

# 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
- 20
- 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