

Ninja

×		NINJA	<b>"</b> (
	Ninja _evel	▼ Poison Use	
	1	Sneak Attack	Ninja
	2	Ki Pool Ninja Tricks	Trick
	3	No Trace	
	4	Uncanny Dodge	
	6	Light Steps	
	8	Improved Uncanny Dodge	
	10	Master Tricks	
	12		
	14		
	16		

SN	F.Δ	K	ΔТ	'T'A	CK

Hidden Master

SNEAK DAMAGE BONUS

18

20

Ninja Level

Misc

(Round up)

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.  $\label{eq:canada-poly-star}$ 

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.

×	NO TRAC	E 💌
NO TRACE BONUS	Ninja Level	Misc
+	= (÷ 3	3)+

(Round down)

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

177.1	DO	OΤ
KI	<b>PO</b>	7.1

KI POOL	•
KI POOL CAPACITY  Ninja Level  = ( ÷ 2) + CHA +	Misc
(Round down) 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	1
Increase your move speed by 20ft for one round	1

+4 insight bonus to Stealth checks for one round

Level Hidden Master: cast Greater Invisibility as a standard action

20	Trade sneak attack dice for ability score damage		
•		NINJA TRICKS	,
1			
2			
3			

3

4	
5	

г
_

8	

9	

10		
11		

	-
12	
	_

10	
13	

14	