

STALKER

Stalkers aren't good at much else besides slashing. They have an inordinate fondness for sharp objects and are proud of their ability to turn people into Swiss cheese. Even worse, the Stalker is always honing his or her craft—Stalkers love what they do.

Requirements

To qualify to become a Stalker, a character must fulfill the following criteria.

Sanity: -10 or lower.

Base Attack Bonus: +2.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Class Information

Hit Die: 1d8.

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Stalker's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Listen (Wis), Move Silently (Dex), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language

(none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following features pertain to the Stalker advanced class.

Sneak Attack: This is exactly like the Outcast ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th level). If a Stalker gets a sneak attack bonus from another source, the bonuses on damage stack.

Death Attack: If a Stalker studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the possible additional effect of either paralyzing or killing the target (Stalker's choice). While studying the victim, the Stalker can undertake other actions so long as his attention stays focused on the target and the target does not detect the Stalker or recognize the Stalker as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the Stalker's class level + the Stalker's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the Stalker. If the victim's saving throw succeeds, the attack is just a normal sneak



TABLE 3-6: THE STALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, weapon focus	+1	+1
2nd	+1	+0	+3	+0	Weapon specialization	+2	+1
3rd	+1	+1	+3	+1	Sneak attack +2d6, darkvision	+2	+1
4th	+2	+1	+4	+1	Right behind you, bonus feat	+3	+2
5th	+2	+1	+4	+1	Improved critical	+4	+2
6th	+3	+2	+5	+2	Sneak attack +3d6, bonus feat	+4	+2
7th	+3	+2	+5	+2	Hide in plain sight	+5	+3
8th	+4	+2	+6	+2	Sneak attack +4d6, greater weapon specialization	+6	+3
9th	+4	+3	+6	+3	Without a trace	+6	+3
10th	+5	+3	+7	+3	Sneak attack +5d6, critical strike	+7	+4

attack. Once the Stalker has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the Stalker does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Weapon Focus: At 1st level, a Stalker gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Stalker chooses a specific weapon, which can include unarmed strike or grapple as the weapon. The Stalker must be proficient with the chosen weapon. The Stalker adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization: At 2nd level, a Stalker who has applied the Weapon Focus feat or class feature to a melee or ranged weapon gains Weapon Specialization with it. The Stalker gets a +2 bonus on damage rolls with the chosen weapon.

Darkvision (Su): At 3rd level, a Stalker can see in the dark as though he were permanently under the effect of a *darkvision* spell.

Right Behind You (Su): By spending 1 action point, the Stalker instantly transfers himself from his current location to any other spot within range to which he has line of sight. Movement caused by *right behind you* does not provoke attacks of opportunity. The Stalker cannot be carrying more than a medium load.

Improved Critical: For the weapon the Stalker has applied weapon specialization to, the Stalker's threat range increases by one.

Bonus Feat: The Stalker can gain a bonus feat from the following list: Awesome Blow, Brawl, Cleave, Combat Expertise, Combat Reflexes, Damage Reduction, Devastating Critical, Diehard, Dire Charge, Dodge, Elusive Target, Endurance, Frightful Presence, Great Cleave, Improved Bull Rush, Improved Critical, Improved Grapple, Improved Overrun, Improved Sunder, Insane Driver, Insane Rage, Insane Speed, Insane Strength, Jaw Rip, Knock-Down, Knockout Punch, Mobility, Overwhelming Critical, Power Attack, Power Critical, Run, Scent, Spring Attack, Stalker, Streetfighting, Sunder, Toughness, Two-Weapon Rend, Whirlwind Attack.

Hide in Plain Sight (Su): At 7th level, a Stalker can use the Hide skill even while being observed. As long as he is within 10 feet of a shadow, a Stalker can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Greater Weapon Specialization: At 8th level, a Stalker gains Greater Weapon Specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Without a Trace (Ex): At 9th level, when a Stalker uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Stalker's activity take a -4 penalty.

Critical Strike (Ex): At 10th level, a Stalker gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

