



Liriel Starstep (Aron)

Bard 1
Elf — Jarl (Norse)

Armor Class

14

Speed

Walk 35

Max Hit Points

9

Current HP

Temp HP

Strength: 8



Mod
-1

Save
-1

Athletics: -1

Dexterity: 16



Mod
+3

Save
+5

Initiative: +3
Acrobatics: +5
Sleight of Hand: +3
Stealth: +5

Constitution: 13



Mod
+1

Save
+1

Intelligence: 10



Mod
+0

Save
+0

Arcana: +0
History: +2
Investigation: +0
Nature: +0
Religion: +0

Wisdom: 12



Mod
+1

Save
+1

Animal Handling: +3
Insight: +1
Medicine: +1
Perception: +1
Survival: +3

Charisma: 16



Mod
+3

Save
+5

Deception: +5
Intimidation: +3
Performance: +3
Persuasion: +3

Tools: Flute, Harp, Lute

Languages: Common, Elvish, Goblin

Coins: Copper 0 · Silver 0 · Gold 19 · Electrum 0 · Platinum 0

ITEM

Dagger

Simple melee weapon (finesse, light, thrown 20/60)

- Attack: +5 to hit
- Damage: 1d4 +3 piercing

Thrown range 20/60 feet.

Damage options (style bonuses included):

- Off-hand / extra attack damage: 1d4+0

Use off-hand / extra damage only for a qualifying two-weapon extra attack after attacking with the other weapon. Follow the Light property, Dual Wielder, and Nick rules for your character; this button does not grant an extra attack.



ITEM

Spear

Simple melee weapon (thrown 20/60, versatile 1d8)

- Melee Attack: +1 to hit
- Thrown Attack: +1 to hit
- One-Handed / Thrown Damage: 1d6 -1 piercing
- Two-Handed: 1d8 -1 piercing, and the spear has the Reach property



Liriel Starstep

Dagger
ITEM

Liriel Starstep

Spear
ITEM

About Liriel Starstep

Description

A wood elf with dark blue eyes and black hair gathered into a high, tight bun, with a vivid red streak running through it. She wears a flowing charcoal-brown overdress over cream linen sleeves, with blue-and-gold embroidery along the hem and a simple round-brooch belt. A fine Norse-elfen interlaced band rests in her hair; a blue central gem and delicate hanging gem chains catch the light as she dances. Her flute is never far from her hand.



Backstory

She grew up in an elven household where every meal could become a lesson in being a princess. She learned the names of ancestors, the proper way to greet a visiting jarl, and how to sit still while other people decided what her future should be. She learned those lessons well enough. The lessons she loved, however, came from the musicians at the far end of the hall.

When the grown-ups were occupied, she slipped away to practise the steps she had watched the dancers perform. The courtyard became her stage; sparrows and stable cats became her audience. Soon small lights followed the movement of her hands, blossoms stirred when she played her flute, and a tune could turn a miserable afternoon into something worth remembering. She wanted to become an entertainer who could fill a hall with wonder, not a princess whose place was always on the high seat.

She has not stopped loving her family. She simply wants a life she has chosen herself. Before leaving to travel, she kept the delicate gem-hung hairband that reminds her of home, but packed costumes and a flute instead of robes of state. She hopes to gather songs, learn dances from other shores, and return with proof that bringing people together through art can be a worthy calling too.

The coastal settlements offer an audience unlike any court: fishers with weathered hands, tired travelers, children who ask for the same tune twice, and sailors who know verses no tutor ever taught her. Joining a band of adventurers gives her a chance to see the stories before she sings them. Her first ambition is simple: earn a place on a village festival stage because the people want to hear her, rather than because somebody knows her family.

She is generous with encouragement and quick to defend someone being talked over. She can also become stubborn when told that a sensible young lady would stay safely at home. Her magic is meant to delight and inspire; she wants an audience that chooses to stay.

Liriel Starstep — Mastery

Make a saving throw	☐ ☐ ☐
Make an ability check	☐ ☐ ☐
Make a skill check	☐ ☐ ☐
Make a tool check	☐ ☐ ☐
Make an attack roll	☐ ☐ ☐
Roll with advantage	☐ ☐ ☐
Roll with disadvantage	☐ ☐ ☐
Use Dash, Disengage, or Dodge	☐ ☐ ☐
Take a Short Rest (spend Hit Dice)	☐ ☐ ☐
Take a Long Rest	☐ ☐ ☐
Roleplay a character trait or ideal	☐ ☐ ☐
Core Bard Traits	☐ ☐ ☐
Bardic Inspiration	☐ ☐ ☐
Bard Spellcasting	☐ ☐ ☐
Wood Elf Lineage	☐ ☐ ☐
Fey Ancestry	☐ ☐ ☐
Keen Senses	☐ ☐ ☐
Trance	☐ ☐ ☐
Darkvision	☐ ☐ ☐
Elf Traits	☐ ☐ ☐
Vicious Mockery	☐ ☐ ☐
Starry Wisp	☐ ☐ ☐
Druidcraft	☐ ☐ ☐
Cast a leveled spell	☐ ☐ ☐
Leather Armor	☐ ☐ ☐
Dagger	☐ ☐ ☐
Spear	☐ ☐ ☐
Backpack	☐ ☐ ☐
Flute	☐ ☐ ☐
Oil	☐ ☐ ☐
Rations	☐ ☐ ☐
Bedroll	☐ ☐ ☐
Bell	☐ ☐ ☐
Tinderbox	☐ ☐ ☐
Waterskin	☐ ☐ ☐
Mirror	☐ ☐ ☐
Bullseye Lantern	☐ ☐ ☐
Costume	☐ ☐ ☐

SPELL

Druidcraft

Level 0

Transmutation cantrip

- Casting Time: 1 action
- Range: 30 feet
- Components: V, S
- Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range: • You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. • You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. • You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube. • You instantly light or snuff out a candle, a torch, or a small campfire.



SPELL

Vicious Mockery

Level 0

Enchantment cantrip

- Casting Time: 1 action
- Range: 60 feet
- Components: V
- Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a DC 13 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).



Liriel Starstep

Druidcraft

SPELL

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Mastery

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Vicious Mockery

SPELL

SPELL

Cure Wounds

Level 1

1st-level evocation

- Casting Time: 1 action
- Range: Touch
- Components: V, S
- Duration: Instantaneous

A creature you touch regains Hit Points equal to $2d8 + 3$.

At Higher Levels. The healing increases by $2d8$ for each slot level above 1st.



SPELL

Faerie Fire

Level 1

1st-level evocation

- Casting Time: 1 action
- Range: 60 feet
- Components: V
- Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a DC 13 Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.



SPELL

Speak with Animals

Level 1

1st-level divination (ritual)

- Casting Time: 1 action
- Range: Self
- Components: V, S
- Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.



SPELL

Tasha's Hideous Laughter

Level 1

1st-level enchantment

- 1 action
- 30 ft
- Concentration, up to 1 minute.

One creature you can see makes a DC 13 Wisdom save or falls prone and incapacitated, cackling helplessly. It cannot stand while the spell lasts.

At the end of each of its turns, and whenever it takes damage (with advantage on that save), it repeats the save; on a success the spell ends.

Higher Levels: Target one additional creature for each slot level above 1st.



Liriel Starstep

Faerie Fire

SPELL

Liriel Starstep

Cure Wounds

SPELL

Liriel Starstep

Tasha's Hideous Laughter

SPELL

Liriel Starstep

Speak with Animals

SPELL

ITEM

Leather Armor

Light armor

- Armor Class: 11 + Dexterity modifier (currently 3).

Soft leather that moves quietly.



ITEM

Backpack

This sturdy bag with straps is easy to put on your back and even easier to take off.

It holds up to 30 pounds of stuff.



ITEM

Bedroll

Travel gear

- Thick wool roll with leather straps, keeps you off the cold ground while resting.
- Grants no mechanical bonus but makes long rests far more comfortable.



ITEM

Bell

Use Bell.



ITEM

Bullseye Lantern

Use Bullseye Lantern.



ITEM

Costume

While wearing a Costume, you have Advantage on any ability check you make to impersonate the person or type of person it represents.



ITEM

Flute

No description provided.



ITEM

Mirror

A handheld steel Mirror is useful for personal cosmetics but also for peeking around corners and reflecting light as a signal.



Liriel Starstep

Bell

ITEM

Liriel Starstep

Bedroll

ITEM

Liriel Starstep

Backpack

ITEM

Liriel Starstep

Leather Armor

ITEM

Liriel Starstep

Mirror

ITEM

Liriel Starstep

Flute

ITEM

Liriel Starstep

Costume

ITEM

Liriel Starstep

Bullseye Lantern

ITEM

ITEM

Oil

A flask of oil. You can splash it on a creature or the ground, or use it as lantern fuel (6 hours per flask).



ITEM

Rations

Dry travel food. One day's rations keeps a person fed on the road.



ITEM

Tinderbox

Flint, fire steel, and tinder. Lighting a torch, campfire, or lantern takes 1 action.



ITEM

Waterskin

Holds about 4 pints of water, enough for one person for a day.



FEATURE

Bard Spellcasting

Charisma is your spellcasting ability: spell save DC 13, spell attack +5. A musical instrument can be your spellcasting focus.



FEATURE

Bardic Inspiration

As a bonus action, choose a creature other than yourself within 60 feet who can hear you. That creature gains one Bardic Inspiration die. You can use this feature a number of times equal to your Charisma modifier (minimum once), regaining expended uses after a long rest.



FEATURE

Core Bard Traits

Proficient with light armor, simple weapons, Dexterity and DC 13 Charisma saving throws, and the instruments listed on this sheet.



FEATURE

Darkvision

You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.



Liriel Starstep

Waterskin
ITEM

Liriel Starstep

Tinderbox
ITEM

Liriel Starstep

Rations
ITEM

Liriel Starstep

Oil
ITEM

Liriel Starstep

Darkvision
FEATURE

Liriel Starstep

Core Bard Traits
FEATURE

Liriel Starstep

Bardic Inspiration
FEATURE

Liriel Starstep

Bard Spellcasting
FEATURE

FEATURE

Elf Traits

Humanoid; Medium size.



FEATURE

Fey Ancestry

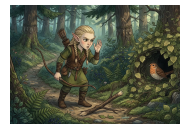
You have Advantage on saving throws you make to avoid or end the Charmed condition.



FEATURE

Keen Senses

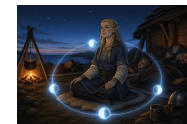
You have proficiency in Insight, Perception, or Survival (choose one when you gain this trait).



FEATURE

Trance

You don't need to sleep, and **magic can't put you to sleep**. You can **finish a Long Rest in 4 hours** if you spend those hours in a trancelike meditation, during which you retain consciousness.



FEATURE

Wood Elf Lineage

Your lineage is Wood Elf. Your Speed is 35 feet. Your lineage spells are Druidcraft, Longstrider, and Pass without Trace.



SPELL

Starry Wisp

Level 0

Cantrip *evocation*

- 1 action
- 60 ft
- Instant.

Hurl a mote of starlight; make a ranged spell attack (+5 to hit) (+5) and on a hit deal 1d8 radiant damage. The target sheds dim light in a 10-foot radius and cannot benefit from being invisible until the end of your next turn.



Liriel Starstep

Trance

FEATURE

Liriel Starstep

Keen Senses

FEATURE

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Elf Traits

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Starry Wisp

SPELL

Liriel Starstep

Wood Elf Lineage

FEATURE