

# STALKER

Stalker  
Level

## MANOEUVRES

MAX MANOEUVRE  
LEVEL

Initiator  
Level

$$\boxed{\phantom{00}} = \left( \phantom{00} + 1 \right) \div 2$$

Manoeuvre  
Save DC = 10 + WE + Manoeuvre  
Level

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES



Stufe **DUAL STRIKE**

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

**14** Zweimal pro Tag

**18** Three times per day

□□□

## DEADLY STRIKE

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

SCHADEN  
BONUS

Initiator  
Level

$$+ \boxed{\phantom{00}} W = \phantom{00} \div 4 \quad (\text{aufrunden})$$

DAUER

$$\boxed{\phantom{00}} \text{ Runden} = WE$$

## STALKER ARTS

Stufe **1**

Stufe **3**

Stufe **7**

Stufe **11**

Stufe **15**

Stufe **19**

## COMBAT INSIGHT

Stufe **2** WE Insight bonus to initiative and Reflex saves

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

Stufe **8** WE Bonus to confirm critical hits

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

Stufe **18** Blindsight 30ft

## DODGE

Stufe **DODGE**  
**BONUS**

$$+ \boxed{\phantom{00}} = \left( \phantom{00} + 2 \right) \div 4$$

Stalker  
Level

## MANOEUVRES

INITIATOR  
LEVEL

Stalker  
Level

Martial Prestige  
Class Levels

Other  
Class Levels

$$\boxed{\phantom{00}} = \phantom{00} + \phantom{00} + \left( \phantom{00} \phantom{00} \phantom{00} \div 2 \right)$$

Manoeuvre	Art	Ready	deputzt	Reichweite	Area	RW SG
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	Aktiv	Reichweite	Area	RW SG
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"/>			

## Ki-Vorrat

KI-VORRAT  
KAPAZITÄT

Stalker  
Level

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + WE$$

Ki-Vorrat

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□□□□ □□□□

Ki cost

Stufe

**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

Stufe **6** +2 Bonus to Perception, Sense Motive and Stealth

Stufe **Uncanny Dodge**

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

## RETRIBUTIVE KI

Stufe As an immediate action on being harmed, activate one readied manoeuvre.

**20** 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**