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	_____
	_____
3	_____
7	_____
11	_____
15	_____
19	_____

COMBAT INSIGHT

Nível		
2	SAB	Insight bonus to initiative and Reflex saves
4	**Uncanny Dodge**	Cannot be caught flat-footed or denied **DEX** bonus to **AC**
8	SAB	Bonus to confirm critical hits
12		On a successful critical hit, regain one readied manoeuvre
18		Blindsight 30ft

DODGE

ESQUIVA BÔNUS / Stalker Level

Nível	
2	+ ☐ = (____ + 2) ÷ 4

MANOBRAS

INITIATOR LEVEL

☐ = _____ + _____ + (1 2 3 ÷ 2)

Stalker Level / Martial Prestige Class Levels / Other Class Levels

Manoeuvre	Tipo	Ler	Used	Alcance	Área	Teste de CD
1		☐	☐			
2		☐	☐			
3		☐	☐			
4		☐	☐			
5		☐	☐			
6		☐	☐			
7		☐	☐			
8		☐	☐			
9		☐	☐			
10		☐	☐			
11		☐	☐			
12		☐	☐			
13		☐	☐			
14		☐	☐			
15		☐	☐			
16		☐	☐			
17		☐	☐			
18		☐	☐			
19		☐	☐			
20		☐	☐			
21		☐	☐			

STANCES

Stance	Ativar	Alcance	Área	Teste de CD
1	☐			
2	☐			
3	☐			
4	☐			
5	☐			
6	☐			
7	☐			

Piscina de KI

PISCINA DE KI CAPACIDADE / Stalker Level

☐ = (____ ÷ 2) + SAB

Piscina de KI ☐☐☐ ☐☐☐
☐☐☐☐ ☐☐☐☐
☐☐☐ ☐☐☐

Nível		Ki cost
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		
6	**+2**	Bonus to Perception, Sense Motive and Stealth
16	**Uncanny Dodge**	Leave no footprints or scent trail while moving. Tracking you is impossible by nonmagical means.

RETRIBUTIVE KI

Nível		Ki cost
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.	2