

STALKER

Stalker
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

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

$$+ \boxed{} d = \div 4 \quad (\text{Redondear arriba})$$

Duración

$$\boxed{} \text{ turnos} = \text{SAB}$$

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

Nivel **ESQUIVA**
BONUS

Stalker
Level

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

MANOEUVRES

INITIATOR
LEVEL

Stalker
Level

Martial Prestige
Class Levels

Other
Class Levels

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

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

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

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