

CHAMELEON

Chameleon
Level

(SCHURKE)

CHAMELEON

Schurken
Stufe

1 ☐ { Misdirection
Sneak Attack

2 ☐ Entrinnen

3 ☐ Effortless Sneak

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

MISDIRECTION

SNEAK POINTS
PER DAY

Ranks in
Bluff

Talente

Sneak Points
Today

= +

Before making a stealth check, allocate sneak points.

EFFORTLESS SNEAK

Stufe Terrain

3

6

9

12

15

18

May always take 10 on Stealth checks in these terrains.

HINTERHÄLTIGER ANGRIFF

SCHADEN
BONUS

Schurken
Stufe

Sonstiges

W6 = $\left(\frac{\text{Schurken Stufe}}{2} \right) + \text{Sonstiges}$ (aufrunden)

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.

MEISTERHAFTER ANGRIFF

Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen: 14

- Stufe
- Schlaf für 1W4 Stunden
 - Gelähmt für 2W6 Runden
 - Getötet

MEISTERHAFTER ANGRIFFSCHURKEN
ZÄHIGKEIT SG Stufe

= 10 + $\left(\frac{\text{Schurken Stufe}}{2} \right) + \text{IN}$

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

ROGUE TALENTS

TALENTE
KNOWN

Schurken
Stufe

Sonstiges

From level 10, a Rogue
can take Advanced Talents

= $\left(\frac{\text{Schurken Stufe}}{2} \right) + \text{Sonstiges}$ (abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14