

STALKER

Stalker  
Level

MANOVRE

MAX MANOEUVRE  
LEVEL

Initiator  
Level

= (  + 1 ) ÷ 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

+ d00 =  ÷ 4 (per eccesso)

DURATA

rd = 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

DODGE  
BONUS

Stalker  
Level

Livello **2** +  =  ÷ 4 (per eccesso)

MANOVRE

INITIATOR  
LEVEL

Stalker  
Level

Martial  
Class Levels

Martial Prestige  
Class Levels

Other Class  
Levels

=  + 1 2 3 +  + (  ÷ 2 )

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

POSE

Posa	Attivo	Gittata	Area	CD Salvezza
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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

= (  ÷ 2 ) + SAG

Livello

**1** +4 insight bonus to one Perception or Sense Motive check

**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**