

STALKER

Stalker
Level

MANEUVERS

MAX MANOEUVRE
LEVEL

Initiator
Level

= (+ 1) ÷ 2

Manoeuvre
Save DC = 10 + WIS + Manoeuvre
Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

Level 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.

DAMAGE
BONUS

Initiator
Level

+ d00 = ÷ 4 (Round up)

DURATION

rds = WIS

STALKER ARTS

Level
1

Level
3

Level
7

Level
11

Level
15

Level
19

COMBAT INSIGHT

Level
2 WIS Insight bonus to initiative
and Reflex saves

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

Level
8 WIS Bonus to confirm
critical hits

Level On a successful critical hit, regain one
12 readied manoeuvre

Level Blindsight 30ft
18

DODGE

DODGE
BONUS

Stalker
Level

Level
2 + = ÷ 4 (Round up)

MANEUVERS

INITIATOR
LEVEL

Stalker
Level

Martial
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

= + 1 2 3 + + (÷ 2)

Manoeuvre	Type	Ready	Used	Range	Area	Save DC
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	Active	Range	Area	Save DC
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 POOL

KI POOL
CAPACITY

Stalker
Level

= (÷ 2) + WIS

KI POOL

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Ki cost

Level			
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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1

BLENDING

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

RETRIBUTIVE KI

Level		
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