

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

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

Deal sneak attack damage to gain this bonus immediately.

**NUMBER OF
TARGETS**

Predatore
Livello

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

Study a target as a swift action.

Livello
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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 paralyze for 2d6 rounds.

**TEMPRA
CD SALVEZZA**

Predatore
Livello

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

SEGUIRE TRACCE

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Livello

Bonus
Sopravvivenza

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

SWIFT TRACKER

Livello
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.

Livello
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

Livello Select target as a free action.

19 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

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

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

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

1

2

3

4

5

6

7

8

9

10

11

12

13

14