

Name: Liriel "Liri" Elhalyn Player: Daniel  
 Class: Arcane Trickster  
 Experience: 0 Next level: 300  
 Background: Criminal Spy  
 Race: High Elf Size: Medium Height: 5'6" Weight: 114 lbs  
 Gender: F Hair: Gold Eyes: Gold Skin: Fair  
 Age: 147 Alignment: Chaotic Neutral Faith: Sehanine Moonbow

## Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
STR STRENGTH	0	0	
DEX DEXTERITY	+3	+5	<input checked="" type="checkbox"/>
CON CONSTITUTION	+1	+1	
INT INTELLIGENCE	+2	+4	<input checked="" type="checkbox"/>
WIS WISDOM	+1	+1	
CHA CHARISMA	-1	-1	<input checked="" type="checkbox"/>

## Saving Throw Advantages / Disadvantages

Magic can't put me to sleep; Adv. on saves vs. charmed

## Ability Save DC

PROFICIENCY  
BONUS +  
8 +  
Int

+2

## Senses

13 Passive Perception

Darkvision 60 ft

## Proficiency Bonus

## INSPIRATION

## Limited Features

FEATURE	MAX. USAGES	RECOVERY	USED

## Combat

## Defense



11	ARMOR BONUS	Leather	AC DURING REST
+	SHIELD BONUS		
+	DEXTERITY MOD		RESISTANCE
3			
+	MAGIC		
+	MISC MOD 1		
+	MISC MOD 2		HALF DAMAGE

## Attacks

ATTACKS PER ACTION (1)

WEAPON / DESCRIPTION	PROF. ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Shortsword	✓ Dex	Melee	+5	1d6+3	Piercing
Finesse, light; Sneak attack 1d6					

Dagger	✓ Dex	Melee, 20/60 ft	+5	1d4+3	Piercing
Finesse, light, thrown; Sneak attack 1d6					

Dart	✓ Dex	20/60 ft	+5	1d4+3	Piercing
Finesse, thrown; Sneak attack 1d6					


Shortbow	✓ Dex	80/320 ft	+5	1d6+3	Piercing
Ammunition, two-handed; Sneak attack 1d6					

TYPE	TOTAL	TYPE	TOTAL
Arrows	20		

AMMUNITION

AMMUNITION



## Skills

ABV	BONUS	NAME (ABILITY)	PROF. EXP.
▲	+5	Acrobatics (DEX)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▼	+1	Animal Handling (WIS)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▲	+4	Arcana (INT)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▼	0	Athletics (STR)	<input type="checkbox"/> <input type="checkbox"/>
▲	+1	Deception (CHA)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▼	+2	History (INT)	<input type="checkbox"/> <input type="checkbox"/>
▼	+1	Insight (WIS)	<input type="checkbox"/> <input checked="" type="checkbox"/>
▼	-1	Intimidation (CHA)	<input type="checkbox"/> <input type="checkbox"/>
▲	+6	Investigation (INT)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▼	+1	Medicine (WIS)	<input type="checkbox"/> <input type="checkbox"/>
▲	+2	Nature (INT)	<input type="checkbox"/> <input type="checkbox"/>
▼	+3	Perception (WIS)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▼	-1	Performance (CHA)	<input type="checkbox"/> <input type="checkbox"/>
▼	+1	Persuasion (CHA)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▼	+2	Religion (INT)	<input type="checkbox"/> <input type="checkbox"/>
▲	+3	Sleight of Hand (DEX)	<input type="checkbox"/> <input type="checkbox"/>
▼	+7	Stealth (DEX)	<input checked="" type="checkbox"/> <input type="checkbox"/>
▼	+1	Survival (WIS)	<input type="checkbox"/> <input type="checkbox"/>
▼	+5	Thieves' tools (DEX)	<input checked="" type="checkbox"/> <input type="checkbox"/>

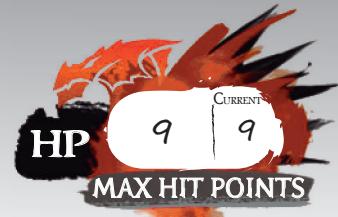
INITIATIVE +3

DEX 3 +

SPEED 30 ft

ENCUMBERED 20 ft

## Health



TEMPORARY HP	WOUNDS
HP 9	
9	
MAX HIT POINTS	
RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.	
HIT DICE	Die
1 x d8 + 1	1
	II
	III
LEVEL	Die
CON	Used
DC10	Die
II	II
III	III
DEATH SAVING THROWS	Die

## Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

Attack / Cast a Spell

Dash / Disengage / Dodge

Escape Grapple / Help / Hide

Ready / Search / Use Object

Overrun / Tumble (or as bonus action)

As 1 attack: Disarm / Grapple / Shove

## BONUS ACTIONS

Opportunity Attack

USED THIS ROUND

# Features

## Racial Traits

High Elf (+2 Dexterity, +1 Intelligence)

**Trance:** Elves don't need to sleep, but meditate semiconsciously, for 4 hours a day. While meditating, I can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, I gain the same benefit that a human does from 8 hours of sleep, thus needing only 4 hours for a long rest.

**Cantrip:** I know one cantrip of my choice from the wizard spell list. Intelligence is my spellcasting ability for it.

## Class Features

Arcane Trickster, level 1:

• **Expertise (Rogue 1, PHB 96)** [with 2 skills]

I gain expertise with two skills/thieves' tools I am proficient with; two more at 6th level

• **Sneak Attack (Rogue 1, PHB 96)** [1d6]

Once per turn, I can add damage to a finesse/ranged weapon attack if I have advantage I don't need adv. if a conscious ally is within 5 ft of the target and I don't have disadv.

• **Thieves' Cant (Rogue 1, PHB 96)**

I know the secret rogue language that I can use to convey messages inconspicuously

# Background

## PERSONALITY TRAITS

I don't pay attention to the risks in a situation. Never tell me the odds. The best way to get me to do something is to tell me I can't do it.

## IDEAL

**Freedom:** Chains are meant to be broken, as are those who would forge them. (Chaotic)

## BOND

Someone I loved died because of a mistake I made. That will never happen again.

## FLAW

An innocent person is in prison for a crime that I committed. I'm okay with that.

# Feats

## FEAT:

## FEAT:

## FEAT:

## FEAT:

## FEAT:

# Equipment

ADVENTURING GEAR		#	LBs	ADVENTURING GEAR		#	LBs
Backpack, with:		5		Dark, common clothes with hood		3	
- Bag of 1000 ball bearings	1	2		Leather armor		10	
- String, feet of	10			Shortsword		1	2
- Bell				Dagger		2	1
- Candles	5			Shortbow		1	2
- Crowbar		5		Arrows		20	0.05
- Hammer		3		Dart		10	0.25
- Pitons	10	0.25		Pouch		2	1
- Hooded lantern		2		- Chalk		5	
- Oil, flasks of	5	1		- Signal Whistle			
- Rations, days of	5	2		- Thieves' tools			1
- Tinderbox		1					
- Waterskin		5					
- Hempen rope, feet of	50	0.2					
- Sack	3	0.5					
- Shovel (shortened)		5					

## ATTUNED MAGICAL ITEMS (MAX 3)

SUBTOTAL		57	SUBTOTAL		25.5
CARRYING CAPACITY			PUSH/DRAZ/LIFT		TOTAL WEIGHT

150 lb

STR x 15 - 30

SPEED = 5 FT

151 - 300 lb

STR x 15 - 30

SPEED = 5 FT

83 lb

STR x 15 - 30

SPEED = 5 FT

PLATINUM = 10 GP	GOLD = 10 SP	ELECTRUM = 5 SP	SILVER = 10 CP	COPPER	LIFESTYLE: Poor
15		3	7		DAILY PRICE: 2 sp

GEMS AND OTHER VALUABLES:

ARMOR:  LIGHT  MEDIUM  HEAVY  SHIELDS  OTHER:

WEAPONS:  SIMPLE  MARTIAL  OTHER: Hand crossbow, Longbow, Longsword, Rapier, Shortsword

## Languages

Common

Thieves' Cant

Elvish

Gnomish

## Tools & Others

Thieves' tools

Playing Card Set



## Background

### Character History

Born in the great elven city of Myth Drannor, Liriel is the offspring of her sun elf father and moon elf mother. As a result, she shares some of her mother's wanderlust and her rather pale complexion while inheriting her father's golden hair and eyes. Quickly bored with life in the elven city, Liriel is fascinated by the shorter-lived races, humanity in particular. So in the elven equivalent of her teens she escapes her home with basically only what she can carry. Making her way to the city of Baldur's Gate, she puts her talents to work and discovers that the savage thrill of criminal life suits her. Dextrous and smart, she quickly learns the tricks of the trade and becomes a respected burglar and throat cutter. Removal of valuables, evidence or even life, in short order, "Liri" is the elf to hire.

One day, Liriel is working a seemingly cakewalk assassination and heist with her partner Ken who is at that point also her lover. On the verge of successfully escaping, Liriel is distracted by her boyfriend and fails to notice an in hindsight comically obvious tripwire. Stumbling over it, Ken is instantly killed by the spike trap that was tensioned off the tripwire. It also cuts Liriel off from her escape route and with the guards alarmed by the released trap, she has no chance but to surrender herself. Surprisingly, she is neither killed nor prosecuted for her misdeeds that day, but instead made to work undercover for the Lords' Alliance. Some dupe is accused of the crimes instead and sent to prison.

While keeping up her front as a criminal for hire, Liriel now mostly works as an agent for the Lords' Alliance, infiltrating rival organisations and the like. She has become for all intents and purposes a spy.



### Character Portrait

### Appearance

A rather short elf with long flowing gold-blond hair, golden eyes and pale skin, Liriel's clothing consists of a cloak and a leather harness beneath with pouches and gadgets attached aplenty. Her whole kit is designed with freedom of movement and utility in mind.

### Enemies

### Allies & Organizations

An undercover member of the organisation, The Lords' Alliance has leverage encouraging Liriel to work for them.



### Organization Symbol

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
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## High Elf Spells

### Cantrips (0 Level)

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
W	Minor Illusion	5-ft cube illusion includes visible or audible; Int(Investigation) check vs. Spell DC; see book	—	Illus	1 a	30 ft	S,M	1 min (D)	P	260

Spell attack modifier: +4Spell save DC: 12

Spellcasting ability

Intelligence