

# STALKER

Stalker  
Level

## MANOEUVRES

MAX MANOEUVRE  
LEVEL

Initiator  
Level

$$\boxed{\phantom{00}} = \left( \phantom{00} + 1 \right) \div 2$$

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

$$+ \boxed{\phantom{00}} d = \phantom{00} \div 4$$

(Round up)

DURATION

$$\boxed{\phantom{00}} \text{ rds} = \text{WIS}$$

## 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

Level **DODGE**  
**BONUS**

$$+ \boxed{\phantom{00}} = \left( \phantom{00} + 2 \right) \div 4$$

Stalker  
Level

## MANOEUVRES

INITIATOR  
LEVEL

Stalker  
Level

Martial Prestige  
Class Levels

Other  
Class Levels

$$\boxed{\phantom{00}} = \phantom{00} + \phantom{00} + \left( \phantom{00} \phantom{00} \phantom{00} \div 2 \right)$$

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

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{WIS}$$

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 **Uncanny Dodge**

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

## RETRIBUTIVE KI

Level 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**