

STALKER

Stalker
Level

MANOVRE

MAX MANOEUVRE LEVEL

Initiator
Level

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

Manoeuvre Save DC = **10** + **SAG** + Manoeuvre Level

MANOEUVRES KNOWN

READIED MANOEUVRES

Livello **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.

DANNI BONUS

Initiator
Level

$$+ \boxed{} d = \div 4 \quad (\text{per eccesso})$$

DURATA

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

STALKER ARTS

Livello **1** _____

Livello **3** _____

Livello **7** _____

Livello **11** _____

Livello **15** _____

Livello **19** _____

COMBAT INSIGHT

Livello **2** **SAG** Insight bonus to initiative and Reflex saves

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

Livello **8** **SAG** Bonus to confirm critical hits

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

Livello **18** Blindsight 30ft

DODGE

DODGE BONUS

Stalker
Level

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

MANOVRE

INITIATOR LEVEL

Stalker
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manovra	Tipo	Preparato	Usati	Gittata	Area	CD Salvezza
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"/>			
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16		<input type="checkbox"/>	<input type="checkbox"/>			
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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"/>			

POSE

Posa	Attivo	Gittata	Area	CD Salvezza
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"/>			

RISERVA KI

RISERVA KI CAPACITÀ

Stalker
Level

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

RISERVA 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"/>

Costo Ki

Livello

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

Livello

6 +2 Bonus to Perception, Sense Motive and Stealth

Livello

Uncanny Dodge

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

RETRIBUTIVE KI

Livello

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.

Costo Ki

2