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|----------------|
| Character name |
| Player name    |

|       |           |
|-------|-----------|
| Level | XP        |
| Race  | Alignment |

|                         |                      |
|-------------------------|----------------------|
| <div>SAVING THROW</div> | <div>ATHLETICS</div> |
|-------------------------|----------------------|

|                         |                            |
|-------------------------|----------------------------|
| <div>SAVING THROW</div> | <div>ACROBATICS</div>      |
| <div>SAVING THROW</div> | <div>SLEIGHT OF HAND</div> |
| <div>SAVING THROW</div> | <div>STEALTH</div>         |

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| <div>SAVING THROW</div> |
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|-------------------------|--------------------------|
| <div>SAVING THROW</div> | <div>ARCANA</div>        |
| <div>SAVING THROW</div> | <div>HISTORY</div>       |
| <div>SAVING THROW</div> | <div>INVESTIGATION</div> |
| <div>SAVING THROW</div> | <div>NATURE</div>        |
| <div>SAVING THROW</div> | <div>RELIGION</div>      |

|                         |                            |
|-------------------------|----------------------------|
| <div>SAVING THROW</div> | <div>ANIMAL HANDLING</div> |
| <div>SAVING THROW</div> | <div>INSIGHT</div>         |
| <div>SAVING THROW</div> | <div>MEDICINE</div>        |
| <div>SAVING THROW</div> | <div>PERCEPTION</div>      |
| <div>SAVING THROW</div> | <div>SURVIVAL</div>        |

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|-------------------------|-------------------------|
| <div>SAVING THROW</div> | <div>DECEPTION</div>    |
| <div>SAVING THROW</div> | <div>INTIMIDATION</div> |
| <div>SAVING THROW</div> | <div>PERFORMANCE</div>  |
| <div>SAVING THROW</div> | <div>PERSUASION</div>   |

|                   |                    |
|-------------------|--------------------|
| Proficiency Bonus | Passive Perception |
|-------------------|--------------------|

|    |            |
|----|------------|
| AC | CONDITIONS |
|----|------------|

|            |
|------------|
| INITIATIVE |
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|       |            |
|-------|------------|
| 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 with 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 |       |

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.

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|--------------------|--|
| Number of d6 added |  |
|--------------------|--|

#### MASTER OF INTRIGUE @ Level 1

You can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, allowing you to pass yourself off as a native speaker of a particular land, provided that you know the language.

#### CUNNING ACTION @ Level 2

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

#### MASTER OF TACTICS @ Level 3

You can use the Help action as a bonus action. When you use Help to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of you, rather than 5 ft., if the target can see or hear you.

#### 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.

#### INSIGHTFUL MANIPULATOR @ Level 9

If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

#### 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.

#### MISDIRECTION @ Level 13

When you are targeted by an attack while a creature within 5 ft. of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

#### BLINDSENSE @ Level 14

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

#### SOUL OF DECEIT @ Level 17

Your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by making a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. No matter what you say, magic that would determine if you are telling the truth indicates you are being truthful, if you so choose, and you can't be compelled to tell the truth by magic.

#### 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

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

|          |        |
|----------|--------|
| Currency | Amount |
| Currency | Amount |
| Currency | Amount |
| Currency | Amount |
| Currency | Amount |