

STALKER

Stalker
Level

MANEWRY

MAX MANOEUVRE
LEVEL

Initiator
Level

= (+ 1) ÷ 2

Manoeuvre
Save DC = 10 + RZT + Manoeuvre
Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

Poziom **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.

OBRAŻENIA
PREMIA

Initiator
Level

+ k00 = ÷ 4 (Zaokrąglane w górę)

DURATION

rund = RZT

STALKER ARTS

Poziom **1**

Poziom **3**

Poziom **7**

Poziom **11**

Poziom **15**

Poziom **19**

COMBAT INSIGHT

Poziom **2** RZT Insight bonus to initiative and Reflex saves

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

Poziom **8** RZT Bonus to confirm critical hits

Poziom **12** On a successful critical hit, regain one readied manoeuvre

Poziom **18** Blindsight 30ft

DODGE

UNIKOWA
PREMIA

Stalker
Level

2 + = ÷ 4 (Zaokrąglane w górę)

MANEWRY

INITIATOR
LEVEL

Stalker
Level

Martial
Class Levels

Poziomy Klas
Prestiż. Adeptów Walki

Poziomy
Innych Klas

= + 1 2 3 + + (÷ 2)

Manewr	Rodzaj	Gotowy	Użyty	Zasięg	Obszar	ST Rz. Obr.
1		<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>			
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POSTAWY

Postawa	Aktywna	Zasięg	Obszar	ST Rz. Obr.
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6	<input type="checkbox"/>			
7	<input type="checkbox"/>			

UDERZENIE KI

UDERZENIE KI
ILOŚĆ

Stalker
Level

= (÷ 2) + RZT

Poziom

1 +4 insight bonus to one Perception or Sense Motive check

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

Poziom

6 +2 Bonus to Perception, Sense Motive and Stealth

Poziom **Uncanny Dodge**

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

RETRIBUTIVE KI

Poziom

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.

Koszt punktów KI

2