

Ninja
Level

SUDDEN STRIKE

DAMAGE BONUS

d6

Applies whenever the target is denied a DEX bonus to AC. Sudden Strike stacks with Sneak Attack.

KI DODGE

MISS CHANCE

%

This effect is negated by True Seeing but not by See Invisibility. The effect of Ki Dodge does not stack with Blink or Displacement.

GHOST MIND

CASTER LEVEL
CHECK DCNinja
Level

= 20 +

Attempting to scry on the ninja prompts a caster level check. Failure renders the ninja undetectable.

NINJA

KI POWER
PER DAY

$$= \text{МУД} + \left(\frac{\text{Ninja Level}}{2} \right)$$

Ninja
LevelKi Power
Used Today

Ki powers can only be used if a ninja is wearing no armour and is unencumbered.

| Ninja Level | Sudden Strike Bonus | Acrobatics Bonus | | Ki Power Cost |
|-------------|---------------------|------------------|--|---|
| 1 | 1d6 | | <input type="checkbox"/> Обнаружение ловушек | |
| 2 | | | <input type="checkbox"/> Ghost Step | Invisible (1 round) 1 |
| 3 | 2d6 | | <input type="checkbox"/> Poison Use | Apply poison without risk of poisoning yourself |
| 4 | | | <input type="checkbox"/> Great Leap | +4 to Jump, no run-up |
| 5 | 3d6 | | | |
| 6 | | +2 | <input type="checkbox"/> Ki Dodge | 20% miss chance (1 round) 1 |
| 7 | 4d6 | | <input type="checkbox"/> Speed Climb | |
| 8 | | | <input type="checkbox"/> Ghost Strike | Strike incorporeal and ethereal 1 |
| 9 | 5d6 | | <input type="checkbox"/> Improved Poison Use | Apply poison as move action |
| 10 | | | <input type="checkbox"/> Ghost Step (Ethereal) | 1 |
| 11 | 6d6 | | | |
| 12 | | +4 | <input type="checkbox"/> Уклонение | |
| 13 | 7d6 | | | |
| 14 | | | <input type="checkbox"/> Ghost Mind | Resist Scrying |
| 15 | 8d6 | | | |
| 16 | | | <input type="checkbox"/> Ghost Sight | See invisible and ethereal |
| 17 | 9d6 | | | |
| 18 | | +6 | <input type="checkbox"/> Greater Ki Dodge | 50% miss chance (1 round) 1 |
| 19 | 10d6 | | | |
| 20 | | | <input type="checkbox"/> Ghost Walk | Enter the ethereal plane 2 |