



Nível do Ninja

NINJA

Nível do Ninja

1	<input type="checkbox"/>	{ Poison Use Ataque furtivo	Ninja Trick
2	<input type="checkbox"/>	{ Reserva de KI Ninja Tricks	<input checked="" type="checkbox"/>
3	<input type="checkbox"/>	Não Rastreável	
4	<input type="checkbox"/>	Esquiva Sobrenatural	<input checked="" type="checkbox"/>
6	<input type="checkbox"/>	Light Steps	<input checked="" type="checkbox"/>
8	<input type="checkbox"/>	Esquiva Sobrenatural Aprimorada	<input checked="" type="checkbox"/>
10	<input type="checkbox"/>	Master Tricks	<input checked="" type="checkbox"/>
12	<input type="checkbox"/>		<input checked="" type="checkbox"/>
14	<input type="checkbox"/>		<input checked="" type="checkbox"/>
16	<input type="checkbox"/>		<input checked="" type="checkbox"/>
18	<input type="checkbox"/>		<input checked="" type="checkbox"/>
20	<input type="checkbox"/>	Hidden Master	<input checked="" type="checkbox"/>

ATAQUE FURTIVO

DANO FURTIVO
BÔNUS

Nível do Ninja

Outros

$$\boxed{} \text{ d6} = \left(\frac{}{\div 2} \right) + $$

(Arredonda para Cima)

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
BÔNUS

Nível do Ninja

Outros

$$+ \boxed{} = \left(\frac{}{\div 3} \right) + $$

(Arredonda para Baixo)

No Trace bonus is added to:

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

Piscina de KI

Reserva de KI
CAPACIDADE

Nível do Ninja

Outros

$$\boxed{} = \left(\frac{}{\div 2} \right) + \text{CAR} + $$

(Arredonda para Baixo) Reserva de KI

Treat any jump check as if from a running start

Ki cost

As long as you have at least one ki point

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	3
20 Trade sneak attack dice for ability score damage	

NINJA TRICKS

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