Character name | Level | XP

Player name | Race | Alignment

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 Perception

AC | CONDITIONS

INITIATIVE | Maximum | Temporary

SPEED | HIT POINTS

HIT DICE

You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size | Max. dice | Dice left

DEATH SAVING THROWS

If you start your turn wtih 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes ○○○ | Failures ○○○

Weapon | Range | To hit | Damage

Weapon | Range | To hit | Damage

Weapon | Range | To hit | Damage

Ammunition | Count

Ammunition | Count

Number of attacks per attack action ○○○○○

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency | Amount

Currency | Amount

Currency | Amount

Currency | Amount

Currency | Amount

Currently Equipped

Item | Count

Item | Count

Item | Count

SNEAK ATTACK @ Level 1

Once per turn when you attack a target with adv. or when there's another enemy of the target within 5 ft. of it and you don't have disadv. add sneak attack damage to the damage dealt.

Number of d6 added ○○○○○○○○○○

CUNNING ACTION @ Level 2

You can use dash, disengage or hide as a bonus action.

FAST HANDS @ Level 3

You can use your Cunning Action to make a DEX (Sleight of Hand) check, use thieve's tools to disarm a trap or open a lock, or take the Use an Object action.

SECOND-STORY WORK @ Level 3

Climbing no longer costs you extra movement. The distance of your running jump increases by a number of ft. equal to your DEX.

UNCANNY DODGE @ Level 5

When an attacker you can see hits you, you can use your reaction to halve the damage.

EVASION @ Level 7

When you have to make a DEX save to take half damage, instead, take no damage on a success and half on a failed save.

SUPREME SNEAK @ Level 9

You have adv. on a DEX (Stealth) check if you move no more than half your speed on the same turn.

RELIABLE TALENT @ Level 11

When you make and ability check with a skill you are proficient in, treat rolls lower than 9 as a 10.

USE MAGIC DEVICE @ Level 13

You ignore class, race and level requirements on the use of magic items

BLINDSENSE @ Level 14

If you are able to hear, you are aware of the location of hidden and invisible creatures within 10ft.

THIEF'S REFLEXES @ Level 17

You can take two turns during the first round of any combat. You take the first turn at your normal initiative, and the second at initiative -10. You cannot use this feature when you are surprised.

ELUSIVE @ Level 18

No attack has adv. against you unless you are incapacitated.

STROKE OF LUCK @ Level 20

You can turn one attack into a hit or can treat a failed ability check roll as a 20. Regain after short or long rest.

Number of times used ○

Notes