

CHAMELEON

Chameleon
Level

(ROGUE)

CHAMELEON

Rogue
Level

1 ☐ { Misdirection
Sneak Attack

2 ☐ Evasion

3 ☐ Effortless Sneak

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

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

SNEAK DAMAGE
BONUS

Rogue
Level

Misc

d6 = $\left(\frac{\text{Rogue Level}}{2} \right) + \text{Misc}$
(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

A successful sneak attack can also deliver one of:

- Level
- Sleep for 1d4 hours
 - Paralysed for 2d6 rounds
 - Slain

MASTER STRIKE
FORTITUDE DC

Rogue
Level

= 10 + $\left(\frac{\text{Rogue Level}}{2} \right) + \text{INT}$

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

= $\left(\frac{\text{Rogue Level}}{2} \right) + \text{Misc}$
(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14