

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

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

Ninja  
LevelKi Power  
Used Today

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"/> Individuare Trappole	
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"/> Eludere	
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