

STALKER

Stalker
Level

MANEWRY

MAX MANOEUVRE
LEVEL

Initiator
Level

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

Manoeuvre Save DC = 10 + RZT + Manoeuvre Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

Poziom **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.

OBRAŻENIA
PREMIA

Initiator
Level

$$+ \boxed{} k = \div 4 \quad (\text{Zaokrąglane w górę})$$

DURATION

$$\boxed{} \text{ rund} = \text{RZT}$$

STALKER ARTS

Poziom

1

Poziom

3

Poziom

7

Poziom

11

Poziom

15

Poziom

19

COMBAT INSIGHT

Poziom

2

RZT

Insight bonus to initiative and Reflex saves

Poziom **Uncanny Dodge**

4

Cannot be caught flat-footed or denied DEX bonus to AC

Poziom

8

RZT

Bonus to confirm critical hits

Poziom On a successful critical hit, regain one

12

readied manoeuvre

Poziom **Blindsight 30ft**

18

DODGE

Poziom **UNIKOWA
PREMIA**

Stalker
Level

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

MANEWRY

INITIATOR
LEVEL

Stalker
Level

Poziomy Klas
Prestiż. Adeptów Walki

Other
Class Levels

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

Manewr	Rodzaj	Gotowy	Użyty	Zasięg	Obszar	ST Rz. Obr.
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"/>			
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19		<input type="checkbox"/>	<input type="checkbox"/>			
20		<input type="checkbox"/>	<input type="checkbox"/>			
21		<input type="checkbox"/>	<input type="checkbox"/>			

POSTAWY

Postawa	Aktywna	Zasięg	Obszar	ST Rz. Obr.
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2	<input type="checkbox"/>			
3	<input type="checkbox"/>			
4	<input type="checkbox"/>			
5	<input type="checkbox"/>			
6	<input type="checkbox"/>			
7	<input type="checkbox"/>			

UDERZENIE KI

UDERZENIE KI
ILOŚĆ

Stalker
Level

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

Poziom

1 +4 insight bonus to one Perception or Sense Motive check

5 Apply your Deadly Strike to all strikes against one target for **WIS** rounds

7 +4 insight bonus to one saving throw

9 Trade a readied manoeuvre for one of up to its level, **WIS** times per day

UDERZENIE KI

☐☐☐☐ ☐☐☐☐
☐☐☐☐

Koszt punktów KI

1

1

1

1

BLENDING

Poziom

6

+2 Bonus to Perception, Sense Motive and Stealth

Poziom **Uncanny Dodge**

16

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

RETRIBUTIVE KI

Poziom

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.

Koszt punktów KI

2