D&D BEYOND

Liriel Quickstrike

CHARACTER NAME

Rogue 4	
CLASS & LEVEL	PLAYER NAME
Aasimar	Urchin - Baldur's Gate
RACE	BACKGROUND / EXPERIENCE POINTS

STRENGTH	-1	8
DEXTERITY	+4	18
CONSTITUTION	+2	14
INTELLIGENCE	-1	8
WISDOM	+1	12
CHARISMA	+3	16

○	-1	Strength
⊙	+6	Dexterity
○	+2	Constitution
⊙	+1	Intelligence
○	+1	Wisdom
○	+3	Charisma

Saving Throw Modifiers

SAVING THROWS

Ⓟ	+6	Acrobatics	DEX
○	+1	Animal Handling	WIS
○	-1	Arcana	INT
○	-1	Athletics	STR
Ⓔ	+7	Deception	CHA
○	-1	History	INT
○	+1	Insight	WIS
○	+3	Intimidation	CHA
Ⓟ	+1	Investigation	INT
○	+1	Medicine	WIS
○	-1	Nature	INT
Ⓟ	+3	Perception	WIS
○	+3	Performance	CHA
○	+3	Persuasion	CHA
○	-1	Religion	INT
Ⓟ	+6	Sleight of Hand	DEX
Ⓔ	+8	Stealth	DEX
○	+1	Survival	WIS
○			
○			
○			

SKILLS

+4
INITIATIVE

ARMOR
15
CLASS

Resistances - Necrotic, Radiant
DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
31		--

HIT POINTS

Total 4d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===
Disguise Kit, Flute, Poisoner's Kit, Thieves' Tools

=== LANGUAGES ===
Celestial, Common, Thieves' Cant

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Healing Hands • 1 / Long Rest
As an action, you can touch a creature and heal it for 2d4 hit points.

=== BONUS ACTIONS ===
Celestial Revelation • 1 / Long Rest
Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

Celestial Revelation (Necrotic Shroud)
Creatures other than allies within 10 ft. of you must succeed on a CHA saving throw (DC 13) or become frightened of you until the end of your next turn.

Once on each of your turns, you can deal an extra 2 necrotic damage to one target when you deal damage to it with an attack or spell.

Cunning Action
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

=== SPECIAL ===
Sneak Attack

ACTIONS

13	PASSIVE WISDOM (PERCEPTION)
11	PASSIVE WISDOM (INSIGHT)
11	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+6	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Shortbow	+6	1d6+4 Piercing	Simple, Ammunition, Range, Two-Handed, Range (80/320)
Shortsword	+6	1d6+4 Piercing	Martial, Finesse, Light
Shortsword	+6	1d6+4 Piercing	Martial, Finesse, Light
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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=== ROGUE FEATURES ===

* Hit Points • PHB 95

* Proficiencies • PHB 95

* Expertise • PHB 96
Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.

* Sneak Attack • PHB 96
Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

| Special

* Thieves' Cant • PHB 96
You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

* Cunning Action • PHB 96
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

| 1 Bonus Action

* Roguish Archetype • PHB 96

| Assassin

* Bonus Proficiencies • PHB 97
You gain proficiency with the disguise kit and the poisoner's kit.

* Assassinate • PHB 97
You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet, and any hit you score against a creature that is surprised is a critical hit.

* Ability Score Improvement • PHB 96

=== AASIMAR RACIAL TRAITS ===

* Ability Score Increases • MotM 5
When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •
Increase one of these scores by 2 and a different score by 1.

* Languages • MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • MotM 7
You are a Humanoid.

* Size • MotM 7
You are Medium or Small. You choose the size when you select this race.

* Speed • MotM 7
Your walking speed is 30 ft.

* Celestial Resistance • MotM 7
You have resistance to necrotic damage and radiant damage.

* Darkvision • MotM 7
You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

* Healing Hands • MotM 7
As an action, you can touch a creature and heal it for 2d4 hit points.

| 1 / Long Rest • 1 Action

* Light Bearer • MotM 7
You learn the light cantrip. Charisma is your spellcasting ability for it.

* Celestial Revelation • MotM 7
You choose between one of three revelation options: Necrotic Shroud, Radiant Consumption, or Radiant Soul.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

| Necrotic Shroud •
While transformed:
- Creatures other than allies within 10 ft. of you must succeed on a CHA saving throw (DC 13) or become frightened of you until the end of your next turn.
- Once on each of your turns, you can deal an extra 2 necrotic damage to one target when you deal damage to it with an attack or spell.

| Celestial Revelation (Necrotic Shroud): 1 Bonus Action

| 1 / Long Rest • 1 Bonus Action

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	30
PP	0

WEIGHT CARRIED	82.1 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Leather	1	10 lb.
Dagger	1	1 lb.
Shortbow	1	2 lb.
Shortsword	1	2 lb.
Shortsword	1	2 lb.
Arrows	20	1 lb.
Backpack	1	5 lb.
Clothes, Common	1	3 lb.
Grappling Hook	1	4 lb.
Pouch	1	1 lb.
Disguise Kit	1	3 lb.
Thieves' Tools	1	1 lb.
Ball Bearings (bag of 1,000)	1,000	2 lb.
Bell	1	--
Candle	10	--

NAME	QTY	WEIGHT
Crowbar	1	5 lb.
Hammer	1	3 lb.
Lantern, Hooded	1	2 lb.
Oil (flask)	6	6 lb.
Piton	10	2.5 lb.
Rations (1 day)	5	10 lb.
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Waterskin	1	5 lb.
String	10	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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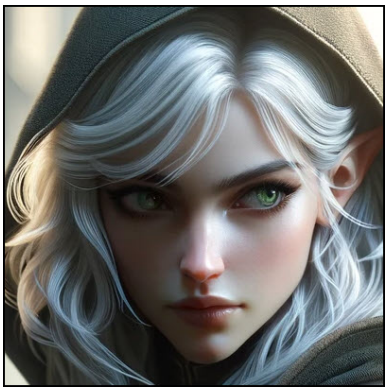
Liriel Quickstrike

CHARACTER NAME

Female	25	Small	4' 9"	90
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Evil	Mask, the Lord (	Pale	Deep blue with f	Silver-white
ALIGNMENT	FAITH	SKIN	EYES	HAIR



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I hide scraps of food and trinkets away in my pockets.
I bluntly say what other people are hinting at or hiding.

PERSONALITY TRAITS

Change. The low are lifted up, and the high and mighty are brought down. Change is the nature of things.

IDEALS

My town or city is my home, and I'll fight to defend it.

BONDS

Gold seems like a lot of money to me, and I'll do just about anything for more of it.

FLAWS

Liriel Quickstrike's story begins in the shadowy alleys of Baldur's Gate, where her celestial heritage was more of a curse than a blessing. Abandoned by her parents due to her otherworldly appearance, Liriel was thrust into a life of hardship and survival from a young age. The streets were her home, and the urchins her family. She quickly learned the art of thievery, using her innate charm and agility to navigate the city's underbelly.

As she grew older, Liriel's reputation as a skilled pickpocket and agile rogue spread through the city. Her small size and quick wit allowed her to slip in and out of shadows, pilfering from the rich to survive. Despite her tough exterior, Liriel longed for a sense of belonging and purpose.

Her life took a dark turn when she crossed paths with Garren, a notorious thief who saw potential in the young Aasimar. He took her under his wing, introducing her to the world of organized crime. Under Garren's tutelage, Liriel's skills flourished, but so did her ruthlessness. She learned that in Baldur's Gate, compassion was a weakness. Embracing her neutral evil alignment, Liriel did whatever it took to climb the ranks of the criminal underworld.

Garren's gang became Liriel's twisted version of a family, and she reveled in the power and fear they wielded. However, tragedy struck when a rival gang, led by a brutal half-orc named Krogar, ambushed them. In a bloody massacre, Krogar's gang wiped out Garren's gang, leaving Liriel as the sole survivor. The loss of her newfound family filled her with a burning desire for revenge.

Now, as Liriel Quickstrike, she wanders the streets of Baldur's Gate, a lone assassin with a heart hardened by betrayal and loss. Her skills as a rogue are unmatched, and her name is whispered in fear by those who know it. However, the streets that once offered her refuge now seem suffocating, a constant reminder of her pain and anger.

Determined to carve out her own destiny and fueled by her thirst for vengeance, Liriel decides to leave Baldur's Gate behind. She sets out on a journey to hone her skills and gather the strength needed to confront Krogar. Along the way, she encounters other adventurers, each with their own stories and goals. Reluctantly, Liriel joins forces with them, realizing that in a world filled with danger and uncertainty, there is strength in numbers.

As Liriel ventures into the unknown, she faces challenges that test her skills and morals. She encounters creatures of darkness, treacherous landscapes, and puzzles that require more than just agility and stealth. With each trial, Liriel's resolve is strengthened, and her skills as an assassin are sharpened.

Despite her newfound alliances, Liriel remains guarded, never fully revealing her past or her ultimate goal. Her companions sense the darkness within her, the silent rage that fuels her every move. Yet, they also see glimpses of the person she could have been, had fate been kinder.

Liriel's journey as an adventurer is not just about revenge; it's about discovery. She learns about the world beyond Baldur's Gate, about the delicate balance between good and evil, and about herself. The line between right and wrong blurs as she delves deeper into her quest, forcing her to confront her own nature and the consequences of her actions.

As Liriel Quickstrike stands on the threshold of her first level adventuring career, she is a complex tapestry of experiences and emotions. She is a survivor, a protector, and a seeker of justice in her own twisted way. Her journey is one of darkness and light, of facing the demons within and the monsters without.

In the end, Liriel's story is not just about vengeance; it's about finding her place in a world that has been both cruel and unforgiving. It's about fighting not just for herself, but for those who have no voice. And as she embarks on this new chapter of her life, one thing is certain: Liriel Quickstrike will leave an indelible mark on the world, and Krogar's days are numbered.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
P	Light	Light Bearer (Always Prepared)	DEX 13	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M

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