Maisie Shortbottom
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

AGE HEIGHT WEIGHT DISTINGUISHING MARKS

EYES SKIN HAIR SCARS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER APPEARANCE

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

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

CP	SP	EP	GP	PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____ Attuned O

Name _____ Attuned O

Name _____ Attuned O

Name _____ Attuned O

Name _____ Attuned O