Character name _____

Player name _____

Level _____ XP _____

Race _____ Alignment _____

Abilities

STRENGTH
○ _____ SAVING THROW
○○ _____ ATHLETICS

DEXTERITY
○ _____ SAVING THROW
○○ _____ ACROBATICS
○○ _____ SLEIGHT OF HAND
○○ _____ STEALTH

CONSTITUTION
○ _____ SAVING THROW

INTELLIGENCE
○ _____ SAVING THROW
○○ _____ ARCANA
○○ _____ HISTORY
○○ _____ INVESTIGATION
○○ _____ NATURE
○○ _____ RELIGION

WISDOM
○ _____ SAVING THROW
○○ _____ ANIMAL HANDLING
○○ _____ INSIGHT
○○ _____ MEDICINE
○○ _____ PERCEPTION
○○ _____ SURVIVAL

CHARISMA
○ _____ SAVING THROW
○○ _____ DECEPTION
○○ _____ INTIMIDATION
○○ _____ PERFORMANCE
○○ _____ PERSUASION

Proficiency Bonus _____ Passive Perception _____

Armor, Weapon & Tool Proficiencies
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Known Languages
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Features & Other
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Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount

Center column

AC _____

CONDITIONS _____

INITIATIVE _____

Maximum _____ Temporary _____

SPEED _____

HIT POINTS _____

HIT DICE
You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size _____ Max. dice _____ Dice left _____

DEATH SAVING THROWS
If you start your turn wtih 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes ○○○ Failures ○○○

Weapon _____ Range _____
To hit _____ Damage _____
_____

Weapon _____ Range _____
To hit _____ Damage _____
_____

Weapon _____ Range _____
To hit _____ Damage _____
_____

Ammunition _____ Count _____
Ammunition _____ Count _____
Number of attacks per attack action ○○○○○

Currently Equipped
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Item	Count
Item	Count
Item	Count

Right column — Rogue features

SNEAK ATTACK @ Level 1
Once per turn when you attack a target with adv. or when there's another enemy of the target within 5 ft. of it and you don't have disadv. add sneak attack damage to the damage dealt.

Number of d6 added _____ ○○○○○○○○○○

CUNNING ACTION @ Level 2
You can use dash, disengage or hide as a bonus action.

SPELLCASTING @ Level 3
Regain all expended spell slots after a **long rest**.

Spell attack _____ Spell DC _____
Cantrips known _____ Prepared spells _____

MAGE HAND LEGERDEMAIN @ Level 3
When using Mage Hand, you can make the hand invisible and you can:
- Stow one object the hand is holding in a container worn or carried by another creature.
- Retrieve an object in a container worn or carried by another creature.
- Use thieve's tools to pick locks and disarm traps at a range.
You can perform any of these without being detected if you succeed on a DEX (Sleight of Hand) check vs. creature's WIS (Perception) check. You can also use the Cunning Action Bonus Action to control the hand.

UNCANNY DODGE @ Level 5
When an attacker you can see hits you, you can use your reaction to halve the damage.

EVASION @ Level 7
When you have to make a DEX save to take half damage, instead, take no damage on a success and half on a failed save.

MAGICAL AMBUSH @ Level 9
If you are hidden from a creature when casting a spell on it, the creature has disadv. on any saving throws it makes against the spell this turn.

RELIABLE TALENT @ Level 11
When you make and ability check with a skill you are proficient in, treat rolls lower than 9 as a 10.

VERSATILE TRICKSTER @ Level 13
As a bonus action you can distract targets with your mage hand. Select a creature within 5 ft. of the hand. You have adv. on attacks against that creature until the end of the turn.

BLINDSENSE @ Level 14
If you are able to hear, you are aware of the location of hidden and invisible creatures within 10ft.

SPELL THIEF @ Level 17
Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your Reaction to force the creature to make a save with its spellcasting ability modifier vs. your spell save DC. On a failed save, you negate the spell's effect against you and you steal the knowledge of the spell if it is at least 1st level and of a level you can cast. For the next 8 hours, you know the spell and cast it using your spell slots whereas the creature cannot cast that spell until the 8 hours have passed. Regain after long rest.

Number of times used _____ ○

ELUSIVE @ Level 18
No attack has adv. against you unless you are incapacitated.

STROKE OF LUCK @ Level 20
You can turn one attack into a hit or can treat a failed ability check roll as a 20. Regain after short or long rest.

Number of times used _____ ○

Notes
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ROGUE - ARCANE TRICKSTER