

STALKER

Stalker
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

Manoeuvre Save DC = 10 + МУД + Manoeuvre Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

Уровень 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.

БОНУС
УРОНА

Initiator
Level

БОНУС + d00 = $\div 4$ (Округлять вверх)

DURATION

рнд = МУД

STALKER ARTS

Уровень 1

Уровень 3

Уровень 7

Уровень 11

Уровень 15

Уровень 19

COMBAT INSIGHT

Уровень 2 МУД Insight bonus to initiative and Reflex saves

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

Уровень 8 МУД Bonus to confirm critical hits

Уровень 12 On a successful critical hit, regain one readied manoeuvre

Уровень 18 Blindsight 30ft

DODGE

Уровень DODGE BONUS Stalker Level

2 + $\div 4$ (Округлять вверх)

MANOEUVRES

INITIATOR
LEVEL

Stalker
Level

Martial
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

$$\boxed{} = + 1 2 3 + + \left(\div 2 \right)$$

Manoeuvre	Тип	Ready	Used	Дальность	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	Дальность	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"/>			

ЗАПАС КИ

ЗАПАС КИ
ПРЕДЕЛ

Stalker
Level

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

ЗАПАС КИ

<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

Уровень

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

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BLENDING

Уровень 6 +2 Bonus to Perception, Sense Motive and Stealth

Уровень Uncanny Dodge

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

RETRIBUTIVE KI

Уровень 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