

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

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

Deal sneak attack damage to gain this bonus immediately.

**NUMBER OF
TARGETS**

Slayer
Level

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

Stufe Study a target as a swift action.

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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

**FORTITUDE
SAVE DC**

Slayer
Level

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

SPUREN LESEN

Slayer
Level

Überlebenskunst
Bonus

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

SWIFT TRACKER

Stufe Follow tracks at normal speed without penalty.

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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.

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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.

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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

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

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

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

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