

# 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

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

Deal sneak attack damage to gain this bonus immediately.

#### NUMBER OF TARGETS

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

Study a target as a swift action.

Stufe  
**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

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$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{IN} \quad (\text{abrunden})$$

### TRACK

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Überlebenskunst  
Bonus

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

#### SWIFT TRACKER

Stufe  
**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.

Stufe  
**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.

Stufe  
**19**

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

If quarry is dead, use again after 10 minutes.

### HINTERHÄLTIGER ANGRIFF

#### SCHADEN BONUS

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Sonst. Mod.

$$\boxed{\phantom{00}}_{W6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00} \quad (\text{abrunden})$$

Zusätzlicher Schaden wird addiert, wenn der Schurke sein Ziel in die Zange nimmt oder es seinen GE-Bonus verliert.

Bei Fernkampfangriffen gilt er im Umkreis von 9m.

Er wird bei kritischen Treffern nicht multipliziert.

Nicht-tödlicher Schaden nur möglich, wenn die Waffe nicht-tödlichen Schaden verursacht.

#### TALENTE KNOWN

Slayer  
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Sonst. Mod.

From level 10, a Slayer  
can take Advanced Talents

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

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