

# 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

$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right) \quad (\text{Naar beneden afgerond})$$

Deal sneak attack damage to gain this bonus immediately.

### NUMBER OF TARGETS

Slayer  
Level

$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right) \quad (\text{Naar beneden afgerond})$$

Study a target as a swift action.

### 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

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

## TRACK

Slayer  
Level

Survival  
Bonus

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

#### 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.

## SNEAK ATTACK

### SLUIP SCHADE BONUS

Slayer  
Level

Misc

$$\boxed{\phantom{00}} \text{ d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00} \quad (\text{Naar beneden afgerond})$$

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  
Level

Misc

From level 10, a Slayer  
can take Advanced Talents

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00} \quad (\text{Naar beneden afgerond})$$

1

2

3

4

5

6

7

8

9

10

11

12

13

14