

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)

(Округлять к меньшему)

Deal sneak attack damage to gain this bonus immediately.

NUMBER OF
TARGETS

Slayer
Level

= 1 + (

÷ 5)

(Округлять к меньшему)

Study a target as a swift action.

Уровень
7

STALKER

Gain +1 to Disguise, Intimidate and Stealth

MASTER SLAYER

Уровень

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 paralyze for 2d6 rounds.

СТОЙКОСТЬ
КС СПАСА

Slayer
Level

= 10 + (

÷ 2)

+ ИНТ

(Округлять к меньшему)

ВЫСЛЕЖИВАНИЕ

Slayer
Level

Бонус
Выживания

Выслеживание = (÷ 2) +

SWIFT TRACKER

Уровень

11

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.

Уровень

14

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

Уровень

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.

АТАКА ИСПОДТИШКА

УРОН АТАКИ ИСПОДТИШКА
БОНУС

Slayer
Level

Прочее

d6 = (

÷ 3)

+

(Округлять к меньшему)

Урон от скрытой атаки может быть добавлен когда цель

окружена или не может добавить бонус Ловкости к КЗ.

При дистанционной атаке - максимальная дальность 30 фт.

Не умножается при критическом попадании.

Не может быть не смертельным, если исп. летальное оружие

SLAYER TALENTS

ТАЛАНТОВ
ИЗВЕСТНО

Slayer
Level

Прочее

From level 10, a Slayer
can take Advanced Talents

= (

÷ 2)

+

(Округлять к меньшему)

1

2

3

4

5

6

7

8

9

10

11

12

13

14