STALKER

Stalker Level: ☐

MANEWRY

MAX MANOEUVRE LEVEL = (Initiator Level + 1) ÷ 2

☐ = (____ + 1) ÷ 2

Manoeuvre Save DC = 10 + RZT + Manoeuvre Level

MANOEUVRES KNOWN ☐   **READIED MANOEUVRES** ☐

Poziom	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.

OBRAŻENIA PREMIA

+ ____ k ____ = ____ ÷ 4 (Zaokrąglane w górę)

Initiator Level

DURATION

____ rund = RZT

STALKER ARTS

Poziom 1 ____

Poziom 3 ____

Poziom 7 ____

Poziom 11 ____

Poziom 15 ____

Poziom 19 ____

COMBAT INSIGHT

Poziom		
2	RZT	Insight bonus to initiative and Reflex saves
4	Uncanny Dodge	Cannot be caught flat-footed or denied DEX bonus to AC
8	RZT	Bonus to confirm critical hits
12		On a successful critical hit, regain one readied manoeuvre
18		Blindsight 30ft

DODGE

UNIKOWA PREMIA

Poziom 2

+ ____ = (____ + 2) ÷ 4

Stalker Level

MANEWRY

INITIATOR LEVEL = Stalker Level + Poziomy Klas Prestiż. Adeptów Walki + (Other Class Levels 1 2 3 ÷ 2)

☐ = ____ + ____ + (1 2 3 ÷ 2)

Manewr	Rodzaj	Gotowy	Użyty	Zasięg	Obszar	ST Rz. Obr.
1		☐	☐			
2		☐	☐			
3		☐	☐			
4		☐	☐			
5		☐	☐			
6		☐	☐			
7		☐	☐			
8		☐	☐			
9		☐	☐			
10		☐	☐			
11		☐	☐			
12		☐	☐			
13		☐	☐			
14		☐	☐			
15		☐	☐			
16		☐	☐			
17		☐	☐			
18		☐	☐			
19		☐	☐			
20		☐	☐			
21		☐	☐			

POSTAWY

Postawa	Aktywna	Zasięg	Obszar	ST Rz. Obr.
1	☐			
2	☐			
3	☐			
4	☐			
5	☐			
6	☐			
7	☐			

UDERZENIE KI

UDERZENIE KI ILOŚĆ = (Stalker Level ÷ 2) + RZT

☐ = (____ ÷ 2) + RZT

UDERZENIE KI ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐

Poziom		Koszt punktów KI
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

Poziom	
6	+2 Bonus to Perception, Sense Motive and Stealth
16	Uncanny Dodge — Leave no footprints or scent trail while moving. Tracking you is impossible by nonmagical means.

RETRIBUTIVE KI

Poziom		Koszt punktów KI
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.	2