

STALKER

Stalker
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

Manoeuvre
Save DC = 10 + WE + Manoeuvre
Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

Stufe **DUAL STRIKE**

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

14 Zweimal pro Tag

18 Three times per day

□□□

DEADLY STRIKE

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

SCHADEN
BONUS

Initiator
Level

$$+ \boxed{} W = \div 4 \quad (\text{aufrunden})$$

DAUER

$$\boxed{} \text{ Runden} = WE$$

STALKER ARTS

Stufe **1**

Stufe **3**

Stufe **7**

Stufe **11**

Stufe **15**

Stufe **19**

COMBAT INSIGHT

Stufe **2** WE Insight bonus to initiative and Reflex saves

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

Stufe **8** WE Bonus to confirm critical hits

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

Stufe **18** Blindsight 30ft

DODGE

Stufe **DODGE**
BONUS

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

Stalker
Level

MANOEUVRES

INITIATOR
LEVEL

Stalker
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manoeuvre	Art	Ready	deputzt	Reichweite	Area	RW SG
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	Aktiv	Reichweite	Area	RW SG
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"/>			

Ki-Vorrat

KI-VORRAT
KAPAZITÄT

Stalker
Level

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

Ki-Vorrat

□□□□ □□□□
□□□□ □□□□
□□□□ □□□□

Ki cost

Stufe

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

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

Stufe **Uncanny Dodge**

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

RETRIBUTIVE KI

Stufe 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