

STALKER

Stalker  
Level

MANOEUVRES

MAX MANOEUVRE  
LEVEL

Initiator  
Level

= (  + 1 ) ÷ 2

Manoeuvre  
Save DC = 10 + WIS + Manoeuvre  
Level

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES

Level 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.

DAMAGE  
BONUS

Initiator  
Level

+  d =  ÷ 4 (Round up)

DURATION

rds = WIS

STALKER ARTS

Level   
1

Level   
3

Level   
7

Level   
11

Level   
15

Level   
19

COMBAT INSIGHT

Level   
2 WIS Insight bonus to initiative and Reflex saves

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

Level   
8 WIS Bonus to confirm critical hits

Level   
12 On a successful critical hit, regain one readied manoeuvre

Level   
18 Blindsight 30ft

DODGE

DODGE  
BONUS

Stalker  
Level

Level   
2 +  =  ÷ 4 (Round up)

MANOEUVRES

INITIATOR  
LEVEL

Stalker  
Level

Martial  
Class Levels

Martial Prestige  
Class Levels

Other Class  
Levels

=  + 1 2 3 +  + (  ÷ 2 )

Manoeuvre	Type	Ready	Used	Range	Area	Save DC
1		<div></div>	<div></div>			
2		<div></div>	<div></div>			
3		<div></div>	<div></div>			
4		<div></div>	<div></div>			
5		<div></div>	<div></div>			
6		<div></div>	<div></div>			
7		<div></div>	<div></div>			
8		<div></div>	<div></div>			
9		<div></div>	<div></div>			
10		<div></div>	<div></div>			
11		<div></div>	<div></div>			
12		<div></div>	<div></div>			
13		<div></div>	<div></div>			
14		<div></div>	<div></div>			
15		<div></div>	<div></div>			
16		<div></div>	<div></div>			
17		<div></div>	<div></div>			
18		<div></div>	<div></div>			
19		<div></div>	<div></div>			
20		<div></div>	<div></div>			
21		<div></div>	<div></div>			

STANCES

Stance	Active	Range	Area	Save DC
1	<div></div>			
2	<div></div>			
3	<div></div>			
4	<div></div>			
5	<div></div>			
6	<div></div>			
7	<div></div>			

KI POOL

KI POOL  
CAPACITY

Stalker  
Level

= (  ÷ 2 ) + WIS

KI POOL

Ki cost

Level <div></div> 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	<div></div> <div></div> <div></div> <div></div> <div></div> 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	<div></div> <div></div> <div></div> <div></div> <div></div> 1

BLENDING

Level   
6 +2 Bonus to Perception, Sense Motive and Stealth

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

RETRIBUTIVE KI

Level <div></div> 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
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