

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
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$$\boxed{} = 1 + \left(\frac{}{} \div 5 \right) \quad (\text{Arredonda para Baixo})$$

Deal sneak attack damage to gain this bonus immediately.

NUMBER OF TARGETS

Slayer
Level

$$\boxed{} = 1 + \left(\frac{}{} \div 5 \right) \quad (\text{Arredonda para Baixo})$$

Study a target as a swift action.

Nível
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 paralyze for 2d6 rounds.

FORTITUDE SAVE DC

Slayer
Level

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{INT} \quad (\text{Arredonda para Baixo})$$

Rastrear

Slayer
Level

Sobrevivência
Bônus

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

SWIFT TRACKER

Nível
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.

Nível
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

Select target as a free action.

Nível
19

Take 20 to follow your quarry, gain +4 to attack rolls.

If quarry is dead, use again after 10 minutes.

ATAQUE FURTIVO

DANO FURTIVO BÔNUS

Slayer
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Outros

$$\boxed{} \text{ d6} = \left(\frac{}{} \div 3 \right) + \quad (\text{Arredonda para Baixo})$$

O dano do ataque furtivo pode ser aplicado quando um inimigos esta flanqueado ou não possui seu bônus de DES na CA.

Em ataques a distância, só é aplicado com 10m.

Não é multiplicado em hits críticos.

Não pode ser não-letal, a não ser que utilize uma arma não-letal.

TALENTOS CONHECIDOS

Slayer
Level

Outros

From level 10, a Slayer
can take Advanced Talents

$$\boxed{} = \left(\frac{}{} \div 2 \right) + \quad (\text{Arredonda para Baixo})$$

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