SLAYER Slayer Level	SLAYER TALENTS				
SLATER Level	TALENTOS CONOCIDOS	Slayer Level		Misc	From level 10, a Slayer can take Advanced Talents
Study a target as a move action to get +1 to Bluff, Knowledge, Perception, Sense Motive and Survival (including track);	=	: (÷ 2)	+	(Redondear abajo)
and a bonus to attack, damage and the DC of Slayer abilities.	1				, , ,
COMBAT / DC Slayer BONUS Level					
= 1 + (2				
Deal sneak attack damage to gain this bonus immediately.					
NUMBER OF Slayer TARGETS Level	3				
= 1 + (÷ 5) (Redondear abajo)					
Study a target as a swift action.	4				
7 STALKER Gain +1 to Disguise, Intimidate and Stealth					
MASTER SLAYER	5				
Nivel 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 paralyse for 2d6 rounds FORTALEZA Slayer	6				
SAVE DC Level $= 10 + ($ $\div 2) + INT$					
(Redondear abajo)	7				
TRACK					
Slayer Bon de Level Supervivenci	8				
Rastrear = (÷ 2) +					
SWIFT TRACKER	9				
Nivel 11 Follow tracks at normal speed without penalty.					
Follow tracks at double speed at -10 penalty instead of -20.	10				
QUARRY As a standard action, select one target you can see.					
Nivel Take 10 to follow your quarry, gain +2 to attack rolls, and critical hits are automatically confirmed.	11				
If your quarry escapes, cannot use again for 24 hours; if your quarry is dead, use again after 1 hour.					
IMPROVED QUARRY	12				
Nivel 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.	13				
Ataque Furtivo BONUS DAÑO Slayer					
BONUS Level Misc	14				
d6 = (÷3) +					
(Redondear abajo) Daño de ataque furtivo se aplica cuando el objetivo es flanqueado o					

pierde el bonus DES a CA.

No se multiplica con crítico.

En ataques a distancia, solo se aplica dentro de 30ft.

No puede ser no letal, execpto usando armas no letales.