

Ninja Niveau

N.	NINJA	# 1
Ninja Niveau 1	Utilisation de poison Attaque Sournoise	Ninja
2	Ki Pool Ninja Tricks	Trick
3	No Trace	
4	Esquive instinctive	
6	Light Steps	
8	Esquive instinctive supérieure	
10	Master Tricks	
12		
14		
16		
18		
20	Olddan Marken	

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BONUS DE DÉGÂTS Ninja D'ATTAQUE SOURNONIVE au

Divers

d6

(arrondi au supérieur)

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

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	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	
$= \begin{pmatrix} \vdots 2 \end{pmatrix} + \text{CHA} + \begin{pmatrix} \vdots & \vdots$	
(arrondi à l'inférieur) Ki Pool	
***************************************	7
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 20 Trade sneak attack dice for ability score damage	3
NINJA TRICKS	Ţ.
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