

Rogue 1 CLASS & LEVEL

Charlatan Half-Elf

Lizzie PLAYER NAME

Chaotic Neutral 0

EXPERIENCE POINTS



INSPIRATION

PROFICIENCY BONUS

DEXTERITY 18

O +1 Strength

+6 Dexterity

O +1 Constitution +5 Inteligence

+1 Wisdom

O +4 Charisma

SAVING THROWS

CONSTITUTION 13 +1

INTELLIGENCE

16

+3

WISDOM

O +4 Acrobatics (Dex)

O _+/ Animal Handling (Wis)

O <u>+3</u> Arcana (Int)

O +/ Athletics (Str)

+6 Deception (Cha)

O +3 History (Int)

+3 Insight (Wis)

O +4 Intimidation (Cha)

O +3 Investigation (Int)

O +1 Medicine (Wis)

O +3 Nature (Int)

O +1 Perception (Wis)

O +4 Performance (Cha)

O +4 Persuasion (Cha)

O +3 Religion (Int)

+6 Sleight of Hand (Dex)

+6 Stealth (Dex)

O +/ Survival (Wis)

SKILLS



+1

+2

ATTACKS & SPELLCASTING

1d6 + 3

1d6 + 6

1d4 + 3

I fall in and out of love easily and an 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

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





Dagger

Shortsword

Shortbow

65

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

PASSIVE WISDOM (PERCEPTION)

Languages:

Common, Elvish, Theives' Cant, Undercommon

Armor:

Light armor

Weapons:

Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools

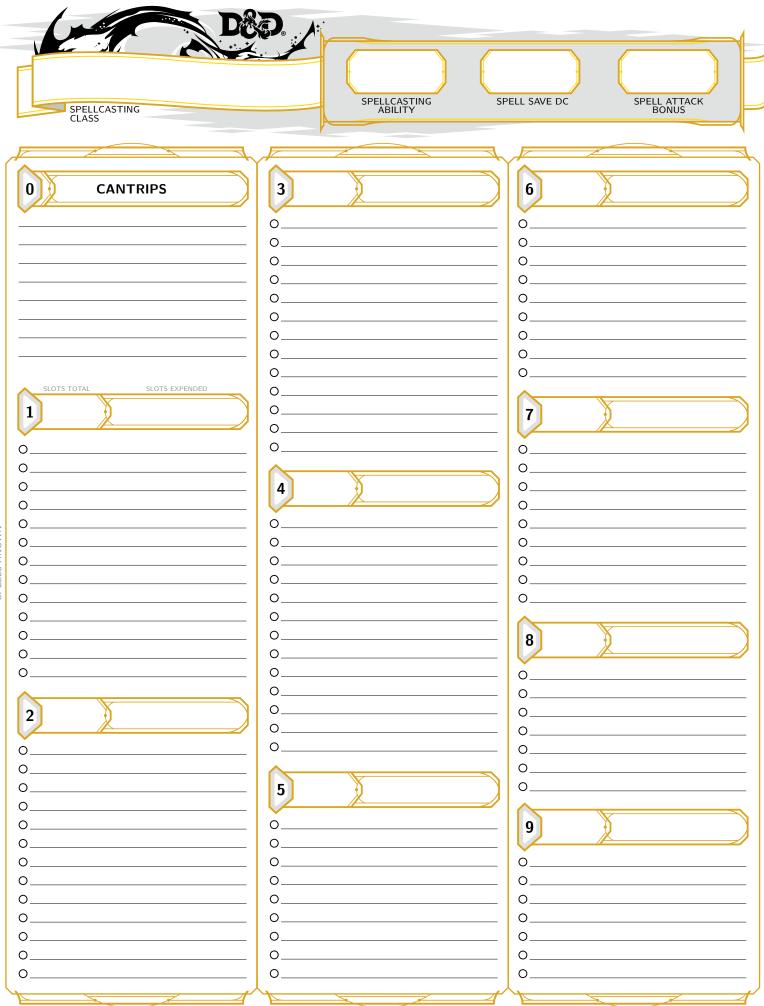
Thieves' tools, Disguise kit, Forgery kit

OTHER PROFICIENCIES & LANGUAGES

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



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