

# 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  
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$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right) \quad (\text{Redondear abajo})$$

Deal sneak attack damage to gain this bonus immediately.

### NUMBER OF TARGETS

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$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right) \quad (\text{Redondear abajo})$$

Study a target as a swift action.

Nivel  
**7**

### STALKER

Gain +1 to Disguise, Intimidate and Stealth

### MASTER SLAYER

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 paralyse for 2d6 rounds.

### FORTALEZA CD SALV

Slayer  
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$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{INT} \quad (\text{Redondear abajo})$$

## RASTREAR

Slayer  
Level

Bon de  
Supervivencia

Rastrear  $\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) +$

### SWIFT TRACKER

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.

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

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.

## ATAQUE FURTIVO

### BON DAÑO FURTIVO

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Misc

$$\boxed{\phantom{00}} \text{ d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \quad (\text{Redondear abajo})$$

Daño de ataque furtivo se aplica cuando el objetivo es flanqueado o pierde el bonus DES a CA.

En ataques a distancia, solo se aplica dentro de 30ft.

No se multiplica con crítico.

No puede ser no letal, excepto usando armas no letales.

## SLAYER TALENTS

### TALENTOS CONOCIDOS

Slayer  
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Misc

From level 10, a Slayer can take Advanced Talents

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \quad (\text{Redondear abajo})$$

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