

STALKER

Stalker
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

= (+ 1) ÷ 2

Manoeuvre
Save DC = 10 + SAB + Manoeuvre
Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

Nivel DUAL STRIKE

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

14 Dos veces al día

18 Three times per day

DEADLY STRIKE

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

BON
DAÑO

Initiator
Level

+ d00 = ÷ 4 (Redondear arriba)

Duración

turnos = SAB

STALKER ARTS

Nivel 1

Nivel 3

Nivel 7

Nivel 11

Nivel 15

Nivel 19

COMBAT INSIGHT

Nivel 2 SAB Insight bonus to initiative and Reflex saves

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

Nivel 8 SAB Bonus to confirm critical hits

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

Nivel 18 Blindsight 30ft

DODGE

ESQUIVA
BONUS

Stalker
Level

Nivel 2 + = ÷ 4 (Redondear arriba)

MANOEUVRES

INITIATOR
LEVEL

Stalker
Level

Martial
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

= + 1 2 3 + + (÷ 2)

Manoeuvre	Tipo	Preparado	Usado	Alcance	Área	CD Salvacion
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

Estancia	Activa	Alcance	Área	CD Salvacion
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"/>			

RESERVA DE KI

CAPACIDAD
RESERVA KI

Stalker
Level

= (÷ 2) + SAB

RESERVA DE KI

Ki cost

Nivel 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

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

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

RETRIBUTIVE KI

Nivel 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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