

NINJA	Ninja Level	1
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Ninja Level	Co	
1	Poison Use Sneak Attack	Ninja
2	□	Trick
3	□ No Trace	
4	☐ Uncanny Dodge	
6	☐ Light Steps	
8	☐ Improved Uncanny Dodge	
10	☐ Master Tricks	
12		
14		
16		
18		
20	☐ Hidden Master	

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SNEAK DAMAGE BONUS

Ninja Level

Misc

d6

(Round up)

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC. $\label{eq:canada-poly-star}$

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 TE	RACE		-
NO TRACE BONUS		Ninja Level		Misc	
+	= (÷3)+		

(Round down)

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 POOL	,
KI PO CAPA	CITY Ninia Level	
	= (÷ 2) + CHA +	
	(Round down) Ki Pool	
	any jump check as if from a running start ong as you have at least one ki point	Ki cost
Make	one additional attack when making a full attack	1
Increa	ase your move speed by 20ft for one round	1
+4 ins	sight bonus to Stealth checks for one round	1
	Hidden Master: cast Greater Invisibility as a standard action Trade sneak attack dice for ability score damage	3
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