



ADVANCED OPTIONS

SLAYER TALENTS & LETHALITIES



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Owen K.C. Stephens

The slayer is a new hybrid class, combining elements of the ranger and rogue. Hybrid classes are more fully explained in *Pathfinder® Roleplaying Game: Advanced Class Guide™*, which also presents full rules for the slayer class. Slayers are resourceful and determined killers, able to track down targets, study them for weaknesses, and execute them with extreme prejudice. Slayers can be assassins, executioners, soldiers, or just skilled murderers. *Pathfinder® Roleplaying Game: Advanced Class Guide™* provides some options for specializing slayers through archetypes, but space restrictions preclude delving into all the possible ways a slayer might be customized to match character tropes and player ideas. To help with that reduced support, *Advanced Options: Slayer Talents & Lethalities* offers new talents and advanced talents, and an entirely new kind of option for the class, lethalities.

USING SLAYERS WITH THE TALENTED RANGER AND TALENTED ROGUE

Slayer talents and lethalities can be used with the edge and talent system of *The Genius Guide to the Talented Ranger* and *The Genius Guide to the Talented Rogue*. The GM may opt to allow slayers to take ranger and rogue talents in place of slayer advanced talents, and advanced talents in place of lethalities if 10th level or higher. The slayer must meet all the prerequisites of the ranger and rogue talents and advanced talents, and uses his slayer level as his ranger or rogue level for such abilities, as is appropriate. Similarly, rangers and rogues may take slayer talents as advanced talents, and select lethalities as edges if 10th level or higher (using their class level as their slayer level) as edges, but again must meet all the prerequisites. Some edges, talents, and lethalities may not make sense for classes other than the one it is designed for and are thus disallowed, at the GM's discretion. If *The Genius Guide to the Talented Slayer* is available (tentatively due Spring 2016), its rules on cross-class edges and talents supersede the notes of this section.

NEW SLAYER TALENTS

The following talents may be selected by a slayer when he gains a new slayer talent. They may additionally be taken in place of the track, stalker, swift tracker, quarry and improved quarry class features. (A slayer who does not gain quarry may take it in place of improved quarry at 19th level, or may take another talent at 19th level). A slayer may not take the same talent more than once unless the talent says otherwise.

Death Drinker (Su): The slayer can renew himself with the energy released when a creature is killed. When the slayer makes an attack that kills a creature with a CR or HD equal to at least half the slayer's character level, the slayer may heal himself as a swift action. This healing restores 1d8 hit points +1 per slayer level. The slayer may use this ability a number of times per day equal to 1 plus his Intelligence bonus.

A slayer may take this talent more than once, but not more than once per two class levels, to a maximum of taking it five times. Each time it is taken the ability heals an additional 1d8 hit points when used.

Elemental Grave (Su): The slayer selects one energy type (acid, cold, electricity, fire, or sonic). When the slayer deals sneak attack damage, he may choose to make his sneak attack dice deal the selected damage type. All the sneak attack dice must deal the same type of damage.

This talent may be selected multiple times. Each time the slayer selects a different type of elemental damage.

Executioner (Ex): When the slayer performs a coup de grace, he treats his weapon's critical multiplier as if it was one greater (causing weapons that normally deal x3 damage on a critical hit to deal x4 damage, and so on).

Face Stealer, Minor (Su): When the slayer inflicts damage on a foe of the same type as the slayer, that drops the foe to negative hit points, as a swift action the slayer can assume the appearance of that target as if using the *disguise self* spell. The slayer keeps the stolen face until he takes a new face from another victim, he dismisses it (as a free action), or he runs out of duration for stolen faces for the day. The slayer can use face stealer for a maximum of 10 minute per day per slayer level.

Face Stealer, Moderate (Su): The slayer's face stealer can act as *alter self* rather than *disguise self*, except the slayer takes the form of a small or medium creature of his own type, rather than a humanoid.

A slayer must be 4th level and have the minor face stealer talent to select this talent.

Inside Man (Ex): The slayer is trained to lurk in the population of most settlements, acting as a common merchant or worker, until he is positioned to kill a target. He knows how to think his way through social interactions, replacing true likability with carefully studied plans of interaction. The slayer gains Appraise, Diplomacy, and Knowledge (local as class skills. Additionally the slayer uses his Intelligence modifier, rather than Charisma modifier, with Diplomacy checks.

Mage Slayer (Ex): The slayer is trained to recognize spellcasters and their spells and tools.

The slayer gains Knowledge (arcana), Spellcraft, and Use Magic Device as class skills. Additionally the slayer uses his Intelligence modifier, rather than Charisma modifier, with Use Magic Device checks.

Many-Faced (Su): The slayer may use his face stealer ability for creatures he has seen in person, rather than only those reduced to negative hit points.

A slayer must have the minor face stealer talent to select this talent.

Shank, minor (Ex): When using a light melee weapon with which he is proficient, the slayer may replace its normal base damage with 1d6 (1d4 if the weapon is small, 1d8 if it is Large), and its normal threat range with 19-20.

Shank, moderate (Ex): When using a light melee weapon with which he is proficient, the slayer may replace its normal base damage with 1d8 (1d6 if the weapon is small, 1d10 if it is Large), and its normal threat range with 19-20.

A slayer must have the minor shank talent to select this talent.

Shared Cup (Ex): The slayer is able to ingest tiny amounts of a poison to inure his body against the effects of a full dose. If the slayer spends one hour in uninterrupted meditation with a dose of poison, he gains a +8 bonus on saving throws against that poison. This bonus lasts 24 hours or until the slayer gains a bonus against a new poison.

Studied Defense (Ex): The slayer gains his studied target bonus as a dodge bonus to AC against attacks made by his studied opponent.

A slayer must have the studied target class feature to select this talent.

Studied Resilience (Ex): The slayer gains his studied target bonus on saving throws against abilities from his studied opponent.

A slayer must have the studied target class feature to select this talent.

Tiercel (Ex): The slayer has been trained to reach locations thought to be beyond any creature except birds. The slayer gains Escape Artist, Fly, and Sleight of Hand as class skills. Additionally, for purposes of magic item use (such as spell completion items), the slayer is considered to have *levitate*, *fly*, and *overland flight* on his spell list (even if he does not otherwise have a spell list or caster level).

Toss Aside (Ex): When the slayer makes an attack that knocks a foe unconscious or kills the foe, as a swift action he may shove or throw the body a number of feet equal to the slayer's Strength score (rounded down to the nearest 5-foot increment) in a direction of the slayer's choice.



Zealous Drive (Ex): The slayer can focus his intellect and will on any one task at hand. This allows the slayer as a free action to add half his class level to any single opposed ability or skill check, or Strength, Dexterity, or Constitution based skill or ability check. This does not stack with any ability that allows the slayer to add a bonus based on his class level to a skill or ability check (such as track). The decision to use zealous drive must be made prior to making the ability or skill check. The slayer may use this talent a number of times per day equal to 1 plus his Intelligence bonus.



New Advanced Talents

Beginning at 10th level, whenever a slayer gains a talent he may instead take an advanced talent. Some advanced talents have additional prerequisites that must be met.

Aching Strikes (Ex): The slayer knows how to make attacks that are painful and distracting. Once per round he may declare an attack to be an aching strike prior to making an attack roll. A failed attack wastes the ability for the round. If the attack is successful, its damage counts as ongoing damage for purposes of forcing spellcasters to make concentration checks.

Dance of Death (Ex): Once per round when the slayer deals damage that drops a foe to negative hit points, the slayer may immediately move 5 feet. This may be done before any attack the slayer can still make this round, including those the slayer gains by dropping a foe. This does not provoke attacks of opportunity, and does not count against the slayer's total movement for the round.

Face Stealer, Major (Su): The slayer's face stealer talent can act as *polymorph* (self only) rather than *disguise self*.

A slayer must have the minor and moderate face stealer talents to select this advanced talent.

Face Stealer, Master (Su): The slayer's face stealer can act as *greater polymorph* (self only) rather than *disguise self*.

A slayer must be 14th level and have the minor, moderate, and major face stealer talents to select this advanced talent.

Final Sanction (Su): Any magic used to restore to life a person the slayer killed must make a caster level check with a DC of 10 + slayer's level (when the slayer killed the target). On a failed check, that magic from that source cannot restore the victim to life.

A slayer must be 15th level and have the sanction advanced talent to select this advanced talent.

Find the Chink (Ex): When the slayer scores a critical hit on a target with an attack that does not get to add his sneak attack dice, he may opt to deal normal (rather than critical) damage, and add his sneak attack dice.

Follow Through (Ex): The slayer is in tune with the movements of death, and can take advantage

of the openings created by them. When the slayer makes an attack that does enough damage to knock a foe unconscious, or kill it, as a swift action the slayer may make a single combat maneuver against an adjacent foe. This combat maneuver does not provoke attacks of opportunity.

Relentless (Su): The slayer's dedication to killing his targets is fueled by supernatural determination. If the slayer has struck a studied target within the past minute, that target is still alive, and the slayer is knocked unconscious or killed, at the beginning of the slayer's next turn (even if dead) the slayer is healed as if a breath of life had been cast on him (using the slayer's class level as the caster level). The slayer cannot use his studied target ability again for 24 hours (though he retains his bonuses against current studied targets).

Sanction (Su): Any creature killed by the slayer is treated as having been killed by a death effect for purposes of what magic can be used to restore the creature to life.

Shank, major (Ex): When using a light melee weapon with which he is proficient, the slayer may replace its normal base damage with 1d10 (1d8 if the weapon is small, 2d6 if it is Large), and its normal threat range with 18-20.

A slayer must have the minor and moderate shank talents to select this advanced talent.

Twist the Knife (Ex): The slayer learns to turn deep wounds into lethal blows. The slayer selects one weapon with which he has Weapon Focus. When wielding such weapons, the slayer treats his critical multiple to be one higher (such that weapons that deal x2 damage on a critical hit deal x3, and so on).

Vendetta (Ex): If a studied target escapes the slayer, the slayer may announce a vendetta against that target. The slayer's studied target bonuses against that target remain in place indefinitely (reducing the number of studied targets he may have each day by one), and increase by +1. All studied target bonuses for other targets are reduced by 1 while the vendetta is in place. A slayer may not declare a new vendetta until his old vendetta ends. A slayer may end a vendetta when the target of his vendetta is killed, or he gains a new level, or he hasn't seen the target for 30 days.

LETHALITIES

Lethalities are abilities that represent a significantly greater degree of study and dedication than talents (even advanced talents). The slayer class as described in *Pathfinder® Roleplaying Game: Advanced Class Guide™* already has two sets of fixed lethalities: studied target (gained at 1st, and expanding at 5th, 10th, 15th, and 20th level), and sneak attack (gained at 3rd level and expanding at 6th, 9th, 12th, 15th, and 18th level). A slayer may take a lethality listed below in place of those abilities when they are first gained, as long as he meets the other prerequisites (if any) of the lethality. If the slayer does not take one of the standard slayer class features when it is first gained, he may select it at the next level it is expanded, gaining the benefits of the base level of the ability. For example if a slayer chooses not to take studied target at 1st level (instead taking the steal power lethality), he may still choose to gain studied target at 5th level, though the studied target bonuses are only +1. At 10th level, the slayer could choose to expand his studied target bonuses to +2, or select another lethality from the list below.

Blood Magic (Ex): The slayer can fulfill somatic components for spells gained from the slayer class with a hand holding a weapon for which the slayer has Weapon Focus.

A slayer must have the death magic lethality and the Weapon Focus feat to select this lethality.

Blood Rage (Ex): The slayer gains the rage ability as the barbarian class feature, but he may only rage when he is at half his normal hit point total or less. Additionally, he has 1/4 as many rounds of rage as a barbarian with a level equal to his slayer level. If a slayer's blood rage ends because he regains hit points to put him over half his normal total, he is not fatigued, but may not rage again for five minutes.

A slayer may take this lethality a second time to have 1/2 as many rounds of rage as a barbarian of the same level, a third time to have 3/4 as many, and 4 times to have as many rounds of rage.

Deadly Rage: The slayer gains a single rage power, as the barbarian class feature. He must meet all the rage power's prerequisites, treating his barbarian level as his slayer level -4. His rage powers only function when he is raging and at 1/2 of less his normal hit point total.

A slayer may take this lethality more than once. Each time, it grants a different rage power.

Death Blows: The slayer learns the use of death blows, special attacks and techniques designed to kill with greater speed and efficiency. The slayer learns one death blow when this lethality is selected, and a second death blow two levels later (i.e. if a slayer selects death blows at 5th level he gains one death blow at 5th, and a second at 7th). A slayer can use these death blows a total number of times per day equal to 1/2 his class level + his Intelligence modifier.

Death blows are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action. Once a death blow is chosen, it can't be retrained. A slayer cannot select an individual death blow more than once.

Deadly Attack (Ex): The slayer can make a Bluff check to feint a foe as a swift action. If the slayer is allowed to use other skills to feint, he may use those skills with this death blow.

Death from Above (Ex): If the slayer falls and successfully hit a target at the end of his fall, he may deal half his falling dice of damage to his target. If the slayer's attack deals more damage to his target than the slayer takes from the fall, the slayer is not knocked prone.

Focused Attack (Ex): The slayer can focus all his attention on killing a single target. As a standard action he may make a single attack against one foe, rolling the attack twice and taking the better of the two rolls. If the attack is a critical threat, he also rolls twice and takes the best result for the confirmation. The slayer is flat-footed against all creatures other than his target until the beginning of his next turn.

Hobbling Attack (Ex): The ranger can use this deadly blow as a free action when he hits with an attack. The target of the attack's land speed is reduced by 1/2 for 1d4 rounds.

Knife Climb (Ex): If the slayer is prone, as a full round action he may make one melee attack against an adjacent target without taking the normal penalty for attacking while prone. If the attack is successful and deals damage, the slayer may stand from prone as a free action that does not provoke an attack of opportunity.

Painful Strike (Ex): The slayer can use this deadly blow as a free action before he makes a melee attack. If the attack hits, the target is sickened for 1d4 rounds.

Rattling Strike (Ex): The slayer can use this deadly blow as a free action before he makes a melee attack. If the attack hits, the target is shaken for 1d4 rounds.

Shifting Strike (Ex): If the slayer successfully attacks and damages a foe with a melee attack, he can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Snipe (Ex): The slayer can use this death blow as a swift action. The next ranged attack he makes before the start of his next turn can deal sneak attack damage at any range, rather than be limited to 30 feet.

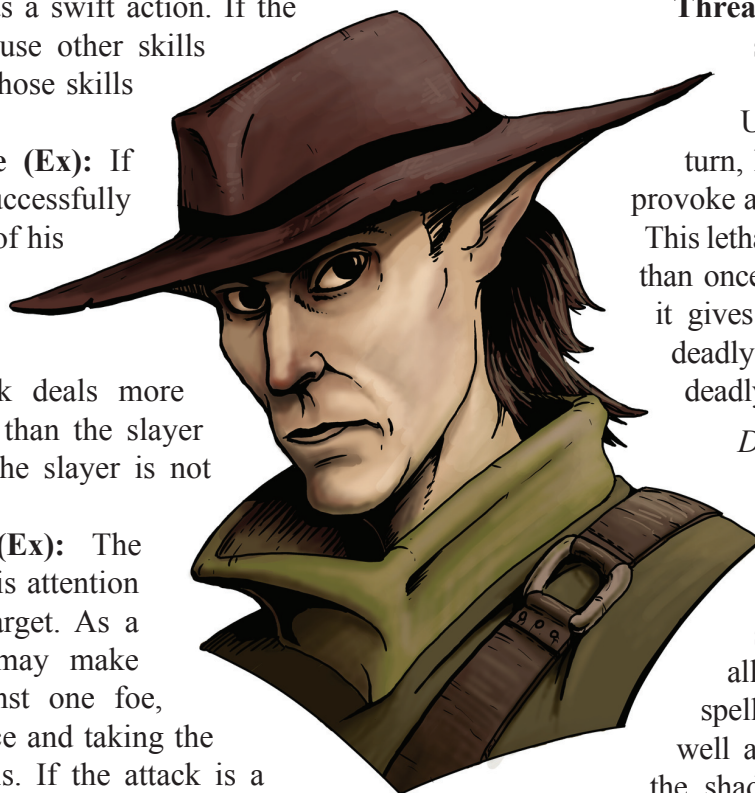
Threatening Throws (Ex): The slayer can use this death blow as a swift action. Until the start of his next turn, his ranged attacks do not provoke attacks of opportunity.

This lethality may be selected more than once. Each time it is selected it gives the slayer an additional deadly blow, and yet another deadly blow 2 levels later.

Death Magic: The slayer gains the ability to cast a small number divine spells drawn from the cleric and witch spell lists. He knows all 1st-level necromancy spells from those lists, as well as spells on the lists with the shadow descriptor or of the shadow subschool. He is considered to have

these spells on his spell list (for purposes of things such as spell-completion magic items). A slayer must choose and prepare his spells in advance. To prepare or cast a spell, a slayer must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a slayer's spell is 10 + the spell level + the slayer's Intelligence modifier.

Like other spellcasters, a slayer can cast only a certain number of spells of each spell level per day. His base daily spell allotment of 1st-level spells is the same as for a ranger of the same level. In addition, he receives bonus spells per day if he has a high Intelligence score (see the *Pathfinder® Roleplaying*



Game Core Rulebook™ for more information on bonus spells). When the ranger's spells-per-day indicates that the slayer gets 0 1st level spells per day, he gains only the bonus spells he would be entitled to based on his Intelligence score.

A slayer must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A slayer may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. The slayer's caster level is equal to his class level –3.

A slayer must be at least 5th level to select this edge. A slayer may select this lethality a second time if he is 7th level, a third time if he is 10th level, and a fourth time if he is 13th level. Each time, he gains access to spells of one higher level (2nd level spells if taken twice, third level spells if taken three times, and so on). The slayer's spells per day for those levels of spell he can cast are always determined by the ranger's spells-per-day for the same level.

Get Over Here (Ex): If the slayer successfully strikes a foe while using a weapon from the flail weapon group, he may immediately pull them into an adjacent space. The foe must be one that weighs no more than double the slayer's maximum load.

A slayer must have the strangler lethality to select this lethality.

Improved Steal Power (Su): The slayer can have two stolen powers from the steal power lethality, taken from two different victims. The total time the slayer may have stolen powers expands to 10 minutes per slayer level.

A slayer must be 10th level and have the steal power lethality to select this lethality.

Improved Strangler (Ex): When the slayer deals damage with the strangler lethality, he also does his Strength bonus in damage and any sneak attack damage he has. Creatures immune to sneak attack do not take the sneak attack damage. Additionally, the slayer treats all weapons in the flail weapon group as if they have the grapple special weapon feature.

A slayer must be 9th level and have the strangler lethality to select this lethality.

Master Strangler (Ex): If the slayer hits a target no more than one size larger than himself with a weapon from the flail weapon group, he deals normal damage and may attempt to start a grapple as a swift action without provoking an attack of opportunity. You may conduct the grapple normally, or simply

use the flexible weapon to hold the opponent. If you choose to do the latter, you take a –20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition yourself.

A slayer must be 10th level and have the strangler and improved strangler lethalties to select this lethality.

Steal Power (Su): The slayer can temporarily absorb the spiritual power of his victims. When the slayer drops a victim to –1 or fewer hit points, he selects one ability or feat from the power list for creatures of the victim's type (see below) as a free action. The victim need not have the ability stolen, as the slayer creates it from spiritual energies taken by defeating the foe. The slayer keeps that stolen power until he takes a new stolen power from another victim, he dismisses it (as a free action), or he runs out of duration for stolen powers for the day. The slayer can use stolen powers for a maximum of 1 minute per day per slayer level. If the stolen power requires the slayer to make a more specific choice (such as what skill to use with Skill Focus), this choice is permanent and cannot be changed.

Aberration: amphibious, darkvision 60 ft., Iron Will, natural armor +2.

Animal: climb 15 ft., darkvision 60 ft., Great Fortitude, Lightning Reflexes, low-light vision, natural armor (+2), swim 15 ft.

Construct: darkvision 60 ft., Great Fortitude, Lightning Reflexes, low-light vision.

Dragon: darkvision 60 ft., Great Fortitude, Iron Will, Lightning Reflexes, low-light vision, Lunge.

Fey: Iron Will, Lightning Reflexes, low-light vision.

Humanoid (aquatic): low-light vision, natural armor +2, darkvision, swim 15 ft.

Humanoid (dwarf): darkvision 60 ft., defensive training, greed, hatred, hardy, slow and steady, stability, stonecunning, weapon familiarity.

Humanoid (elf): elf blood, low-light vision, elven immunities, elven magic, keen senses, Skill Focus (choose one skill), weapon familiarity.

Humanoid (giant): low-light vision, Lunge, natural armor +2, resist energy 10 (choose cold, electricity, or fire), Throw Anything.

Humanoid (gnoll): darkvision 60 ft., Exotic Weapon Proficiency (dire flail), natural armor +2.

Humanoid (gnome): defensive training, gnome magic, hatred, illusion resistance, keen senses, low-light vision, obsessive, weapon familiarity.

Humanoid (goblinoid): darkvision 60 ft., goblin fast, Skill Focus (Stealth), natural armor (+2).

Humanoid (halfling): fearless, halfling luck, keen senses, sure-footed, weapon familiarity.

Humanoid (human): Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (choose one skill).

Humanoid (orc): darkvision 60 ft., ferocity, intimidating, orc blood, weapon familiarity.

Humanoid (reptilian): darkvision 60 ft., kobold fast (as goblin fast), lizardfolk hold breath, natural armor +2, Skill Focus (choose Acrobatics, Perception, or Stealth).

Magical Beast: darkvision 60 ft., Great Fortitude, low-light vision, natural armor +2.

Monstrous Humanoid: darkvision 60 ft., Lightning Reflexes, low-light vision, natural armor +2.

Ooze: acid resistance 10, Great Fortitude, Iron Will, Skill Focus (choose Climb, Escape Artist, or Perception).

Outsider: darkvision 60 ft., energy resistance 5 (choose one type of energy from acid, cold, electricity, or fire), Great Fortitude, Iron Will, Lightning Reflexes.

Plant: low-light vision, Great Fortitude, Iron Will.

Undead: darkvision 60 ft., Great Fortitude, Iron Will, natural armor (+2). Skill Focus (Stealth).

Vermín: climb 15 ft., darkvision 60 ft., Great Fortitude, Iron Will, swim 15 ft.

Strangler (Ex): If the slayer makes a successful CMB to grapple or pin a foe while armed with a weapon from the flail weapon group (battle poi, bladed scarf, chain spear, dire flail, double chained kama, flail, flying blade, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, and whip) he may deal that weapon's base damage (its damage dice, not including any other bonuses or abilities of the slayer, but including any magic damage the weapon does), and the target cannot make any vocalizations. This prevents verbal components from being completed by the target, as well as any ability dependent on speaking, singing, or calling out.

Talent: The slayer may select a slayer talent for which he meets the prerequisites.

This lethality may be selected more than once. Each time it grants a different slayer talent.

Uncanny Dodge (Ex): The slayer gains uncanny dodge as the barbarian's class feature.



NEW ARCHETYPES

There are many different ways and reasons, to kill...

HEADSMAN

The art of killing swiftly and without remorse is highly valued in those that kill at the command of the courts.

Proficiencies: A headsman is not proficient with medium armor.

Beheading Weapons (Ex): The headsman gains Weapon Focus as a bonus feat. It applies to all 2-handed slashing weapons the headsman is proficient with.

Marked for Death (Ex): The total number of studied targets the headman may have at once is reduced by one (to zero at 1st-4th level, one at 5th-9th, and so on). However, each day the headman may also count a number of creatures equal to his Intelligence bonus (minimum 1) as studied targets if they have been sentenced to death by a government that is considered legitimate authority by the headsman and at least one settlement he is aware of.

This ability modifies studied target.

Death Attacks (ex): The headsman's sneak attack dice deal 1d8 damage rather than 1d6 against studied targets, and deal maximum damage when he performs a coup de grace. This ability modifies sneak attack.

SEDITIONIST

Sometimes killing is not about making the victim's dead, but about using their deaths to stir up trouble. A seditionist is a saboteur and inciter, who is a master of making life difficult for a group or settlement and avoiding blame for the disasters he creates.

Blithe (Su): A seditionist has SR equal to 10 + class level against spells that determine any aspect of alignment or attempt to discern or enforce the truth of his statements. He also adds half his class level to Bluff checks made to convince others of untrue statements. This ability replaces track.

Trapfinding (Ex): At 2nd level the seditionist must select the trapfinding slayer talent as his 2nd level talent.

Bombs (Su): At third level a seditionist gains bombs, as the alchemist class feature. The seditionist uses his slayer level -2 as his alchemist level for bombs, and may take alchemist discovers relating to bombs as talents as long as he meets all prerequisites (again using his slayer level -2 as his alchemist level).

This ability replaces sneak attack.

Trickster (Su): At 4th level the seditionist gains the trap feature of the trapper archetype (as found in in *Pathfinder® Roleplaying Game: Ultimate Magic™*). (This can also be treated as gaining the trapper edge at 4th, 7th, 10th, and 13th level for those who have *The Genius Guide to the Talented Ranger*.) The seditionist treats his slayer level as his ranger level for all rules relating to these traps.

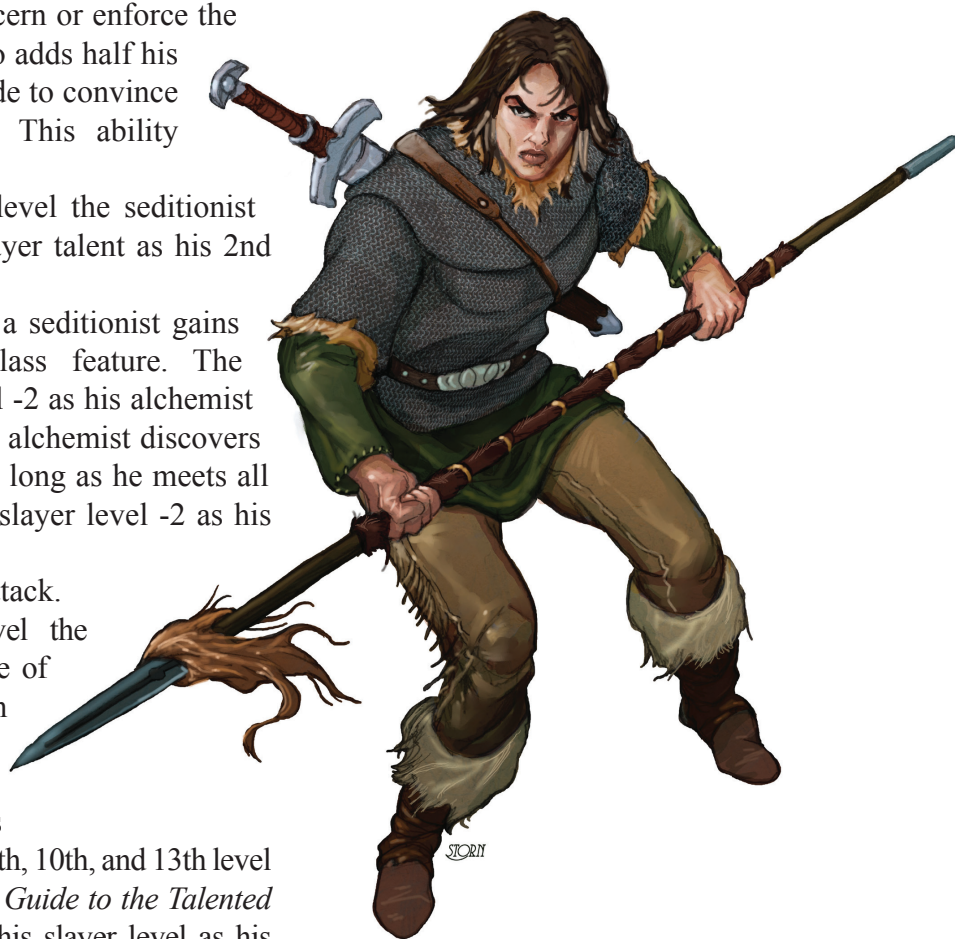
This replaces the talent gains at 4th level, stalker, the slayer's 3rd studied target (causing him to have one less studied target from 10th level on) and slayer's advance at 13th level (the seditionist gains slayer's advance once per day at 17th level).

WARHOUND

A warhound is a humanoid beast, a trained stalker who hunts and kills his master's enemies with the aid of an animal companion.

Animal Companion: The warhound gains an animal companion at 1st level, treating his slayer level as his druid level. His animal companion does not gain the share spells ability. Instead, whenever the warhound gains a studied target bonus, his animal companion gains the same bonus against the same target.

This ability delays studied target until 2nd level, and replaces the stalker and slayer's advance class features.



Studied Target: The slayer does not gain studied target at 1st level, instead gaining it at 2nd level. It then improves normally at 5th level and every 5 levels thereafter.

This ability replaces the talent gains at 2nd level.

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CREDITS

Designer: Owen K.C. Stephens

Cover Illustration: © Algol / Dollar Photo Club

Interior Illustrations: Storn Cook, courtesy of LPJ;

Gary Dupuis, courtesy of Purple Duck Games;

Rick Hershey; © HeyWoody / Dollar Photo Club;

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Consigliere: Stan!

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