

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

DEXTERITY

ACROBATICS

ANIMAL HANDLING

ARCANA

ATHLETICS

DECEPTION

HISTORY

INSIGHT

INTIMIDATION

INVESTIGATION

MEDICINE

NATURE

PERCEPTION

PERFORMANCE

PERSUASION

RELIGION

SLEIGHT OF HAND

STEALTH

SURVIVAL

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d8

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SNEAK ATTACK DAMAGE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

1st

2nd

3rd

4th

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

Level (R)

CANTRIPS & SPELLS KNOWN

ROGUE

ROGUEISH ARCHETYPE

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 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.

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.