

AC	CONDITIONS
INITIATIVE	<div style="display: flex; justify-content: space-around;"> <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>
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 <div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div> <div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div> <div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div>	Failures	<div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div> <div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div> <div style="display: inline-block; width: 20px; height: 20px; border: 1px solid black; border-radius: 50%; margin: 0 5px;"></div>
---	----------	---

[illegible]

Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount

[illegible]

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

CONNING ACTION @ Level 2
You can use dash, disengage or hide as a bonus action.

You have adv. on attacks against creatures that have not yet taken a turn in combat. Any hit you score against a surprised creature is a critical hit.

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.

You can spend 7 days and 25 gp to establish a false identity. You cannot establish an identity that belongs to someone else. When adopting this new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

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

You can unerringly mimic another person's speech, writing and behavior after spending at least 3 hours studying these 3 components of the person's behavior. Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have adv. on CHA (Deception) checks to avoid detection.

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

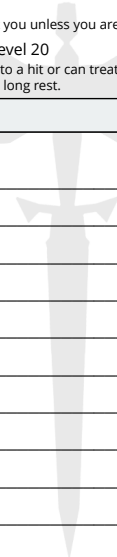
When you attack and hit a surprised creature, it must make a CON save against DC 8 + your DEX modifier + your prof. or take double damage.

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 - ASSASSIN