

CHARACTER NAME		RACE		BACKGROUND		<h1 style="margin: 0;">ROGUE</h1>	
		ALIGNMENT		EXPERIENCE POINTS		ROGUISH ARCHETYPE	

  

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE  

UsedTotal

d8

DEATH SAVES  

SUCCESSSES

FAILURES

**STRENGTH**

◇ — SAVING THROWS  
⊖ — ATHLETICS

**DEXTERITY**

◇ — SAVING THROWS  
⊖ — ACROBATICS  
⊖ — SLEIGHT OF HAND  
⊖ — STEALTH

**CONSTITUTION**

◇ — SAVING THROWS

**INTELLIGENCE**

◇ — SAVING THROWS  
⊖ — ARCANA  
⊖ — HISTORY  
⊖ — INVESTIGATION  
⊖ — NATURE  
⊖ — RELIGION

**WISDOM**

◇ — SAVING THROWS  
⊖ — ANIMAL HANDLING  
⊖ — INSIGHT  
⊖ — MEDICINE  
⊖ — PERCEPTION  
⊖ — SURVIVAL

**CHARISMA**

◇ — SAVING THROWS  
⊖ — DECEPTION  
⊖ — INTIMIDATION  
⊖ — PERFORMANCE  
⊖ — PERSUASION

NAME

NAME	ATK BONUS	DAMAGE/TYPE

SNEAK ATTACK DAMAGE

ADDITIONAL COMBAT FEATURES

LEVEL 1

**SNEAK ATTACK**

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class.

LEVEL 2

**CUNNING ACTION**

You can take a bonus action on each of your turns in combat. This can only be used to take the Dash, Disengage, or Hide action.

LEVEL 3

**ROGUISH ARCHETYPE FEATURE**

LEVEL 5

**UNCANNY DODGE**

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage.

LEVEL 7

**EVASION**

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

LEVEL 9

**ROGUISH ARCHETYPE FEATURE**

LEVEL 11

**RELIABLE TALENT**

Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

LEVEL 13

**ROGUISH ARCHETYPE FEATURE**

LEVEL 14

**BLINDSENSE**

If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

LEVEL 17

**ROGUISH ARCHETYPE FEATURE**

LEVEL 18

**ELUSIVE**

No attack roll has advantage against you while you aren't incapacitated.

LEVEL 20

**STROKE OF LUCK**

If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR	SIMPLE WEAPONS
<input type="checkbox"/>	<input type="checkbox"/>
MEDIUM ARMOUR	MARTIAL WEAPONS
<input type="checkbox"/>	<input type="checkbox"/>
HEAVY ARMOUR	SHIELDS
<input type="checkbox"/>	<input type="checkbox"/>

LANGUAGES

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE