



Nível do Ninja

## NINJA

Nível do Ninja

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## ATAQUE FURTIVO

DANO FURTIVO  
BÔNUS

Nível do Ninja

Outros

$$\boxed{\text{d6}} = \left( \frac{\text{Nível do Ninja}}{2} \right) + \text{Outros}$$

(Arredonda para Cima)

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.

## Não Rastreável

NÃO RASTREÁVEL  
BÔNUS

Nível do Ninja

Outros

$$\boxed{+} = \left( \frac{\text{Nível do Ninja}}{3} \right) + \text{Outros}$$

(Arredonda para Baixo)

No Trace bonus is added to:

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

## Piscina de KI

Reserva de KI  
CAPACIDADE

Nível do Ninja

Outros

$$\boxed{\text{Reserva de KI}} = \left( \frac{\text{Nível do Ninja}}{2} \right) + \text{CAR} + \text{Outros}$$

(Arredonda para Baixo)

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

Nível Hidden Master: cast Greater Invisibility as a standard action

3

20 Trade sneak attack dice for ability score damage

## NINJA TRICKS

1 ☐2 ☐3 ☐4 ☐5 ☐6 ☐7 ☐8 ☐9 ☐10 ☐11 ☐12 ☐13 ☐14 ☐15 ☐