

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

Deal sneak attack damage to gain this bonus immediately.

NUMBER OF TARGETS

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

Stufe Study a target as a swift action.

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STALKER

Gain +1 to Disguise, Intimidate and Stealth

MASTER SLAYER

Stufe 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.

20

Zähigkeit SAVE DC

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

TRACK

Slayer
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Überlebenskunst
Bonus

Spuren suchen $\boxed{} = \left(\frac{}{2} \right) +$

SWIFT TRACKER

Stufe Follow tracks at normal speed without penalty.

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Follow tracks at double speed at -10 penalty instead of -20.

QUARRY

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

Stufe Take 10 to follow your quarry, gain +2 to attack rolls, and critical hits are automatically confirmed.

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If your quarry escapes, cannot use again for 24 hours; if your quarry is dead, use again after 1 hour.

IMPROVED QUARRY

Stufe Select target as a free action.

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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.

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

Der Schaden des Hinterhältigen Angriffs zum Normalen Schaden addiert, wenn der Schurke sein Ziel in die Zange nimmt oder es seinen GE -Bonus verliert.

Bei Fehrnkampfangriffen gelte er im Umkreis von 9m.

Er wird nicht multipliziert bei Kritischen Treffern.

Er ist nur nicht-tödlichen 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

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

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