

# 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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$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{5} \right) \quad (\text{Zaokrąglane w dół})$$

Deal sneak attack damage to gain this bonus immediately.

#### NUMBER OF TARGETS

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$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{5} \right) \quad (\text{Zaokrąglane w dół})$$

Study a target as a swift action.

Poziom

7

#### STALKER

Gain +1 to Disguise, Intimidate and Stealth

#### MASTER SLAYER

Poziom

20

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.

#### WYTRWAŁOŚĆ SAVE DC

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$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{2} \right) + \text{INT} \quad (\text{Zaokrąglane w dół})$$

### TRACK

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Premia ze  
Sztuki Przetwarzania

Tropienie

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

#### SWIFT TRACKER

Poziom

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.

Poziom

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

Poziom

19

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.

### PODSTĘPNY ATAK

#### PODSTĘPNE OBRAŻENIE PREMIA

Slayer  
Level

Inne

$$\boxed{\phantom{00}} \text{ k6} = \left( \frac{\phantom{00}}{3} \right) + \phantom{00} \quad (\text{Zaokrąglane w dół})$$

Obrażenia z podstępного ataku można stosować gdy cel jest flankowany lub stracił premię ze ZR do KP.

W przypadku ataków dystansowych stosuje je się tylko w zasięgu 9m.

Nie ulegają zwiększeniu w wyniku uderzeń krytycznych.

Obrażenia powodują śmierć tylko w przypadku używania zabójczej broni.

#### TALENTY KNOWN

Slayer  
Level

Inne

From level 10, a Slayer can take Advanced Talents

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{2} \right) + \phantom{00} \quad (\text{Zaokrąglane w dół})$$

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