

Ninja  
Level

## NINJA

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

## ATAQUE FURTIVO

DANO FURTIVO  
BONUSNinja  
Level

Outros

$$\boxed{\phantom{00}}_{d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00}$$

(Arredonda para Cima)

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

Outros

$$\boxed{+ \phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00}$$

(Arredonda para Baixo)

No Trace bonus is added to:

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

## Piscina de KI

PISCINA DE KI  
CAPACIDADE

Ninja Level

Outros

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CAR} + \phantom{00}$$

(Arredonda para Baixo) Ki Pool

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**

Nível Hidden Master: cast Greater Invisibility as a standard action

**3**

**20** Trade sneak attack dice for ability score damage

## NINJA TRICKS

TRICKS  
KNOWNNinja  
Level

Outros

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00}$$

(Arredonda para Baixo)

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