

Ninja  
Level

## NINJA

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

## SNEAK ATTACK

SNEAK DAMAGE  
BONUSNinja  
Level

Misc

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

(Round up)

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

Misc

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

(Round down)

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 POOL  
CAPACITY

Ninja Level

Misc

$$\boxed{\text{Capacity}} = \left( \frac{\text{Ninja Level}}{2} \right) + \text{CHA} + \text{Ki Pool}$$

(Round down)

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**

Level Hidden Master: cast Greater Invisibility as a standard action

**3**

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

## NINJA TRICKS

TRICKS  
KNOWNNinja  
Level

Misc

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

(Round down)

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