

Ninja Niveau

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×.	NINJA	,
Ninja Niveau <b>1</b>	Poison Use Sneak Attack	Ninja
2	□ <b>{</b> Ki Pool Ninja Tricks	Trick
3	□ No Trace	
4	☐ Esquive instinctive	
6	☐ Light Steps	
8	☐ Esquive instinctive supérieure	
10	☐ Master Tricks	
12		
14		
16		

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BONUS DE DÉGÂTS Ninja D'ATTAQUE SOURNONIVE au

18

20

Divers

d6 = ( ÷2)+

Hidden Master

(arrondi au supérieur)

11

12

13

14

**15** 

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.  $\label{eq:continuous} % \begin{subarray}{l} \end{subarray} %$ 

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	<u> </u>
NO TRACE BONUS	Ninja Niveau	Divers
+	= (÷ 3	
		(arrondi à l'inférieur)

No Trace bonus is added to:

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

Réserve de ki	
RESERVE DE KI	
CAPACITE Ninja Level	
= ( ÷ 2 ) + CHA +	
(arrondi à l'inférieur) Ki Pool	
Treat any jump check as if from a running start As long as you have at least one ki point	Ki cost
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
Niveau Hidden Master: cast Greater Invisibility as a standard action  Trade sneak attack dice for ability score damage	3
NINJA TRICKS	,
1	
2	
2	
<u>4</u>	
5	
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9	