

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

= +

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 = (÷ 2) + (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:
- Sleep for 1d4 hours
 - Paralysed for 2d6 rounds
 - Slain

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

= (÷ 2) + (Round down)

From level 10, a Rogue can take Advanced Talents

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