

Ninja Niveau

1	NINJA	,
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		
20	Hidden Meeter	

ATTAQUE SOURNOISE

BONUS DE DÉGÂTS Ninja D'ATTAQUE SOURNO Niveau

Divers

d6 = (÷ 2)

(arrondi au supérieur)

(arrondi à l'inférieur)

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

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		Ninja Niveau		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

) x		Réserve de ki	,			
CAPACITÉ DE LA RÉSERVE DE KI		Divers				
	Ninja Level					
=	(÷ 2)	+ CHA +				
	(arrondi à l'inférieur)	Réserve de ki				
Treat any jump cho As long as you hav	eck as if from a runni re at least one ki point	ng start	Ki cost			
Make one addition	nal attack when makin	g a full attack	1			
Increase your move speed by 20ft for one round						
	to Stealth checks for o		1			
	ter: cast Greater Invis attack dice for ability	ibility as a standard action y score damage	3			
1		NINJA TRICKS	*			
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