

STALKER

Stalker
Level

MANOBRAS

MAX MANOEUVRE LEVEL

Initiator
Level

$$\boxed{} = \left(+ 1 \right) \div 2$$

Manoeuvre Save DC = **10** + **SAB** + Manoeuvre Level

MANOEUVRES KNOWN

READIED MANOEUVRES

Nível **DUAL STRIKE**

10 Make two strike attacks as a full round action, once per day

14 Twice per day

18 Three times per day

□□□

DEADLY STRIKE

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

DANO BÔNUS

Initiator
Level

$$+ \boxed{} d = \div 4 \text{ (Arredonda para Cima)}$$

DURACAÇÃO

$$\boxed{} \text{ rds} = \text{SAB}$$

STALKER ARTS

Nível **1**

Nível **3**

Nível **7**

Nível **11**

Nível **15**

Nível **19**

COMBAT INSIGHT

Nível **2** **SAB** Insight bonus to initiative and Reflex saves

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

Nível **8** **SAB** Bonus to confirm critical hits

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

Nível **18** Blindsight 30ft

DODGE

ESQUIVA BÔNUS

Stalker
Level

$$+ \boxed{} = \left(+ 2 \right) \div 4$$

MANOBRAS

INITIATOR LEVEL

Stalker
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manoeuvre	Tipo	Ler	Used	Alcance	Área	Teste de CD
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	Ativar	Alcance	Área	Teste de CD
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"/>			

Reserva de KI

PISCINA DE KI CAPACIDADE

Stalker
Level

$$\boxed{} = \left(\div 2 \right) + \text{SAB}$$

Reserva de KI

□□□□ □□□□
□□□□ □□□□

Ki cost

Nível

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

Nível

6 +2 Bonus to Perception, Sense Motive and Stealth

Nível

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

RETRIBUTIVE KI

Nível

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