忍者 NINJA

Ninja Stufe [ ]

NINJA

Ninja Stufe				Ninja Trick
1	☐	{ Gift einsetzen / Sneak Attack		
2	☐	{ Ki Pool / Ninja Tricks		■
3	☐	No Trace		
4	☐	Reflexbewegung		■
6	☐	Light Steps		■
8	☐	Verbesserte Reflexbewegung		■
10	☐	Master Tricks		■
12	☐			■
14	☐			■
16	☐			■
18	☐			■
20	☐	Hidden Master		■

HINTERHÄLTIGER ANGIFF

SCHADEN BONUS

$$\boxed{\text{W6}} = (\underline{\quad} \text{Ninja Stufe} \div 2) + \underline{\quad} \text{Sonst.}$$

(aufrunden)

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 BONUS

$$\boxed{+ \quad} = (\underline{\quad} \text{Ninja Stufe} \div 3) + \underline{\quad} \text{Sonst.}$$

(abrunden)

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-Vorrat

KI-VORRAT KAPAZITÄT

$$\boxed{\quad} = (\underline{\quad}_{\text{Ninjastufe}} \div 2) + \text{CH} + \underline{\quad}_{\text{Sonst.}}$$

(abrunden)   Ki Pool

	Ki cost
Treat any jump check as if from a running start / Solange du mindestens einen Ki-Punkt besitzt	
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
Stufe 20 — Hidden Master: cast Greater Invisibility as a standard action / Trade sneak attack dice for ability score damage	3

NINJA TRICKS

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