UCCISORE Predatore Livello	SLAYER TALENTS						
STUDIED TARGET	TALENTI CONOSCIUTI		Predatore Livello		Varie		rom level 10, a Slayer an take Advanced Talents
Study a target as a move action to get +1 to Bluff, Knowledge, Perception, Sense Motive and Survival (including track);		= (÷ 2) +		(per difetto)	in take Advanced Talents
and a bonus to attack, damage and the DC of Slayer abilities. COMBAT / DC Predatore	1						
ENUS Livello							
Deal sneak attack damage to gain this bonus immediately.	2						
NUMBER OF Predatore							
TARGETS Livello : 5)	3						
(per difetto)							
Study a target as a swift action. Livello STALKER	4						
7 STALKER Guadagna +1 a Camuffare, Intimidire e Furtività							
MASTER SLAYER Livello As a standard action, make an attack against studied target	5						
that deals normal damage and, if successful, may also kill, knock unconscious for 1d4 hours, or paralyse for 2d6 rounds.	6						
TEMPRA Predatore CD SALVEZZA Livello	0						
= 10 + (÷ 2) + INT	7						
(per difetto)	- /						
SEGUIRE TRACCE Predatore Bonus	8						
Livello Sopravvivenza	1						
Seguire tracce = (÷ 2) +	9						
Livello 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.							
Livello Take 10 to follow your quarry, gain +2 to attack rolls, 14 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 Livello Select target as a free action.	12						
19 Take 20 to follow your quarry, gain +4 to attack rolls.							
If quarry is dead, use again after 10 minutes. ATTACCO FURTIVO	13						
DANNO FURTIVO Predatore BONUS Livello Varie	1/						
d6 = (÷ 3) +	14						
(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.

Può essere Danno non letale solo con una arma non letale.

Non viene moltiplicato dai Colpi critici.