

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

Slayer
Level

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

Deal sneak attack damage to gain this bonus immediately.

NUMBER OF TARGETS

Slayer
Level

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

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
Level

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

PISTAGE

Slayer
Level

Survie
Bonus

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

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

Slayer
Level

Divers

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

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 CONNUS

Slayer
Level

Divers

From level 10, a Slayer can take Advanced Talents

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

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