

STALKER

Stalker
Level

MANOBRAS

MAX MANOEUVRE
LEVEL

Initiator
Level

= (+ 1) ÷ 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

+ d = ÷ 4 (Arredonda para Cima)

DURACAÇÃO

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

Nível
8 SAB Bonus to confirm critical hits

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

Nível
18 Blindsight 30ft

DODGE

Nível **ESQUIVA**
2 BÔNUS = ÷ 4 (Arredonda para Cima)

MANOBRAS

INITIATOR
LEVEL

Stalker
Level

Martial
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

= + 1 2 3 + + (÷ 2)

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"/>			

Piscina de KI

Reserva de KI
CAPACIDADE

Stalker
Level

= (÷ 2) + SAB

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

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

RETRIBUTIVE KI

Nível As an immediate action on being harmed, activate one readied manoeuvre.
20 Use the range of the attacker's ability, if necessary creating a phantom echo of yourself that rushes out to strike the attacker. **2**