

STALKER

Stalker  
Level

MANŒUVRES

MAX MANOEUVRE  
LEVEL

Initiator  
Level

= (  + 1 ) ÷ 2

Manoeuvre  
Save DC = 10 + SAG + Manoeuvre  
Level

MANŒUVRES  
KNOWN

READIED  
MANŒUVRES

Niveau DUAL STRIKE

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

14 2 fois par jour

18 Three times per day ☐☐☐

DEADLY STRIKE

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

BONUS DE  
DÉGÂTS

Initiator  
Level

+  d =  ÷ 4 (arrondi au supérieur)

DUREE

trs = SAG

STALKER ARTS

Niveau   
1

Niveau   
3

Niveau   
7

Niveau   
11

Niveau   
15

Niveau   
19

COMBAT INSIGHT

Niveau  SAG Insight bonus to initiative  
2 and Reflex saves

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

Niveau  SAG Bonus to confirm  
8 critical hits

Niveau On a successful critical hit, regain one  
12 readied manoeuvre

Niveau Blindsight 30ft  
18

DODGE

Niveau DODGE  
2 BONUS

Stalker  
Level

+  =  ÷ 4 (arrondi au supérieur)

MANŒUVRES

INITIATOR  
LEVEL

Stalker  
Level

Martial  
Class Levels

Martial Prestige  
Class Levels

Other Class  
Levels

=  + 1 2 3 +  + (  ÷ 2 )

Manoeuvre	Type	Prêt	Utilisé	Portée	Aire	DD de sauvegarde
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	Active	Portée	Aire	DD de sauvegarde
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"/>			

Réserve de ki

CAPACITÉ DE LA  
RÉSERVE DE KI

Stalker  
Level

= (  ÷ 2 ) + SAG

Réserve de ki

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

Ki cost

Niveau 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

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

Niveau Uncanny Dodge

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

RETRIBUTIVE KI

Niveau 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