

Ninja
Level

NINJA

Ninja
Level**1** ☐ { Poison Use
Sneak Attack**2** ☐ { Ki Pool
Ninja Tricks**3** ☐ No Trace**4** ☐ Schivare Prodigioso**6** ☐ Light Steps**8** ☐ Schivare Prodigioso Migliorato**10** ☐ Master Tricks**20** ☐ Hidden Master

ATTACCO FURTIVO

DANNO FURTIVO
BONUSNinja
Level

Altro

$$\boxed{\text{d6}} = \left(\frac{\text{Ninja Level}}{2} \right) + \text{Altro}$$

(Arrotond. per eccesso)

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.

NO TRACE

NO TRACE
BONUSNinja
Level

Altro

$$\boxed{+} = \left(\frac{\text{Ninja Level}}{3} \right) + \text{Altro}$$

(Arrotondato per difetto)

No Trace bonus is added to:

- the DC of a Survival check to track the Ninja;
- Disguise skill checks
- opposed Stealth checks while stationary

RISERVA KI

RISERVA KI
CAPACITÀ

Ninja Level

Altro

$$\boxed{\text{Capacità}} = \left(\frac{\text{Ninja Level}}{2} \right) + \text{CAR} + \text{Altro}$$

(Arrotondato per difetto)

Treat any jump check as if from a running start

Ki cost

As long as you have at least one ki point

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

Livello Hidden Master: cast Greater Invisibility as a standard action

3

20 Trade sneak attack dice for ability score damage

NINJA TRICKS

TRICKS
KNOWNNinja
Level

Altro

$$\boxed{\text{Tricks Known}} = \left(\frac{\text{Ninja Level}}{2} \right) + \text{Altro}$$

(Arrotondato per difetto)

Sneak
Attack
Trick**1** ☐**2** ☐**3** ☐**4** ☐**5** ☐**6** ☐**7** ☐**8** ☐**9** ☐**10** ☐**11** ☐**12** ☐**13** ☐**14** ☐