STALKER Stalker Level		MANOBRAS									
	MANOBRAS	Level ;	INITIATOR LEVEL	Stalker Level	Martial Pres Class Lev			ther Levels			
MAY	MANOBRAS MANOEUVRE Initiator		211 V 1111		+	+ (÷ 2)		
LEVE					T	' \	<u></u>	4 3	. 2)		
	= (+ 1) ÷	÷ 2	Manoeuvre				% C6/	Alcance	Área	Teste de CD	
Manoe Save		anoeuvre Level	2								
	DEUVRES READIN		3						_		
KNOV	MANOI	EUVRES	4								
			5								
Nível 10	DUAL STRIKE Make two strike attacks as a full roun	d action once per day	6			[
14	Twice per day	a action, once per day	7								
18	Three times per day		8			[
	DEADLY STRIKE	\mathbf{E}	9								
On a su	ccessful critical hit, do extra damage p Initiator	er attack.	10								
BÔNU			11								
+	d = ÷ 4 (Arredonda para Cima)	12						_		
DURA	CAÇÃO		13								
	rds = SAB		14 15								
``	STALKER ARTS	, , , , , , , , , , , , , , , , , , ,	16								
N/ 1			17								
Nível 1			18								
			19			Г			_		
Nécel			20		· .				_		
Nível 3			21								
			``			STANCES				# (
Nível			Stance				Ativar	Alcance	Área	Teste de CD	
7			1						_		
			2								
Nível			3								
11			4								
			5								
Nível			6				_ □			_	
15			7			1					
			PISCINA DI	E KI Stalke		eserva de	KI			* (
Nível			CAPACIDAI							erva de KI	
19	19		$= (\div 2) + SAB$								
	COMBAT INSIGH	T	Nível					_		Ki cost	
Nível 2	SAB Insight bonus to initiative and Reflex saves		1 +4 insight bonus to one Perception or Sense Motive check							1	
Nível	Uncanny Dodge	5 Apply your Deadly Strike to all strikes against one target for WIS rounds 7 +4 insight bonus to one saving throw						unds 🗀 🗀	1 1		
4 Nível	Cannot be caught flat-footed or denie	9 Trade a readied manoeuvre for one of up to its level, WIS times per day									
8	SAB critical hits				manoeuvre for one of up to its level, WIS times per day						
Nível 12	On a successful critical hit, regain one	Nível									
	readied manoeuvre		6 +2	Bonus to Perceptio	n, Sense Motive	and Stealth					
Nível 18	Blindsight 30ft	ny Dodge									
	DODGE 16 Leave no footprints or scent trail while moving. Tracking you is impossible by nonmagical means.										
MC 1	ESQUIVA Stalker		A	i		TRIBUTIV				*	
Nível 2	+ = (Level +	2)÷4	20 Use th	immediate action or ne range of the attac ushes out to strike tl	ker's ability, if r				f yourself	Ki cost 2	