Jan

CHARACTER NAME

Human

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

Rogue

Assassin

ROGUISH ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED 30

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d8

DEATH SAVES

SUCCESSES

FAILURES

STRENGTH 11

- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY 14 (+2)

- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION 14 (+2)

- ___ SAVING THROWS

INTELLIGENCE 11

- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM 13

- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA 11

- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

NAME	ATK BONUS	DAMAGE/TYPE

SNEAK ATTACK DAMAGE

ADDITIONAL COMBAT FEATURES

RACIAL TRAITS

Size: Medium

PROFICIENCIES

LIGHT ARMOUR ◉ | SIMPLE WEAPONS ◉

MEDIUM ARMOUR ☐ | MARTIAL WEAPONS ☼

HEAVY ARMOUR ☼ | SHIELDS ☼

LANGUAGES

Common, Undercommon, Thieves' Cant

TOOLS & OTHER PROFICIENCIES

Thieves Tools

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 o f 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 — LEVEL 2

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 — LEVEL 3

UNCANNY DODGE — LEVEL 5

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

EVASION — LEVEL 7

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 — LEVEL 9

RELIABLE TALENT — LEVEL 11

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 — LEVEL 13

BLINDSENSE — LEVEL 14

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 — LEVEL 17

ELUSIVE — LEVEL 18

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

STROKE OF LUCK — LEVEL 20

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.