

Ninja Niveau

×	NINJA	, i
Ninja Niveau 1	Utilisation de poison Attaque Sournoise	Ninja
2	Réserve de ki Ninja Tricks	Trick
3	No Trace	
4	Esquive instinctive	
6	Light Steps	
8	Esquive instinctive supérieure	
10	Master Tricks	
12		
14		
16		
18		

ATTAQUE SOURNOISE

BONUS DE DÉGÂTS Ninja D'ATTAQUE SOURNO Niveau

20

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d6 = (÷ 2)

Hidden Master

(arrondi au supérieur)

(arrondi à l'inférieur)

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.

×	NO '	TRACE	*	
NO TRACE BONUS	Ninj Nive		Divers	
+	= (÷ 3) +		

No Trace bonus is added to:

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

*	Réserve de ki	*
CAPACITÉ DE LA RÉSERVE DE KI Ninia Level	Divers	
= () + CHA +	
(arrondi à l'inférieur)	Réserve de ki	
Treat any jump check as if from a runr	ning start	Ki cost
As long as you have at least one ki point	3 · · · · ·	
Make one additional attack when mak	ing a full attack	1
Increase your move speed by 20ft for	one round	1
+4 insight bonus to Stealth checks for	one round	1
liveau Hidden Master: cast Greater Invi		3
20 Trade sneak attack dice for abili		
*	NINJA TRICKS	*
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