



Lilo Buckley

CHARACTER NAME

Rogue 1

CLASS &amp; LEVEL

Half-Elf

RACE

Charlatan

BACKGROUND

Chaotic Neutral 0

ALIGNMENT

Lizzie

PLAYER NAME

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

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

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

11

PASSIVE WISDOM (PERCEPTION)

**Languages:**

Common, Elvish, Thieves' Cant, Undercommon

**Armor:**

Light armor

**Weapons:**

Simple weapons, hand crossbows, longswords, rapiers, shortwords

**Tools:**

Thieves' tools, Disguise kit, Forgery kit

OTHER PROFICIENCIES &amp; LANGUAGES

CP

SP

EP

GP

PP

65

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

**Half-Elf**

- Darkvision (60 ft)

- Fey Ancestry

**Rogue**

- Sneak Attack (1d6)

- Thieves' Cant

**Expertise**

- Thieves' tools

- Insight

**Charlatan**

- False Identity

FEATURES &amp; TRAITS



# FEATURES, MAGIC ITEMS AND SPELLS

## HALF-ELF

### DARKVISION

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Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet as if you were in bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

### FEY ANCESTRY

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You have advantage on saving throws against being charmed, and magic can't put you to sleep.

## ROGUE

### EXPERTISE

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At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

### SNEAK ATTACK

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Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

### THIEVES' CANT

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During your rogue training you learned thieves' cant, a secret mix of dialect, jargon and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.