

STALKER

Stalker  
Level

MANOEUVRES

MAX MANOEUVRE  
LEVEL

Initiator  
Level

= ( 

+ 1

 ) ÷ 2

Manoeuvre  
Save DC = 10 + WE + Manoeuvre  
Level

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES

- Stufe **DUAL STRIKE**  
**10** Make two strike attacks as a full round action, once per day  
**14** Zweimal pro Tag  
**18** Three times per day ☐☐☐

DEADLY STRIKE

On a successful critical hit, do extra damage per attack.

SCHADEN  
BONUS

Initiator  
Level

+ W = ÷ 4 (aufrunden)

DAUER

Runden = WE

STALKER ARTS

Stufe  
**1**

Stufe  
**3**

Stufe  
**7**

Stufe  
**11**

Stufe  
**15**

Stufe  
**19**

COMBAT INSIGHT

Stufe **2** WE Insight bonus to initiative and Reflex saves

Stufe **4** **Uncanny Dodge**  
Cannot be caught flat-footed or denied **DEX** bonus to **AC**

Stufe **8** WE Bonus to confirm critical hits

Stufe **12** On a successful critical hit, regain one readied manoeuvre

Stufe **18** Blindsight 30ft

DODGE

DODGE  
BONUS

Stalker  
Level

Stufe **2** + = ÷ 4 (aufrunden)

MANOEUVRES

INITIATOR  
LEVEL

Stalker  
Level

Martial  
Class Levels

Martial Prestige  
Class Levels

Other Class  
Levels

=  + 1 2 3 +  + (  ÷ 2 )

Manoeuvre	Art	Ready	benutzt	Reichweite	Area	RW SG
1		<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>			
4		<input type="checkbox"/>	<input type="checkbox"/>			
5		<input type="checkbox"/>	<input type="checkbox"/>			
6		<input type="checkbox"/>	<input type="checkbox"/>			
7		<input type="checkbox"/>	<input type="checkbox"/>			
8		<input type="checkbox"/>	<input type="checkbox"/>			
9		<input type="checkbox"/>	<input type="checkbox"/>			
10		<input type="checkbox"/>	<input type="checkbox"/>			
11		<input type="checkbox"/>	<input type="checkbox"/>			
12		<input type="checkbox"/>	<input type="checkbox"/>			
13		<input type="checkbox"/>	<input type="checkbox"/>			
14		<input type="checkbox"/>	<input type="checkbox"/>			
15		<input type="checkbox"/>	<input type="checkbox"/>			
16		<input type="checkbox"/>	<input type="checkbox"/>			
17		<input type="checkbox"/>	<input type="checkbox"/>			
18		<input type="checkbox"/>	<input type="checkbox"/>			
19		<input type="checkbox"/>	<input type="checkbox"/>			
20		<input type="checkbox"/>	<input type="checkbox"/>			
21		<input type="checkbox"/>	<input type="checkbox"/>			

STANCES

Stance	Aktiv	Reichweite	Area	RW SG
1	<input type="checkbox"/>			
2	<input type="checkbox"/>			
3	<input type="checkbox"/>			
4	<input type="checkbox"/>			
5	<input type="checkbox"/>			
6	<input type="checkbox"/>			
7	<input type="checkbox"/>			

Ki-Vorrat

KI-VORRAT  
KAPAZITÄT

Stalker  
Level

= (  ÷ 2 ) + WE

Ki-Vorrat

Ki cost

Stufe **1** +4 insight bonus to one Perception or Sense Motive check **1**

**5** Apply your Deadly Strike to all strikes against one target for **WIS** rounds ☐☐☐☐☐**1**

**7** +4 insight bonus to one saving throw **1**

**9** Trade a readied manoeuvre for one of up to its level, **WIS** times per day ☐☐☐☐☐**1**

BLENDING

Stufe **6** +2 Bonus to Perception, Sense Motive and Stealth

Stufe **16** **Uncanny Dodge**  
Leave no footprints or scent trail while moving. Tracking you is impossible by nonmagical means.

RETRIBUTIVE KI

Stufe **20** As an immediate action on being harmed, activate one readied manoeuvre. Use the range of the attacker's ability, if necessary creating a phantom echo of yourself that rushes out to strike the attacker.

Ki cost  
**2**