

UCCISORE

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

$$\boxed{} = 1 + \left(\frac{}{} \div 5 \right) \quad (\text{per difetto})$$

Deal sneak attack damage to gain this bonus immediately.

NUMBER OF TARGETS

Slayer
Level

$$\boxed{} = 1 + \left(\frac{}{} \div 5 \right) \quad (\text{per difetto})$$

Study a target as a swift action.

Livello
7

STALKER

Gain +1 to Disguise, Intimidate and Stealth

MASTER SLAYER

Livello **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 paralyse for 2d6 rounds.

TEMPRA CD SALVEZZA

Slayer
Level

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{INT} \quad (\text{per difetto})$$

TRACK

Slayer
Level

Bonus
Sopravvivenza

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

SWIFT TRACKER

Livello **11** Follow tracks at normal speed without penalty.
Follow tracks at double speed at -10 penalty instead of -20.

QUARRY

Livello **14** As a standard action, select one target you can see.
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

Livello **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.

ATTACCO FURTIVO

DANNO FURTIVO BONUS

Slayer
Level

Altro

$$\boxed{} \text{ d6} = \left(\frac{}{} \div 3 \right) + \quad (\text{per difetto})$$

Il danno da attacco furtivo si può applicare se un bersaglio è fiancheggiato o se privato del proprio bonus di DES alla CA.
Per gli attacchi a distanza, si applica solo entro 9m.
Non è moltiplicato dai colpi critici.
Può infliggere danno non letale solo con un'arma non letale.

SLAYER TALENTS

TALENTI CONOSCIUTI

Slayer
Level

Altro

From level 10, a Slayer can take Advanced Talents

$$\boxed{} = \left(\frac{}{} \div 2 \right) + \quad (\text{per difetto})$$

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