

STALKER

Stalker
Level

MANOVRE

MAX MANOEUVRE
LEVEL

Initiator
Level

$$\boxed{} = \left(+ 1 \right) \div 2$$

Manoeuvre
Save DC = 10 + SAG + Manoeuvre
Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

Livello **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.

DANNI
BONUS

Initiator
Level

$$+ \boxed{} d = \div 4 \quad (\text{per eccesso})$$

DURATA

$$\boxed{} rd = SAG$$

STALKER ARTS

Livello **1**

Livello **3**

Livello **7**

Livello **11**

Livello **15**

Livello **19**

COMBAT INSIGHT

Livello **2** **SAG** Insight bonus to initiative and Reflex saves

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

Livello **8** **SAG** Bonus to confirm critical hits

Livello **12** On a successful critical hit, regain one readied manoeuvre

Livello **18** Blindsight 30ft

DODGE

DODGE
BONUS

Stalker
Level

$$+ \boxed{} = \left(+ 2 \right) \div 4$$

MANOVRE

INITIATOR
LEVEL

Stalker
Level

Martial Prestige
Class Levels

Other
Class Levels

$$\boxed{} = + + \left(\div 2 \right)$$

Manovra	Tipo	Preparato	Usati	Gittata	Area	CD Salvezza
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"/>			

POSE

Posa	Attivo	Gittata	Area	CD Salvezza
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"/>			

RISERVA KI

RISERVA KI
CAPACITÀ

Stalker
Level

$$\boxed{} = \left(\div 2 \right) + SAG$$

RISERVA KI

□□□□ □□□□
□□□□ □□□□

Costo Ki

Livello

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

Livello

6 +2 Bonus to Perception, Sense Motive and Stealth

Livello **Uncanny Dodge**

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

RETRIBUTIVE KI

Livello

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.

Costo Ki

2