

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 DC**Ninja  
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