

Ninja
Level

SUDDEN STRIKE

DAMAGE BONUS

 d6

Applies whenever the target is denied a DEX bonus to AC. Sudden Strike stacks with Sneak Attack.

KI DODGE

MISS CHANCE

 %

This effect is negated by True Seeing but not by See Invisibility. The effect of Ki Dodge does not stack with Blink or Displacement.

GHOST MIND

CASTER LEVEL
CHECK DCNinja
Level = 20 +

Attempting to scry on the ninja prompts a caster level check. Failure renders the ninja undetectable.

NINJA

KI POWER
PER DAY

$$= \text{WIS} + \left(\frac{\text{Ninja Level}}{2} \right)$$

Ninja
LevelKi Power
Used Today

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Ki powers can only be used if a ninja is wearing no armour and is unencumbered.

Ninja Level	Sudden Strike Bonus	Acrobatics Bonus		Ki Power Cost
1	1d6		<input type="checkbox"/> Trapfinding	
2			<input type="checkbox"/> Ghost Step	Invisible (1 round) 1
3	2d6		<input type="checkbox"/> Poison Use	Apply poison without risk of poisoning yourself
4			<input type="checkbox"/> Great Leap	+4 to Jump, no run-up
5	3d6			
6		+2	<input type="checkbox"/> Ki Dodge	20% miss chance (1 round) 1
7	4d6		<input type="checkbox"/> Speed Climb	
8			<input type="checkbox"/> Ghost Strike	Strike incorporeal and ethereal 1
9	5d6		<input type="checkbox"/> Improved Poison Use	Apply poison as move action
10			<input type="checkbox"/> Ghost Step (Ethereal)	1
11	6d6			
12		+4	<input type="checkbox"/> Evasion	
13	7d6			
14			<input type="checkbox"/> Ghost Mind	Resist Scrying
15	8d6			
16			<input type="checkbox"/> Ghost Sight	See invisible and ethereal
17	9d6			
18		+6	<input type="checkbox"/> Greater Ki Dodge	50% miss chance (1 round) 1
19	10d6			
20			<input type="checkbox"/> Ghost Walk	Enter the ethereal plane 2