

ROGUE

CHARACTER NAME

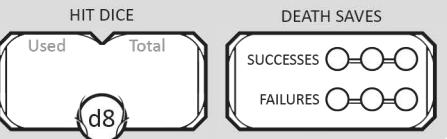
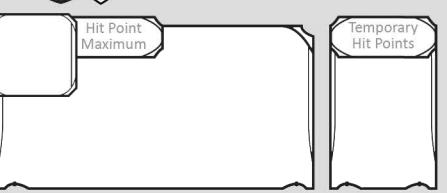
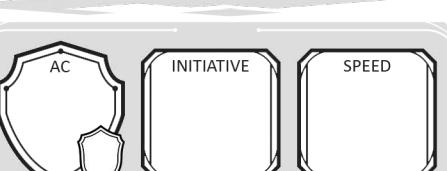
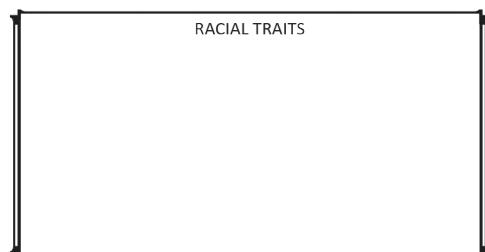
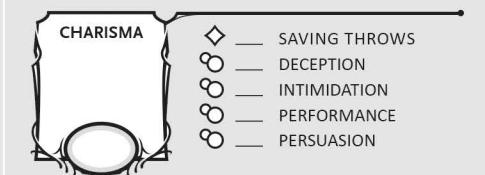
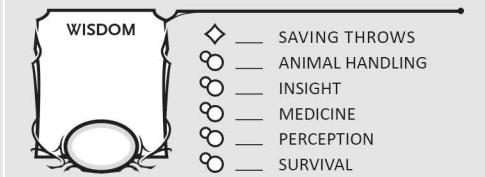
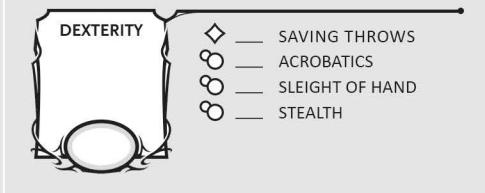
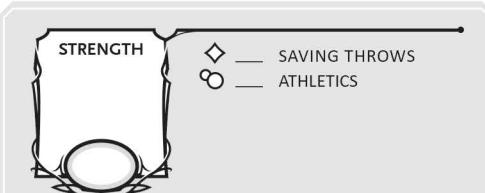
RACE

BACKGROUND

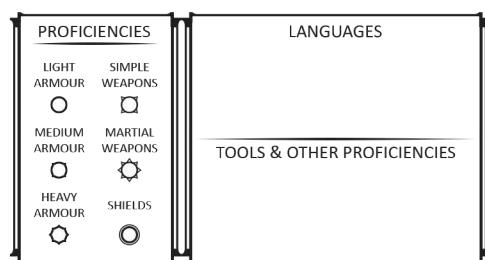
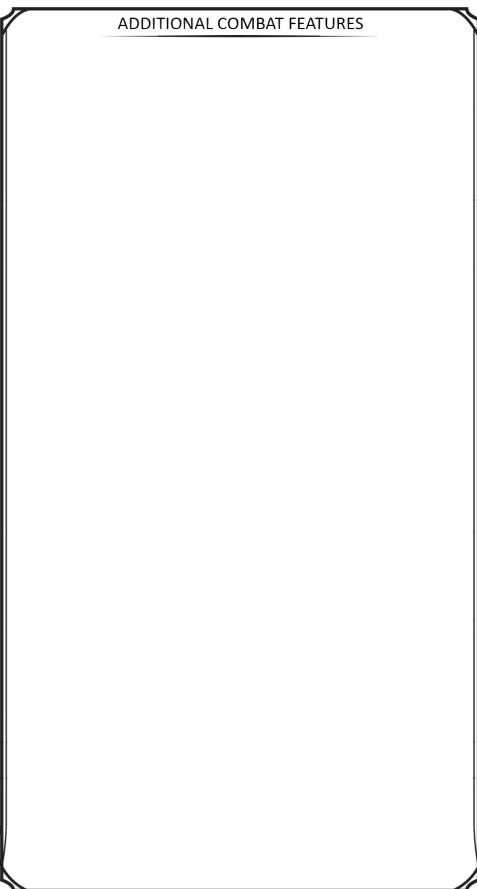
ALIGNMENT

EXPERIENCE POINTS

ROGUISH ARCHETYPE



NAME	ATK BONUS	DAMAGE/TYPE



SNEAK ATTACK LEVEL 1

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.

