

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH	☐ — SAVING THROW ☐ — ATHLETICS
DEXTERITY	☐ — SAVING THROW ☐ — ACROBATICS ☐ — SLEIGHT OF HAND ☐ — STEALTH
CONSTITUTION	☐ — SAVING THROW
INTELLIGENCE	☐ — SAVING THROW ☐ — ARCANA ☐ — HISTORY ☐ — INVESTIGATION ☐ — NATURE ☐ — RELIGION
WISDOM	☐ — SAVING THROW ☐ — ANIMAL HANDLING ☐ — INSIGHT ☐ — MEDICINE ☐ — PERCEPTION ☐ — SURVIVAL
CHARISMA	☐ — SAVING THROW ☐ — DECEPTION ☐ — INTIMIDATION ☐ — PERFORMANCE ☐ — PERSUASION
PROFICIENCY BONUS	
PASSIVE WISDOM (PERCEPTION)	

AP	AC	CONDITIONS
INITIATIVE	MAX. TEMP.	HIT DICE
SPEED	HIT POINTS	SUCCESSSES FAILURES DEATH

ATTACKS PER ACTION		
WEAPON	RANGE	
TO HIT	DAMAGE	TYPE
AMMUNITION		
COUNT		

EQUIPMENT	
KEY ITEMS	
COUNT	
CURRENCY TYPE	AMOUNT

SNEAK ATTACK
Once per turn when you attack target with adv. or when there's another enemy of the target within 5ft of it and you don't have disadv. add sneak attack damage.
Sneak Attack Damage

CUNNING ACTION
Can use Dash, Disengage or Hide as bonus action.

ROGUISH ARCHETYPE
LVL 3 Ability

LVL 9 Ability

LVL 13 Ability

LVL 17 Ability

UNCANNY DODGE - LVL 5
When attacker you can see hits you, use reaction to halve damage.

EVASION - LVL 7
When have to make DEX save to take half damage, instead take no damage on success and half on failed saved.

RELIABLE TALENT - LVL 11
When make ability check with skill you are proficient in, treat rolls lower than 9 as a 10.

BLINDSENSE - LVL 14
If you are able to hear, you are aware of location of hidden and invisible creatures within 10ft.

ELUSIVE - LVL 18
No attack has adv. against you unless you are incapacitated.

STROKE OF LUCK - LVL 20
Can turn one attack into a hit or can treat failed ability check roll as a 20. Regain after short or long rest.

SPELLCASTING
Spell Attack Mod. Spell Save DC
Cantrips Known Spells Known

ROGUE