

STALKER

Stalker
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

= (+ 1) ÷ 2

Manoeuvre
Save DC = 10 + WIS + Manoeuvre
Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

- Level **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.

DAMAGE
BONUS

Initiator
Level

+ d = ÷ 4 (Naar boven afgerond)

DURATION

rds = WIS

STALKER ARTS

Level

1

Level

3

Level

7

Level

11

Level

15

Level

19

COMBAT INSIGHT

Level

2 WIS Insight bonus to initiative and Reflex saves

Level

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

Level

8 WIS Bonus to confirm critical hits

Level

12 On a successful critical hit, regain one readied manoeuvre

Level

18 Blindsight 30ft

DODGE

DODGE
BONUS

Stalker
Level

Level

2 + = ÷ 4 (Naar boven afgerond)

MANOEUVRES

INITIATOR
LEVEL

Stalker
Level

Martial
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

= + 1 2 3 + + (÷ 2)

Manoeuvre	Type	Ready	Used	Range	Area	Save DC
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	Range	Area	Save DC
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"/>			

KI POOL

KI POOL
CAPACITY

Stalker
Level

= (÷ 2) + WIS

KI POOL

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Ki cost

- Level
- 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

Level

6 +2 Bonus to Perception, Sense Motive and Stealth

Level

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

RETRIBUTIVE KI

Level

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. **1** Ki cost **2**