



Livello
Ninja

SUDDEN STRIKE

DANNO BONUS

d6

Si applica se l'obiettivo ha perso il bonus DES alla CA. Colpo Improvviso si somma a Attacco Furtivo.

KI DODGE

MISS CHANCE

%

This effect is negated by True Seeing but not by See Invisibility. The effect of Ki Dodge does not stack with Blink or Displacement.

GHOST MIND

CASTER LEVEL CHECK DC

Livello
Ninja

= 20 +

Attempting to scry on the ninja prompts a caster level check. Failure renders the ninja undetectable.

NINJA

FORZA KI AL GIORNO

= SAG + (÷ 2)

Livello
Ninja

Ki Power
Used Today

Ki powers can only be used if a ninja is wearing no armour and is unencumbered.

| Livello Ninja | Sudden Strike Bonus | Bonus Acrobazia | | Ki Power Cost |
|------------------|---------------------------|--------------------|--|---|
| 1 | 1d6 | | <input type="checkbox"/> Individuare Trappole | |
| 2 | | | <input type="checkbox"/> Ghost Step | Invisible (1 round) 1 |
| 3 | 2d6 | | <input type="checkbox"/> Uso dei Veleni | Apply poison without risk of poisoning yourself |
| 4 | | | <input type="checkbox"/> Great Leap | +4 to Jump, no run-up |
| 5 | 3d6 | | | |
| 6 | | +2 | <input type="checkbox"/> Ki Dodge | 20% prob. di fallimento (1 round) 1 |
| 7 | 4d6 | | <input type="checkbox"/> Speed Climb | |
| 8 | | | <input type="checkbox"/> Ghost Strike | Strike incorporeal and ethereal 1 |
| 9 | 5d6 | | <input type="checkbox"/> Improved Poison Use | Applica veleno come azione di movimento |
| 10 | | | <input type="checkbox"/> Ghost Step (Ethereal) | 1 |
| 11 | 6d6 | | | |
| 12 | | +4 | <input type="checkbox"/> Eludere | |
| 13 | 7d6 | | | |
| 14 | | | <input type="checkbox"/> Ghost Mind | Resist Scrying |
| 15 | 8d6 | | | |
| 16 | | | <input type="checkbox"/> Ghost Sight | See invisible and ethereal |
| 17 | 9d6 | | | |
| 18 | | +6 | <input type="checkbox"/> Greater Ki Dodge | 50% di fallimento (1 round) 1 |
| 19 | 10d6 | | | |
| 20 | | | <input type="checkbox"/> Ghost Walk | Enter the ethereal plane 2 |