

# STALKER

Stalker  
Level

## MANOVRE

MAX MANOEUVRE  
LEVEL

Initiator  
Level

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

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

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES



Livello **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.

DANNI  
BONUS

Initiator  
Level

$$+ \boxed{\phantom{00}} d = \phantom{00} \div 4 \quad (\text{per eccesso})$$

DURATA

$$\boxed{\phantom{00}} rd = \text{SAG}$$

## STALKER ARTS

Livello **1**

Livello **3**

Livello **7**

Livello **11**

Livello **15**

Livello **19**

## COMBAT INSIGHT

Livello **2** **SAG** Insight bonus to initiative and Reflex saves

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

Livello **8** **SAG** Bonus to confirm critical hits

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

Livello **18** Blindsight 30ft

## DODGE

Livello **2** **DODGE BONUS**  $+ \boxed{\phantom{00}} = \left( \phantom{00} + 2 \right) \div 4$  Stalker Level

## MANOVRE

INITIATOR  
LEVEL

Stalker  
Level

Martial Prestige  
Class Levels

Other  
Class Levels

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

Manovra	Tipo	Preparato	Usati	Gittata	Area	CD Salvezza
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"/>			

## POSE

Posa	Attivo	Gittata	Area	CD Salvezza
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"/>			

## RISERVA KI

RISERVA KI  
CAPACITÀ

Stalker  
Level

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

RISERVA KI

□□□□ □□□□  
□□□□ □□□□

Costo Ki

Livello

**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

Livello

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

Livello

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

## RETRIBUTIVE KI

Livello

**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.

Costo Ki

**2**