

# STALKER

Stalker  
Level

## MANOEUVRES

MAX MANOEUVRE  
LEVEL

Initiator  
Level

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

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

$$+ \boxed{\phantom{00}} d = \boxed{\phantom{00}} \div 4 \quad (\text{Redondear arriba})$$

Duración

$$\boxed{\phantom{00}} \text{ turnos} = \boxed{\phantom{00}} \text{ SAB}$$

## 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 **2** **ESQUIVA BONUS**

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

## MANOEUVRES

INITIATOR  
LEVEL

Stalker  
Level

Martial Prestige  
Class Levels

Other  
Class Levels

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

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

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

RESERVA DE KI

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

Ki cost

Nivel <b>1</b>	+4 insight bonus to one Perception or Sense Motive check	<b>1</b>
<b>5</b>	Apply your Deadly Strike to all strikes against one target for <b>WIS</b> rounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>1</b>
<b>7</b>	+4 insight bonus to one saving throw	<b>1</b>
<b>9</b>	Trade a readied manoeuvre for one of up to its level, <b>WIS</b> times per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>1</b>

## BLENDING

Nivel <b>6</b>	<b>+2</b> Bonus to Perception, Sense Motive and Stealth
Nivel <b>16</b>	<b>Uncanny Dodge</b> Leave no footprints or scent trail while moving. Tracking you is impossible by nonmagical means.

## RETRIBUTIVE KI

Nivel <b>20</b>	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 <b>2</b>
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