

| | |
|------------|---|
| AC | CONDITIONS |
| INITIATIVE | <div style="display: flex; justify-content: space-around; margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 5px; width: 45%;">Maximum</div> <div style="border: 1px solid black; padding: 5px; width: 45%;">Temporary</div> </div> <div style="height: 60px;"></div> |
| 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 | | <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> |

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

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 ○○○○○○○○○○

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

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

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.

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

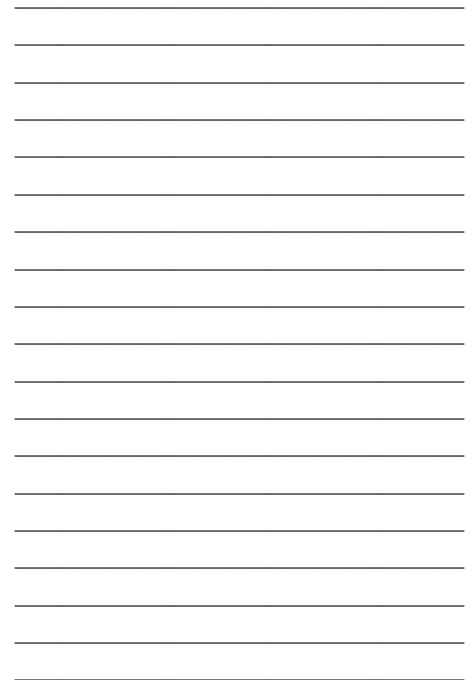
If you are able to hear, you are aware of the location of hidden and invisible creatures within 10ft.

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

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



ROGUE