

Lillith Shi

Player: Sam

Female Human Rogue 7 - CR 4

Neutral Evil Humanoid; Atheist; Background: **Criminal**; Age: 15; Height: 4' 10"; Weight: 114lb.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	10	0	+0
DEX DEXTERITY	18	+4	+7
CON CONSTITUTION	13	+1	+1
INT INTELLIGENCE	16	+3	+6
WIS WISDOM	12	+1	+1
CHA CHARISMA	10	0	+0

AC 14 Initiative +4 Speed 30 ft

Proficiency +3 Inspiration

HP 45 HD 7d8 Death Saves

Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

Dagger

Main hand: **+7, 1d4+4 piercing** Rng: 20 ft./60 ft.
 Ranged: **+7, 1d4+4 piercing** Finesse, Light, Thrown

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Shortsword

Main hand: **+7, 1d6+4 piercing** Finesse, Light

Shortsword

Main hand: **+7, 1d6+4 piercing** Finesse, Light

Unarmed strike

Main hand: **+3, 1 bludgeoning**

Leather

+1



5th Edition SRD

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+7	DEX (4)	+3	
Animal Handling	+1	WIS (1)	-	
Arcana	+3	INT (3)	-	
Athletics	+3	STR (0)	+3	
Deception	+3	CHA (0)	+3	
History	+3	INT (3)	-	
Insight	+1	WIS (1)	-	
Intimidation	+0	CHA (0)	-	
Investigation	+3	INT (3)	-	
Medicine	+1	WIS (1)	-	
Nature	+3	INT (3)	-	
Perception	+7	WIS (1)	+6	
Performance	+0	CHA (0)	-	
Persuasion	+0	CHA (0)	-	
Religion	+3	INT (3)	-	
Sleight of Hand	+15	DEX (4)	+6	
Stealth	+10	DEX (4)	+6	
Survival	+1	WIS (1)	-	

Passive Perception: 17

Other Proficiencies:

Tools: Forgery kit (+3); Playing card set (+3); Thieves' tools (+6)

Weapons: Simple weapons; Crossbow, hand; Longsword; Rapier; Shortsword

Armor: Light armor

Special Abilities

Arcane Trickster

Arcane tricksters tended to prepare for any eventuality and then winged it, relying on their stealthiness to sneak in and use their spells to maximum advantage, then get away quickly.

Criminal Contact

You have a very reliable and trustworthy contact within a seedy network of criminals. You can get messages to and from this contact over long distances through the use of local messengers, caravan masters, sailors, pirates, etc. that

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take

Expertise (Thieves's tools)

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

Mage Hand Legerdemain

When you cast mage hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

Gear

**Total Weight Carried: 48.3 lbs,
(Maximum: 150 lbs)**

Bag of Holding (empty)	15 lbs
Dagger	1 lb
Dagger	1 lb
Forgery kit (+3)	5 lbs
Gloves of Thievery	-
Leather	10 lbs
Money	11.3 lbs
Potion of Healing x3	-
Shortsword	2 lbs
Shortsword	2 lbs
Thieves' tools (+6)	1 lb
Winged Boots (240 charges)	-

Special Abilities

Sneak Attack +4d6

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 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

Thieves' Cant

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

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Tracked Resources

Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Potion of Healing	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Winged Boots (240 charges)	<input type="text" value=""/> /240

Languages

Common

Valdukeen

Spell Slots

2nd level	<input type="checkbox"/> <input type="checkbox"/>
1st level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spells & Powers

Rogue spells known (CL 3rd)

Spell Save DC 14 Spell Attack +6

2nd—*invisibility*

1st—*charm person, disguise self, find familiar^R, hideous laughter*

Cantrips—*mage hand, minor illusion, true strike*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: **0/34000**

Current Cash: **565 gp**

Role Playing

Personality Trait: Friend - I would prefer to make new friends than a new enemy.

Personality Trait: Locations - Whenever I am in a new place I make mental notes of all the valuables and their locations, or where things might be hidden.

Ideal: People - I'm only loyal to my friends, the rest can all take a hike for all care. (Neutral)

Bond: I will become the greatest Thief that ever lived.

Flaw: Steal - I am attracted to valuable things and constantly think about how to steal them.

: Pickpocket - Pickpocket