

CHAMELEON

Chameleon Level

(ROGUE)

CHAMELEON

Rogue Level		
1	<input type="checkbox"/>	Misdirection Sneak Attack
2	<input type="checkbox"/>	Evasion
3	<input type="checkbox"/>	Effortless Sneak
4	<input type="checkbox"/>	Uncanny Dodge
8	<input type="checkbox"/>	Improved Uncanny Dodge
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

MISDIRECTION

SNEAK POINTS PER DAY	Ranks in Bluff	Feats	Sneak Points Today
<input type="text"/>	=	+	<div><div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div></div>

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

SNEAK DAMAGE BONUS	Rogue Level	Misc
<input type="text"/> d6	= ( <input type="text"/> ÷ 2 ) +	<input type="text"/> (Round up)

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

Level	A successful sneak attack can also deliver one of:
20	<ul style="list-style-type: none"><li>• Sleep for 1d4 hours</li><li>• Paralyzed for 2d6 rounds</li><li>• Slain</li></ul>

MASTER STRIKE FORTITUDE DC	Rogue Level
<input type="text"/>	= 10 + ( <input type="text"/> ÷ 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
<input type="text"/>	= ( <input type="text"/> ÷ 2 ) +	<input type="text"/> (Round down)
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		

From level 10, a Rogue can take Advanced Talents