

STALKER

Stalker
Level

MANEUVERS

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

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DEADLY STRIKE

On a successful critical hit, do extra damage per attack.

DAMAGE
BONUS

Initiator
Level

$$+ \boxed{} d = \div 4 \quad (\text{Round up})$$

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 **2** **DODGE BONUS** $+ \boxed{} = \left(+ 2 \right) \div 4$ Stalker Level

MANEUVERS

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

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

RETRIBUTIVE KI

Level **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. Ki cost **2**