

STALKER

Stalker
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

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

$$+ \boxed{} d = \div 4 \text{ (Naar boven afgerond)}$$

DURATION

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

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

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

Stalker
Level

MANOEUVRES

INITIATOR
LEVEL

Stalker
Level

Martial Prestige
Class Levels

Other
Class Levels

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

| 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

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

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