STALKER Stalker Level	MANŒUVRES	Ĭ.
MANŒUVRES	INITIATOR Stalker Martial Prestige Other LEVEL Level Class Levels Class Levels	
MAX MANOEUVRE Initiator	= + + (1 2 3 ÷ 2	2)
LEVEL Level + 1 + 2		
= (+1) ÷2	Manoeuvre Type Portée	Aire DD de sauvegar
Manoeuvre Save DC = 10 + SAG + Manoeuvre Level		
MANOEUVRES READIED	3	
KNOWN MANOEUVRES	4 0 0	
	5	
Niveau DUAL STRIKE 10 Make two strike attacks as a full round action, once per day	6	
14 2 fois par jour	7	
18 Three times per day	8	
DEADLY STRIKE	9	
On a successful critical hit, do extra damage per attack. BONUS DE Initiator	11	
DÉGÂTS Level	12	
+ d = ÷ 4 (arrondi au supérieur)	13	
DUREE	14	
trs = SAG	15	
STALKER ARTS	16	
Niveau		
1	18	
	19	
Niveau	20	
3	STANCES	
	Stance Stance Portée	Aire DD de sauvegar
Niveau 7	1	Anc BB de dauvegan
	2	
Niveau	3	
11	4	
	5	
Niveau	6	
15	Péagure de lei	
	Réserve de ki CAPACITÉ DE LA Stalker	*
Niveau 19	RÉSERVE DE KI Level	Réserve de ki
	$= (\div 2) + SAG$	
COMBAT INSIGHT	Niveau 1 +4 insight bonus to one Perception or Sense Motive check	Ki cost 1
Niveau SAG Insight bonus to initiative and Reflex saves		
Viveau Uncanny Dodge	5 Apply your Deadly Strike to all strikes against one target for WIS rounds	s 0000 1
4 Cannot be caught flat-footed or denied DEX bonus to AC	7 +4 insight bonus to one saving throw	1
Niveau SAG Bonus to confirm critical hits	9 Trade a readied manoeuvre for one of up to its level, WIS times per day	1
	BLENDING	*
Niveau On a successful critical hit, regain one readied manoeuvre	Niveau +2 Bonus to Perception, Sense Motive and Stealth	
Niveau Blindsight 30ft	0	
18	Niveau Uncanny Dodge 16 Leave no footprints or scent trail while moving. Tracking you is impossible by non	magical means.
DODGE Stalker	RETRIBUTIVE KI	×
Niveau BONUS Level	Niveau As an immediate action on being harmed, activate one readied manoeuvre.	Ki cost
$\begin{vmatrix} 2 \end{vmatrix} + \begin{vmatrix} 1 \end{vmatrix} = (+ 2) \div 4$	Use the range of the attacker's ability, if necessary creating a phantom echo of yo that rushes out to strike the attacker.	urself 2