

UCCISORE

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

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

Deal sneak attack damage to gain this bonus immediately.

NUMBER OF TARGETS

Slayer
Level

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

Study a target as a swift action.

Livello
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.

TEMPRA SAVECD

Slayer
Level

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

TRACK

Slayer
Level

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

Select target as a free action.

Livello
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

Slayer
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Varie

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

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 KNOWN

Slayer
Level

Varie

From level 10, a Slayer can take Advanced Talents

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

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