



# Lilo Buckley

CHARACTER NAME

**Rogue 1**  
CLASS & LEVEL

**Half-Elf**  
RACE

**Charlatan**  
BACKGROUND

**Chaotic Neutral 0**  
ALIGNMENT

**Lizzie**  
PLAYER NAME

**0**  
EXPERIENCE POINTS

STRENGTH

**12**

+1

DEXTERITY

**18**

+4

CONSTITUTION

**13**

+1

INTELLIGENCE

**16**

+3

WISDOM

**12**

+1

CHARISMA

**18**

+4

**INSPIRATION**

**+2** PROFICIENCY BONUS

- ☐ +1 Strength
- ☒ +6 Dexterity
- ☐ +1 Constitution
- ☒ +5 Intelligence
- ☐ +1 Wisdom
- ☐ +4 Charisma

### SAVING THROWS

- ☐ +4 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +3 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +4 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +4 Performance (Cha)
- ☐ +4 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☒ +6 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☐ +1 Survival (Wis)

### SKILLS

**12** ARMOR CLASS

**+4** INITIATIVE

**30ft** SPEED

Hit Point Maximum 9

**9**

### CURRENT HIT POINTS

### TEMPORARY HIT POINTS

Total 1d8

**1d8**

HIT DICE

SUCCESSSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+1	1d6 + 3
Shortbow	+2	1d6 + 6
Dagger	+1	1d4 + 3

### ATTACKS & SPELLCASTING

*I fall in and out of love easily and am always almost always pursuing a scheme. I value independence and creativity, however I lose my head over lust and love*

### PERSONALITY TRAITS

*I am an 'ethical thief', I only steal from those that I deem can either afford to lose it, or deserve to lose it*

### IDEALS

*I have an estranged younger sibling that I want to share my fortune with*

### BONDS

*I am convinced that no-one could fool me the way that I fool others*

### FLAWS

**Darkvision**  
**Fey Ancestry**  
**Skill Versatility**  
**Sneak Attack**  
**Thieves' Cant**  
**Arcane Trickster**  
**False Identity**

**11**

### PASSIVE WISDOM (PERCEPTION)

### Languages:

Common, Elvish, Thieves' Cant, Undercommon

### Armor:

Light armor

### Weapons:

Simple weapons, hand crossbows, longswords, rapiers, shortswords

### Tools:

Thieves' tools, Disguise kit, Forgery kit

### OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP **65**

PP

a deck of marked cards, leather armour, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, a waterskin, 50ft hempen rope

### EQUIPMENT

### FEATURES & TRAITS



SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

1

SLOTS TOTAL

SLOTS EXPENDED

4

7

2

5

8

9

SPELLS KNOWN