

CHARACTER NAME

RACE BACKGROUND
ALIGNMENT EXPERIENCE POINTS

ROGUE

ROGUISH ARCHETYPE

PROFICIENCY PASSIVE PERCEPTION
INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED
Hit Point Maximum Temporary Hit Points
HIT DICE DEATH SAVES
Used Total SUCCESSES FAILURES
d8

NAME	ATK BONUS	DAMAGE/TYPE

SNEAK ATTACK DAMAGE

SPELL ATTACK BONUS SPELL SAVE DC SPELLS SLOTS
1st 2nd 3rd 4th

NAME	RANGE	CASTING TIME	SAVE

Level (R) CANTRIPS & SPELLS KNOWN

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 LANGUAGES TOOLS & OTHER PROFICIENCIES
LIGHT ARMOUR SIMPLE WEAPONS MEDIUM ARMOUR MARTIAL WEAPONS HEAVY ARMOUR SHIELDS

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.

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

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned <input type="checkbox"/>
AMULET _____	<input type="checkbox"/>
CLOAK _____	<input type="checkbox"/>
ARMOUR _____	<input type="checkbox"/>
HANDS/ARMS _____	<input type="checkbox"/>
RING _____	<input type="checkbox"/>
RING _____	<input type="checkbox"/>
BELT _____	<input type="checkbox"/>
BOOTS _____	<input type="checkbox"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>