

Ninja
Level

KI POOL

KI POOL
CAPACITY

Ninja Level

Misc

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

(Round down) Ki Pool

NINJA

Ninja Level			Ninja Trick
1	<input type="checkbox"/>	{ Poison Use Sneak Attack	
2	<input type="checkbox"/>	{ Ki Pool Ninja Tricks	<input type="checkbox"/>
3	<input type="checkbox"/>	No Trace	
4	<input type="checkbox"/>	Uncanny Dodge	<input type="checkbox"/>
6	<input type="checkbox"/>	Light Steps	<input type="checkbox"/>
8	<input type="checkbox"/>	Improved Uncanny Dodge	<input type="checkbox"/>
10	<input type="checkbox"/>	Master Tricks	<input type="checkbox"/>
12	<input type="checkbox"/>		<input type="checkbox"/>
14	<input type="checkbox"/>		<input type="checkbox"/>
16	<input type="checkbox"/>		<input type="checkbox"/>
18	<input type="checkbox"/>		<input type="checkbox"/>
20	<input type="checkbox"/>	Hidden Master	<input type="checkbox"/>

SNEAK ATTACK

SNEAK DAMAGE
BONUSNinja
Level

Misc

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

(Round up)

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
BONUSNinja
Level

Misc

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

(Round down)

No Trace bonus is added to:

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

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
Level 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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