SLAYER	Slayer Level	1		S	SLAYER TALENTS				
STUDIED TARGET		TALENTS KNOWN		Slayer Level	\	М	lisc		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)	+		(Round dow	n)
COMBAT / DCBONUS Slayer Level		1							
= 1 + (÷ 5)	(Round down)	2							
Deal sneak attack damage to gain this bonus in	nmediately.								
NUMBER OF Slayer TARGETS Level		3							
=1+(÷5)	(Round down)								
Study a target as a swift action.		4							
7 STALKER Gain +1 to Disguise, Intimidate, and Ste	alth								
MASTER SLAYER Level 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.		5							
		6							
FORTITUDE Slayer SAVE DC Level	`								
= 10 + (;	2) + INT	7							
	(Round down)								
TRACK Slayer	Survival	8							
Level	Bonus								
		9							
Level Follow tracks at normal speed without p	nenalty								
Follow tracks at double speed at -10 pe	,	10							
QUARRY As a standard action, select one target you can see. Level 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 if your quarry is dead, use again after 1									
IMPROVED QUARRY		12							
Level Select target as a free action.									

13

14

Misc

(Round down)

19 Take 20 to follow your quarry, gain +4 to attack rolls. If quarry is dead, use again after 10 minutes.

Slayer

Level

Sneak attack damage can be applied when a target is flanked or

It cannot be non-lethal unless using a non-lethal weapon.

SNEAK DAMAGE BONUS

d6

is denied their DEX bonus to AC.

It is not multiplied by critical hits.

On ranged attacks, it only applies within 30 ft.

SNEAK ATTACK