

<div style="border-bottom: 1px solid black; padding-bottom: 2px;">CHARACTER NAME</div>			RACE	BACKGROUND		ROGUE
			ALIGNMENT	EXPERIENCE POINTS	ROGUISH ARCHETYPE	

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED

Hit Point
Maximum

Temporary
Hit Points

HIT DICE

Used Total

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

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.

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.

ROGUISH ARCHETYPE FEATURE

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.

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.

ROGUISH ARCHETYPE FEATURE

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.

ROGUISH ARCHETYPE FEATURE

BLINDSENSE

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

ROGUISH ARCHETYPE FEATURE

ELUSIVE

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

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.

ADDITIONAL COMBAT FEATURES

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR
○
MEDIUM ARMOUR
○
HEAVY ARMOUR
⊗

SIMPLE WEAPONS
□
MARTIAL WEAPONS
⚙
SHIELDS
◯

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