

# SLAYER

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

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$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right) \text{ (arrondi à l'inférieur)}$$

Deal sneak attack damage to gain this bonus immediately.

### NUMBER OF TARGETS

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Level

$$\boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right) \text{ (arrondi à l'inférieur)}$$

Study a target as a swift action.

Niveau  
**7**

### STALKER

Gain +1 to Disguise, Intimidate and Stealth

### MASTER SLAYER

Niveau

**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.

### FORTITUDE SAVE DC

Slayer  
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$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{INT} \text{ (arrondi à l'inférieur)}$$

## TRACK

Slayer  
Level

Survie  
Bonus

Traquer

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

### SWIFT TRACKER

Niveau

**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.

Niveau

**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

Niveau

**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.

## ATTAQUE SOURNOISE

### BONUS DE DÉGÂTS D'ATTAQUE SOURNOISE

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Divers

$$\boxed{\phantom{00}} \text{ d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \text{ (arrondi à l'inférieur)}$$

Les dégâts d'attaque sournoise s'appliquent quand la cible est prise en tenaille

, ou perds son bonus de DEX à la CA.

Ils ne s'appliquent que jusque 9m lors d'une attaque à distance.

Ils ne sont pas multipliés en cas de coup critique.

Ils ne peuvent être non-létaux, sauf en utilisant une arme non létal.

## SLAYER TALENTS

### TALENTS KNOWN

Slayer  
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Divers

From level 10, a Slayer can take Advanced Talents

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{ (arrondi à l'inférieur)}$$

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12

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14