



2024 / Character Sheet / Rogue / DNDDen.com

CHARACTER NAME / ALIAS		SPECIES		BACKGROUND	
SUBCLASS (CHOOSE AT ROGUE 3)		ROGUE LV.	TOTAL LV.	PLAYER	XP / MILESTONE

STR

SCORE MOD

☐ SAVE

DEX

SCORE MOD

☐ SAVE

CON

SCORE MOD

☐ SAVE

INT

SCORE MOD

☐ SAVE

WIS

SCORE MOD

☐ SAVE

CHA

SCORE MOD

☐ SAVE

Skills & expertise

P	E	TOTAL	SKILL	
☐	☐		Acrobatics	DEX
☐	☐		Animal Handling	WIS
☐	☐		Arcana	INT
☐	☐		Athletics	STR
☐	☐		Deception	CHA
☐	☐		History	INT
☐	☐		Insight	WIS
☐	☐		Intimidation	CHA
☐	☐		Investigation	INT
☐	☐		Medicine	WIS
☐	☐		Nature	INT
☐	☐		Perception	WIS
☐	☐		Performance	CHA
☐	☐		Persuasion	CHA
☐	☐		Religion	INT
☐	☐		Sleight of Hand	DEX
☐	☐		Stealth	DEX
☐	☐		Survival	WIS

P = proficiency | E = Expertise (2 x PB)

PASSIVE PERCEPTION

Survive the shadows

AC	INITIATIVE	SPEED	PROF. BONUS
MAX HP	CURRENT HP	TEMP HP	D8 REMAIN

DEATH SAVES

PASS

FAIL

HEROIC INSPIRATION

Spend to reroll any die; use new roll.

Blades, bows & mastery

WEAPON	HIT	DAMAGE / TYPE	RANGE / MASTERY

Record mastery weapon choices on page 3.

Tools & secret tongues

Expertise: 2 proficient skills at Rogue 1; 2 more at Rogue 6.

Find the opening

Sneak Attack / Lv. 1. Once per turn on a hit with a Finesse or Ranged weapon; same damage type as the weapon. Need Advantage, or an ally within 5 ft. of the target who is not Incapacitated while you have no Disadvantage.

SNEAK DICE

Lv. 2: Bonus Action Dash, Disengage or Hide. Lv. 3: Steady Aim. Feature details and strike options on page 2.

THE ROGUE'S PLAYBOOK

Features unlock at the listed Rogue level. PB follows total character level.

The turn of a blade

Lv. 2 / Cunning Action. On your turn, use a Bonus Action to Dash, Disengage or Hide.

Lv. 3 / Steady Aim. If you have not moved this turn, use a Bonus Action for Advantage on your next attack roll this turn. Your Speed becomes 0 until this turn ends.

Lv. 5 / Uncanny Dodge. When an attacker you can see hits you with an attack roll, use your Reaction to halve that attack's damage against you, rounding down.

Trade damage for control

Lv. 5 / Cunning Strike. Save DC = 8 + DEX modifier + PB. SAVE DC

When you deal Sneak Attack damage, choose one effect below. Remove its dice **before rolling** damage; apply the effect immediately after the attack's damage.

Lv. 11 / Improved Cunning Strike. Choose up to two effects on one Sneak Attack, paying both costs.

Cunning Strike / the price of an opening

LEVEL / EFFECT	COST	SAVE / RESULT ON FAILURE
5 / Poison	1d6	CON: Poisoned for 1 minute; save again at each turn's end. Requires a Poisoner's Kit on you.
5 / Trip	1d6	DEX: Large or smaller target falls Prone.
5 / Withdraw	1d6	No save: move up to half your Speed after the attack, without provoking Opportunity Attacks.
14 / Daze	2d6	CON: next turn, target can only move, take an action, or take a Bonus Action (one of these).
14 / Knock Out	6d6	CON: Unconscious for 1 minute, until damaged, or until it saves at the end of a turn.
14 / Obscure	3d6	DEX: Blinded until the end of its next turn.

A sharper edge

1 / Thieves' Cant. Know Thieves' Cant and one additional language of your choice.

1 / Weapon Mastery. Choose two proficient weapon kinds; you can change them after a Long Rest.

7 / Evasion. On DEX saves for half damage, take none on success or half on failure. Unavailable while Incapacitated.

7 / Reliable Talent. For checks using a proficient skill or tool, you may treat a d20 roll of 9 or less as 10.

15 / Slippery Mind. Gain WIS and CHA saving throw proficiency.

18 / Elusive. Attacks cannot have Advantage against you unless you are Incapacitated.

20 / Stroke of Luck. Turn a failed D20 Test's roll into 20. One use; regain it after a Short or Long Rest.

☐ STROKE OF LUCK AVAILABLE (LV. 20)

From cutpurse to legend

LV.	PB	SNEAK	NEW FEATURE / CHOICE
1	+2	1d6	Expertise, Cant, Mastery
2	+2	1d6	Cunning Action
3	+2	2d6	Subclass, Steady Aim
4	+2	2d6	ASI / feat
5	+3	3d6	Cunning Strike, Uncanny Dodge
6	+3	3d6	Expertise (+2 skills)
7	+3	4d6	Evasion, Reliable Talent
8	+3	4d6	ASI / feat
9	+4	5d6	Subclass feature
10	+4	5d6	ASI / feat
11	+4	6d6	Improved Cunning Strike
12	+4	6d6	ASI / feat
13	+5	7d6	Subclass feature
14	+5	7d6	Devious Strikes
15	+5	8d6	Slippery Mind
16	+5	8d6	ASI / feat
17	+6	9d6	Subclass feature
18	+6	9d6	Elusive
19	+6	10d6	Epic Boon / qualifying feat
20	+6	10d6	Stroke of Luck

ASI levels: take ASI or another feat you qualify for.

THE SHADOW DOSSIER

Your subclass, your code, your tools. Fill the fields that apply to your character.

Portrait

CHARACTER PORTRAIT

The face behind the hood

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / CODE / IDEAL

BOND / FLAW / SECRET

Contacts & unfinished business

Subclass & chosen talents

Subclass features arrive at Rogue 3, 9, 13 and 17.

LEVEL 3 / FEATURE / USES

LEVEL 9 / FEATURE / USES

LEVEL 13 / FEATURE / USES

LEVEL 17 / FEATURE / USES

Feats, origins & resources

The tool roll

MASTERY WEAPON 1

MASTERY WEAPON 2

Nick: the Light property's extra attack can be part of the Attack action instead of a Bonus Action; still once per turn. **Vex:** a damaging hit gives Advantage on your next attack against that target before your next turn ends.

☐ POISONER'S KIT CARRIED

☐ THIEVES' TOOLS CARRIED

Gear, coin & spoils

CP

SP

EP

GP

PP

ATTUNED MAGIC ITEMS (DEFAULT LIMIT: 3)

Conditions & ongoing effects

Optional magic record. The base Rogue class does not grant Spellcasting.

SPELL ATTACK

left / max

1	/	2	/	3	/	4	/	5	/	6	/	7	/	8	/	9	/	
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SAVE / EFFECT / COMPONENTS

04 / 04