

STALKER

Stalker
Level

MANŒUVRES

MAX MANŒUVRE
LEVEL

Initiator
Level

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

Manoeuvre
Save DC = 10 + **SAG** + Manoeuvre
Level

MANŒUVRES
KNOWN

READIED
MANŒUVRES

Niveau **DUAL STRIKE**

10 Make two strike attacks as a full round action, once per day

14 2 fois par jour

18 Three times per day ☐ ☐ ☐

DEADLY STRIKE

On a successful critical hit, do extra damage per attack.

BONUS DE
DÉGÂTS

Initiator
Level

BONUS
+ d = $ \div 4$ (arrondi au supérieur)

DUREE

trs = **SAG**

STALKER ARTS

Niveau **1**

Niveau **3**

Niveau **7**

Niveau **11**

Niveau **15**

Niveau **19**

COMBAT INSIGHT

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

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

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

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

Niveau **18** Blindsight 30ft

DODGE

Niveau **DODGE**
BONUS + $ = \left(+ 2 \right) \div 4$

Stalker
Level

MANŒUVRES

INITIATOR
LEVEL

Stalker
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manoeuvre	Type	Utilisé Prêt	Portée	Aire	DD de sauvegarde
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	Active	Portée	Aire	DD de sauvegarde
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"/>			

Réserve de ki

CAPACITÉ DE LA
RÉSERVE DE KI

Stalker
Level

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

Réserve de ki

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Ki cost

Niveau

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

Niveau

6 +2 Bonus to Perception, Sense Motive and Stealth

Niveau

Uncanny Dodge

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

RETRIBUTIVE KI

Niveau

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.

Ki cost

2