

# 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  
Level

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

Deal sneak attack damage to gain this bonus immediately.

### NUMBER OF TARGETS

Slayer  
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$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right) \quad (\text{Round down})$$

Level Study a target as a swift action.

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### STALKER

Gain +1 to Disguise, Intimidate and Stealth

### MASTER SLAYER

Level 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.

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### FORTITUDE SAVE DC

Slayer  
Level

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

## TRACK

Slayer  
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Survival  
Bonus

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

### SWIFT TRACKER

Level Follow tracks at normal speed without penalty.  
11 Follow tracks at double speed at -10 penalty instead of -20.

### QUARRY

Level As a standard action, select one target you can see.  
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

Level 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.

## SNEAK ATTACK

### SNEAK DAMAGE BONUS

Slayer  
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Misc

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

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.

On ranged attacks, it only applies within 30 ft.

It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

## SLAYER TALENTS

### TALENTS KNOWN

Slayer  
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Misc

From level 10, a Slayer can take Advanced Talents

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

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