

STALKER

Stalker
Level

MANŒUVRES

MAX MANŒUVRE
LEVEL

Initiator
Level

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

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

$$\boxed{} + d = \div 4 \text{ (arrondi au supérieur)}$$

DUREE

$$\boxed{} \text{ trs} = \text{SAG}$$

STALKER ARTS

Niveau

1

Niveau

3

Niveau

7

Niveau

11

Niveau

15

Niveau

19

COMBAT INSIGHT

Niveau

2

SAG

Insight bonus to initiative
and Reflex saves

Niveau

4

Uncanny Dodge

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

Niveau

8

SAG

Bonus to confirm
critical hits

Niveau

12

On a successful critical hit, regain one
readied manoeuvre

Niveau

18

Blindsight 30ft

DODGE

Niveau

2

**DODGE
BONUS**

Stalker
Level

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

MANŒUVRES

INITIATOR
LEVEL

Stalker
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manoeuvre

Type

Utilisé

Prêt

Portée

Aire

DD de sauvegarde

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

STANCES

Stance

Active

Portée

Aire

DD de sauvegarde

1

2

3

4

5

6

7

Réserve de ki

CAPACITÉ DE LA
RÉSERVE DE KI

Stalker
Level

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

Réserve de ki

□□□□ □□□□
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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

16

Uncanny Dodge

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

RETRIBUTIVE KI

Niveau

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