

Ninja Stufe

×		NINJA	*
Nin Stu	fe	Gift einsetzen Hinterhältiger Angriff	Ninja
2		Ki Pool Ninja Tricks	Trick
3		No Trace	
4		Reflexbewegung	
6		Light Steps	
8		Verbesserte Reflexbewegung	
10	) 🗆	Master Tricks	
12	2 🗆		
14	<b>,</b> $\Box$		
16	<b>5</b> 🗆		
18	3 🗆		
20	) 🗆	Hidden Master	

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HINTERHALTIGER ANGIFF

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.  $\label{eq:candidate} % \begin{center} \end{center} % \beg$ 

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	<u> </u>
NO TRACE BONUS	Ninja Stufe	Sonstiges
+	= (÷ 3	(abrunden)

14

**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

Ki-Vorrat	*
KI-VORRAT KAPAZITÄT Ninjastufe	
$= \begin{pmatrix} \vdots 2 \end{pmatrix} + CH +$	
(abrunden) Ki Pool	
N. 1 doi	7
Treat any jump check as if from a running start	Ki cost
Solange du mindestens einen Ki-Punkt besitzt	
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
Stufe Hidden Master: cast Greater Invisibility as a standard action  20 Trade sneak attack dice for ability score damage	3
NINJA TRICKS	,
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