello **11** Follow tracks at normal speed without penalty.  
Follow tracks at double speed at -10 penalty instead of -20.

### QUARRY

Livello **14** 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

Livello **19** 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.

## ATTACCO FURTIVO

### DANNO FURTIVO BONUS

Predatore  
Livello

Varie

$$\boxed{\phantom{00}} \text{ d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00} \quad (\text{per difetto})$$

Il danno da attacco furtivo si può applicare quando un bersaglio è fiancheggiato o se viene privato del proprio bonus di DES alla CA. Per gli Attacchi a distanza, si applica solo entro 9 m. Non viene moltiplicato dai Colpi critici. Può essere Danno non letale solo con una arma non letale.

## SLAYER TALENTS

### TALENTI CONOSCIUTI

Predatore  
Livello

Varie

From level 10, a Slayer can take Advanced Talents

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

1

2

3

4

5

6

7

8

9

10

11

12

13

14