

STALKER

Stalker
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

Manoeuvre
Save DC = 10 + МУД + 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
К УРОНУ

Initiator
Level

$$+ \boxed{} d = \div 4 \quad (\text{Округлять вверх})$$

ДЛИТЕЛЬНОСТЬ

$$\boxed{} \text{ рнд} = \text{МУД}$$

STALKER ARTS

Уровень

1

Уровень

3

Уровень

7

Уровень

11

Уровень

15

Уровень

19

COMBAT INSIGHT

Уровень

2

МУД

Insight bonus to initiative
and Reflex saves

Уровень Uncanny Dodge

4

Cannot be caught flat-footed or denied DEX bonus to AC

Уровень

8

МУД

Bonus to confirm
critical hits

Уровень On a successful critical hit, regain one

12

readied manoeuvre

Уровень Blindsight 30ft

18

DODGE

БОНУС

УКЛОНЕНИЯ

Stalker
Level

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

MANOEUVRES

INITIATOR
LEVEL

Stalker
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manoeuvre

Тип

Ready

Used

Дальность

Область

КС Спаса

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

STANCES

Stance

Active

Дальность

Область

КС Спаса

1

2

3

4

5

6

7

ЗАПАС КИ

ЗАПАС КИ
ПРЕДЕЛ

Stalker
Level

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

ЗАПАС КИ

□□□□ □□□□
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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

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