



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

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

2

5

8

9