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N.	NINJA	*
Ninja Level 1	Poison Use Sneak Attack	Ninja
2	Ki Pool Ninja Tricks	Trick
3	No Trace	
4	Uncanny Dodge	
6	Light Steps	
8	Improved Uncanny Dodge	
10	Master Tricks	
12		
14		
16		
18		

SNEAK ATTACK

Hidden Master

SNEAK DAMAGE BONUS

20

Ninja Level

Misc

d6

= (÷ 2)

(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.

×	N	O TRACE			-
NO TRACE BONUS		linja .evel		Misc	
+	= (÷ 3) +		

(Round down)

No Trace bonus is added to:

- ${\boldsymbol \cdot}$ the DC of a Survival check to track the Ninja;
- Disguise skill checks
- opposed Stealth checks while stationary

KI		

CAPACITY			Ninja Level				Misc
	=	(÷ 2)	+	CHA	+	
	_		(Round down)		Ki Po	ol –	

20 Trade sneak attack dice for ability score damage

KI I OUI	
Treat any jump check as if from a running start As long as you have at least one ki point	Ki cost
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

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