

Ninja Level

*	NINJA	# 1
Ninja Level	Poison Use	
	Sneak Attack	Ninja – Trick
2	Ki Pool Ninja Tricks	IIICK
3	No Trace	
4	Uncanny Dodge	
6	Light Steps	
8	Improved Uncanny Dodge	
10	Master Tricks	
12		
14		
16		
18		
20	Hidden Master	

EAK /	

SLUIP SCHADE BONUS Ninja Level

Misc

(Naar boven afgerond)

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**15** 

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.

<b>T</b>	NO TRACE	
NO TRACE BONUS	Ninja Level	Misc
+	= ( ÷ 3	

(Naar beneden afgerond)

No Trace bonus is added to:

- ${\mbox{\footnote{h}}}$  the DC of a Survival check to track the Ninja;
- Disguise skill checks
- opposed Stealth checks while stationary

KI POOL
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KITOOL			
KI POOL CAPACITY Ninja Level  Misc			
= ( ; 2 ) + CHA +			
(Naar beneden afgerond) Ki Pool			
*******			
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			
Increase your move speed by 20ft for one round			
+4 insight bonus to Stealth checks for one round	1		
Level Hidden Master: cast Greater Invisibility as a standard action  Trade sneak attack dice for ability score damage	3		
NINJA TRICKS			
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