

# STALKER

Stalker  
Level

## MANOBRAS

MAX MANOEUVRE  
LEVEL

Initiator  
Level

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

Manoeuvre Save DC = 10 + SAB + Manoeuvre Level

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES



Nível **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.

DANO  
BÔNUS

Initiator  
Level

$$+ \boxed{\phantom{00}} d = \phantom{00} \div 4 \text{ (Arredonda para Cima)}$$

DURACAÇÃO

$$\boxed{\phantom{00}} \text{ rds} = \text{SAB}$$

## STALKER ARTS

Nível **1**

Nível **3**

Nível **7**

Nível **11**

Nível **15**

Nível **19**

## COMBAT INSIGHT

Nível **2** **SAB** Insight bonus to initiative and Reflex saves

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

Nível **8** **SAB** Bonus to confirm critical hits

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

Nível **18** Blindsight 30ft

## DODGE

ESQUIVA  
BÔNUS

Stalker  
Level

$$+ \boxed{\phantom{00}} = \left( \phantom{00} + 2 \right) \div 4$$

## MANOBRAS

INITIATOR  
LEVEL

Stalker  
Level

Martial Prestige  
Class Levels

Other  
Class Levels

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

Manoeuvre	Tipo	Ler	Used	Alcance	Área	Teste de CD
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	Ativar	Alcance	Área	Teste de CD
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"/>			

## Piscina de KI

Reserva de KI  
CAPACIDADE

Stalker  
Level

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

Piscina de KI

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Ki cost

Nível

**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

Nível

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

Nível

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

## RETRIBUTIVE KI

Nível

**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**