



DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT DEITY

PLAYER NAME

STRENGTH	PROFICIENCY BONUS
DEXTERITY	Strength ○ Dexterity ○ Constitution ○ Intelligence ○ Wisdom ○ Charisma <small>CONDITIONAL</small>
CONSTITUTION	SAVING THROWS
INTELLIGENCE	Acrobatics (Dex) Animal Handling (Wis) Arcana (Int) Athletics (Str) Deception (Cha) History (Int) Insight (Wis) Intimidation (Cha) Investigation (Int) Medicine (Wis) Nature (Int) Perception (Wis) Performance (Cha) Persuasion (Cha) Religion (Int) Sleight of Hand (Dex) Stealth (Dex) Survival (Wis)
WISDOM	<small>SKILLS</small>
CHARISMA	PASSIVE PERCEPTION
INITIATIVE	

CHARACTER LEVEL, RACE, & CLASS	EXPERIENCE
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ARMOR	STEALTH DISADVANTAGE
SHIELD	AC
ARMOR CLASS	

MAXIMUM	HIT DICE	TEMPORARY
CURRENT HIT POINTS		
DEATH SAVING THROWS		

SPEED	FLY	CLIMB	SWIM
VISION	INSPIRATION	EXHAUSTION	
SPEED, SENSES, & CONDITIONS			

Flight. You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

Talons. You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

RACIAL TRAITS

NAME	RANGE	ATTACK	DAMAGE / TYPE

ATTACKS & SPELLCASTING

Sneak Attack. Once per turn, you can deal an extra 2d6 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.

Thieves' Cant. A secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

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

Tokens of Past Lives. When you finish a long rest, you gain one skill or tool proficiency of your choice. You can replace this proficiency with another when you finish a long rest.

Revived Nature. Your newfound connection to death gives you the following benefits: You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage. You don't need to eat, drink, or breathe. You don't need to sleep. When you take a long rest, you must spend at least four hours in an inactive, motionless state, rather than sleeping. In this state, you remain semiconscious, and you can hear as normal.

Bolts from the Grave. Immediately after you use your Cunning Action, you can make a ranged spell attack against a creature within 30 feet of you, provided you haven't used your Sneak Attack this turn. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. A creature hit by this attack (+5 vs AC) takes 2d6+3 necrotic damage. This uses your Sneak Attack for the turn.

FEATURES & TRAITS

Armor Proficiencies. Light Armor

Weapon Proficiencies. Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword

Tool Proficiencies. Calligrapher's supplies, Thieves' tools

Languages. Common, Aarakocra, Auran, Undercommon, Thieves' Cant

PROFICIENCIES & LANGUAGES



CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME
SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

BACKGROUND STORY

From your time as a merchant, you retain connections with wholesalers, suppliers, and other merchants and entrepreneurs. You can call upon these connections when looking for items or information.

BACKGROUND FEATURE

A glass eye

TRINKET

ADDITIONAL FEATURES

ADVENTURING GEAR

lb.

MAGIC ITEMS

lb.

ATTUNED MAGIC ITEMS

/

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

lb.

COPPER SILVER ELECTRUM GOLD PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

/

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM

lb.

STORED ITEM

lb.

STORED ITEMS

QUEST ITEMS & TRINKETS

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NOTES

NOTES

RANGE

ATTACK

DAMAGE

RANGE

ATTACK

DAMAGE

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with the tools also grants you a general knowledge of traps and locks.

Components. Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

THIEVES' TOOLS

Activity DC

Pick a lock Varies

Disable a trap Varies

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. 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, as shown in the Sneak Attack column of the Rogue table.

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

3rd-level Revived feature

You remember talents you had in your previous life. When you finish a long rest, you gain one skill or tool proficiency of your choice. You can replace this proficiency with another when you finish a long rest.

3rd-level Revived feature

Your newfound connection to death gives you the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You don't need to sleep. When you take a long rest, you must spend at least four hours in an inactive, motionless state, rather than sleeping. In this state, you remain semiconscious, and you can hear as normal.

3rd-level Revived feature

You have learned to unleash bolts of necrotic energy from within your revived body. Immediately after you use your Cunning Action, you can make a ranged spell attack against a creature within 30 feet of you, provided you haven't used your Sneak Attack this turn. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. A creature hit by this attack takes necrotic damage equal to your Sneak Attack. This uses your Sneak Attack for the turn.