

# STALKER

Stalker  
Level

## MANOEUVRES

MAX MANOEUVRE  
LEVEL

Initiator  
Level

$$\boxed{\phantom{000}} = \left( \phantom{000} + 1 \right) \div 2$$

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

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES



Уровень **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.

БОНУС  
УРОНА

Initiator  
Level

+ d00 =  $\div 4$  (Округлять вверх)

DURATION

рнд = **WIS**

## STALKER ARTS

Уровень **1**

Уровень **3**

Уровень **7**

Уровень **11**

Уровень **15**

Уровень **19**

## COMBAT INSIGHT

Уровень **2** **WIS** Insight bonus to initiative and Reflex saves

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

Уровень **8** **WIS** Bonus to confirm critical hits

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

Уровень **18** Blindsight 30ft

## DODGE

DODGE  
BONUS

Stalker  
Level

Уровень **2** +  $\div 4$  (Округлять вверх)

## MANOEUVRES

INITIATOR  
LEVEL

Stalker  
Level

Martial  
Class Levels

Martial Prestige  
Class Levels

Other Class  
Levels

$$\boxed{\phantom{000}} = \phantom{000} + 1 + 2 + 3 + \phantom{000} + \left( \phantom{000} \div 2 \right)$$

Manoeuvre	Тип	Ready	Used	Дальность	Area	Save DC
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	Дальность	Area	Save DC
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"/>			

## ЗАПАС КИ

ЗАПАС КИ  
ПРЕДЕЛ

Stalker  
Level

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \text{WIS}$$

ЗАПАС КИ

<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

Уровень

**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

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

Уровень **Uncanny Dodge**

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

## RETRIBUTIVE KI

Уровень 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**