SLAYER Slayer	×	SLAYER TALENTS			,
2010	TALENTOS	Slayer		Misc Fr.	om level 10, a Slayer
STUDIED TARGET	CONOCIDOS	Level) .		in take Advanced Talents
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.		= (÷2)+	(Redondear had	cia abajo)
COMBAT / DC Slayer BONUS Level					
= 1 + (
Deal sneak attack damage to gain this bonus immediately.	2				
NUMBER OF Slayer					
TARGETS Level	3				
= 1 + (÷ 5 _(Redondear hacia 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	6				
FORTALEZA Slayer SAVE DC Level					
$= 10 + (\div 2) + INT$	7				
(Redondear hacia abajo)					
TRACK	8				
Slayer Bon de Level Supervivenc					
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	17				

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(Redondear hacia abajo)

Daño de ataque furtivo se aplica cuando el objetivo es flanqueado o pierde el bonus DES a CA.
En ataques a distancia, solo se aplica dentro de 30ft.
No se multiplica con crítico.
No puede ser no letal, execpto usando armas no letales.