

7		NINJA	7
Nível do Ni	nja		
1		Poison Use Ataque furtivo	Ninja
2		Reserva de KI Ninja Tricks	Trick
3		Não Rastreável	
4		Esquiva Sobrenatural	
6		Light Steps	
8		Esquiva Sobrenatural Aprimorada	
10		Master Tricks	
12			
14			
16			
18			
20		Hidden Master	

ΛT	<b>A OTTE</b>	FUR'	IN A V
ALL	AUUL	· PUR	$\mathbf{L}\mathbf{L}\mathbf{V}$

**DANO FURTIVO** Nível do Ninja

**BÔNUS** 

(Arredonda para Cima)

Outros

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.

On ranged attacks, it only applies within 30 ft.

It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

## Não Rastreável

NÃO RASTREÁVEL Nível do Ninja **BÔNUS** 

Outros

+

(Arredonda para Baixo)

11

**15** 

No Trace bonus is added to:

- the DC of a Survival check to track the Ninja;
- Disguise skill checks
- · opposed Stealth checks while stationary

	• •	
2100	ina d	$\alpha \mathbf{k} \mathbf{I}$

Reserva de KI CAPACIDADE	Nível do Ninja	Outros
	= ( ÷ 2 )	+ CAR +
	(Arredonda para Baixo)	Reserva de KI

Treat any jump check as if from a running start As long as you have at least one ki point	Ki cos
Make one additional attack when making a full attack	1
Increase your move speed by 20ft for one round	1
+4 insight bonus to Stealth checks for one round	1
Nível Hidden Master: cast Greater Invisibility as a standard action Trade sneak attack dice for ability score damage	3
NINJA TRICKS	

2		]	
3		[	

4		ш
5	1	

7	

8	

10	

12	

13	

14	