

# CHAMELEON

Chameleon  
Level

(BOEF)

## CHAMELEON

Rogue  
Level

1

☐

Misdirection  
Sneak Attack

2

☐

Evasion

3

☐

Effortless Sneak

4

☐

Uncanny Dodge

8

☐

Improved Uncanny Dodge

10

☐

Geavanceerde Talenten

20

☐

Master Strike

## MISDIRECTION

### SNEAK POINTS

PER DAY

Ranks in  
Bluff

Feats

Sneak Points  
Today

=

+

Before making a stealth check, allocate sneak points.

## EFFORTLESS SNEAK

Level Terrain

3

6

9

12

15

18

May always take 10 on Stealth checks in these terrains.

## SNEAK ATTACK

SLUIP SCHADE  
BONUS

Rogue  
Level

Misc

d6

=

÷ 2

)

+

(Naar boven afgerond)

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.

## MASTER STRIKE

Een succesvolle sluip aanval kan ook:

Level

20

- Slaap for 1 d4 uren
- Verlamd voor 2d6 rondes
- Geslacht

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

=

10 +

(

÷ 2

)

+

INT

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

## ROGUE TALENTS

TALENTS  
KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

=

(

÷ 2

)

+

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14