STALKER Stalker Level	™ MANŒUVRES	*
MANŒUVRES	INITIATOR Stalker Martial Prestige Other LEVEL Level Class Levels Class Levels	
MAX MANOEUVRE Initiator	= + + (1 2 3 ÷ 2	2)
Level + 1 ÷ 2	·	
= (+1) ÷2	Manoeuvre Type Portée	Aire DD de sauvegard
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 BONUS .	12	
+ d = ÷4 (arrondi au supérieur)	13	
DUREE	14 0 0	
trs = SAG	15	
STALKER ARTS	16	
Niveau	<u>17</u>	
1	18	
	19	
Niveau —	20	
3	STANCES	
	Stance STANCES Stance Portée	Aire DD de sauvegard
Niveau 7	1	Alle DD de Sauvegare
	2	
Niveau	3	
11	4	
	5	
Niveau —	6	
15	7	
	Réserve de ki CAPACITÉ DE LA Stalker	# (
Niveau	RÉSERVE DE KI Level	Réserve de ki
19	$= (\div 2) + SAG$	
COMBAT INSIGHT	Niveau	Ki cost
Niveau SAG Insight bonus to initiative and Reflex saves	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	00000 1
Niveau Uncanny Dodge 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	9 Trade a readied manoeuvre for one of up to its level, WIS times per day	00000 1
o integrants	BLENDING	*
Niveau On a successful critical hit, regain one readied manoeuvre	Niveau +2 Bonus to Perception, Sense Motive and Stealth	
Niveau Blindright 20ft	0	
18 Blindsight 30ft	Niveau Uncanny Dodge 16 Leave no footprints or scent trail while moving. Tracking you is impossible by noni	magical means.
DODGE	RETRIBUTIVE KI	, (
DODGE Stalker Niveau BONUS Level	As an immediate action on being harmed activate one readied manageure	
2 - (Niveau Use the range of the attacker's ability, if necessary creating a phantom echo of you	Ki cost