CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Rogue

ROGUISH ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

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

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d8

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SNEAK ATTACK DAMAGE

ADDITIONAL COMBAT FEATURES

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.

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Rogue

ROGUISH ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

- ___ 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)

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d8

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SNEAK ATTACK DAMAGE

ADDITIONAL COMBAT FEATURES

LEVEL 1 — 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 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.

LEVEL 2 — 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.

LEVEL 3 — ROGUISH ARCHETYPE FEATURE

LEVEL 5 — 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.

LEVEL 7 — 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.

LEVEL 9 — ROGUISH ARCHETYPE FEATURE

LEVEL 11 — 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.

LEVEL 13 — ROGUISH ARCHETYPE FEATURE

LEVEL 14 — BLINDSENSE

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

LEVEL 17 — ROGUISH ARCHETYPE FEATURE

LEVEL 18 — ELUSIVE

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

LEVEL 20 — 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.

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Rogue

Arcane Trickster

ROGUISH ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d8

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SNEAK ATTACK DAMAGE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

1st	2nd	3rd	4th

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C	
		C	
		C	

CANTRIPS & SPELLS KNOWN

Level P

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

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

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.

ARCANE TRICKSTER 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.

ARCANE TRICKSTER 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.

ARCANE TRICKSTER 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.

ARCANE TRICKSTER 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.

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Rogue

Arcane Trickster

ROGUISH ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

- ___ 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)

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d8

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SNEAK ATTACK DAMAGE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

1st	2nd	3rd	4th

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C	
		C	
		C	

CANTRIPS & SPELLS KNOWN

Level P

LEVEL 1

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 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.

LEVEL 2

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.

LEVEL 3

ARCANE TRICKSTER FEATURE

LEVEL 5

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.

LEVEL 7

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.

LEVEL 9

ARCANE TRICKSTER FEATURE

LEVEL 11

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.

LEVEL 13

ARCANE TRICKSTER FEATURE

LEVEL 14

BLINDSENSE

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

LEVEL 17

ARCANE TRICKSTER FEATURE

LEVEL 18

ELUSIVE

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

LEVEL 20

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.

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
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

Name	Attuned
	○
	○
	○
	○
	○

BACKPACK/STORAGE

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

SIDEKICK NAME

Hit Points | AC | Initiative | Speed

STR | DEX | CON | INT | WIS | CHA

Skills

Senses

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		
AMULET		
CLOAK		
ARMOUR		
HANDS/ARMS		
RING		
RING		
BELT		
BOOTS		

CP SP EP GP PP

MAGIC ITEMS

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

BACKPACK/STORAGE

ADDITIONAL FEATURES

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

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RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

MAGIC ITEMS

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
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TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
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TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
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TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

SPELL ATTACK BONUS

SPELL SAVE DC

CANTRIPS KNOWN

SPELLS PREPARED

COMPONENT POUCH

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th

SPELLCASTING FOCUS

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

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School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

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SPELL EFFECT

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DURATION | COMPONENTS

R C V S M

SPELL EFFECT

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RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

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SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

SPELLS

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RANGE | CASTING TIME | SAVE
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DURATION | COMPONENTS
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SPELL EFFECT
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SPELL EFFECT
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SPELL EFFECT
PREPARED

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RANGE | CASTING TIME | SAVE
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DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED