

LILY

Halfling Herald 4

Holy Champion

AGE 32 HEIGHT 2 feet 11 inches

WEIGHT 38 pounds SIZE Small

CULTURE Stout Halfling

Armor Class 16

Hauberk

STR 16 (+3)

SAVE

+3

DEX 10 (+0)

SAVE

+0

CON 14 (+2)

SAVE

+2

INT 10 (+0)

SAVE

+0

WIS 10 (+0)

SAVE

+2

CHA 14 (+2)

SAVE

+4



PROFICIENCIES & LANGUAGES

Proficiency Bonus +2; **Maneuver DC** 13

Saving Throws Wisdom, Charisma

Skills Animal Handling, Athletics, Nature (*farming*), Persuasion (*peacemaking*), Survival

Passive Perception 10; **Passive Insight** 10

Armor Light armor, medium armor, heavy armor, shields

Weapons Simple weapons, martial weapons

Tools calligrapher's supplies, land vehicles, woodcarver's tools

Senses Darkvision 60 ft.

Languages Common, Gnomish, Halfling

ARCHETYPE: HOLY CHAMPION

Holy champions are divine warriors who exemplify either good or evil.

Hit Points

34

Hit Dice

4 (1d10+2)

Speed

35 ft.

STARTING EQUIPMENT

Hauberk (AC 16), helm, lance, backpack, clothes (common), 50 feet of hempen rope, tent (1 person), bedroll, waterskin, totem of the shaper, ink (1 ounce bottle), ink pen, paper (10 sheets), ironwood acorn, 1 gold piece, 7 silver pieces, and 8 copper pieces, a week's worth of veggie biscuits her mother made in her backpack (7 supply).

BACKGROUND: FOLK HERO

Connection Lily's doting mother Mabel Canterfoot, who she sends letters to at every opportunity.

Memento A dark blue pennant bearing her family crest of stylized dancing satyrs. She always ties it proudly on her weapon.

Local Fame. Lily is well known and admired within 100 miles of her home town of Valleyroot, and while in any settlement in that area she and her companions will be treated to a moderate lifestyle.

DESTINY: COMING OF AGE

Lily gains inspiration by overcoming personal milestones such as traveling somewhere new or accepting a major quest. She fulfills her Coming of Age destiny and gains her fulfillment feature when she completes the hero's journey.

Source of Inspiration

Yes to Adventure. Lily gains inspiration whenever she achieves a personal milestone.

Inspiration Feature

B Ready to Learn. As a bonus action Lily may spend her inspiration to gain proficiency with a weapon, armor, skill, or tool for the next hour.

Fulfillment Feature

Returned. With the journey complete, Lily finally knows who she is—or rather who she became along the way. When she gains this feature, she immediately chooses the fulfillment feature from another destiny. She gains the chosen fulfillment feature, which replaces this one.

Special

Finding Yourself. Sometimes it takes a journey to find yourself. Lily may exchange this destiny for another destiny at any time.

CURRENT HIT POINTS

Hit Dice	Maximum Hit Points
Total _____	

INITIATIVE

Ability or Skill Check

RESISTANCES & IMMUNITIES

TREASURE

TEMPORARY HIT POINTS

SUPPLY

Max Carried **16**

DEATH SAVES

Successes

Failures

Fatigue

Strife

C.P.

S.P.

E.P.

G.P.

P.P.

COMBAT

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Lance	A	+5	reach 10 ft	one target	1d12+3 piercing

LANCE

Lily makes this attack at disadvantage if the target is within 5 feet, and must use both hands unless she is mounted.

Defensive. When Lily makes an attack with this weapon and is using a medium shield, she can use a bonus action to either make an attack with her shield or increase her Armor Class by 1 until the start of her next turn.

DIVINE SMITE (2/LONG REST)

Whenever Lily hits a creature with a weapon attack she can choose to deliver a divine smite that deals an additional 1d8 radiant damage.

Empowered Smite (1/Long Rest). Whenever Lily uses Divine Smite she can choose one of the following effects. Alternatively, she can empower a smite by expending a spell slot of 1st-level or higher.

Igniting Smite: Lily's smite instead deals fire damage, and the target must make a DC 12 Constitution saving throw at the start of each of its turns or take 1d6 fire damage. On a successful save, it takes no damage and the fire is extinguished. The fire can also be put out as an action or by the environment, and extinguishes itself after 1 minute.

Marking Smite: Lily's smite causes the target to shed bright light for 5 feet, and dim light for an additional 5 feet. The effect lasts for up to 1 minute, or until she targets another creature with a weapon attack. As long as the effect lasts, the target gains no benefit from invisibility and has disadvantage on checks made to hide.

Repelling Smite: Lily's smite instead deals force damage, and the target must make a DC 12 Strength saving throw or be pushed back 10 feet and knocked prone. On a successful save, the target is knocked back only 5 feet and is not knocked prone.

COMBAT MANEUVERS

Lily knows the Sanguine Knot and Tempered Iron combat traditions. At the start of each of her turns Lily can expend spell slots of 1st-level or higher to gain exertion points that go into a temporary exertion pool which lasts until she starts her next long rest. Lily gains 2 exertion points for a 1st-level spell slot, and 2 more for each spell slot level above 1st. Only spell slots gained from the herald class can be expended in this way. Lily can spend exertion to activate the following combat maneuvers.

Maneuver	Action	Exertion	Effects
Doubleteam (Sanguine Knot)	B	1	Lily chooses a creature within her reach. The next ally within 20 feet that makes a melee weapon attack against that creature can use their bonus action to make an Athletics check against the target's maneuver DC to grapple or push the target 10 feet.
Legion Stance (Sanguine Knot)	B	1	Once activated, this combat stance remains active until Lily is knocked unconscious, stunned, activates a different combat stance, begins a long rest, or chooses to end it on her turn. When Lily scores a critical hit against a creature, an ally within reach of the same creature can use their reaction to make an opportunity attack against it.
Striding Swings (Tempered Iron)	A	1	When Lily activates this technique, she takes the Attack action and makes a weapon attack, as well as any additional attacks granted by Extra Attack. Lily moves up to 15 feet. This movement can be through the space of hostile creatures that are up to one size category larger than her, and the spaces of other creatures do not count as difficult terrain.

Current Exertion Max Exertion **4**

SPECIAL COMBAT FEATURES

Big Feet. Lily gains an expertise die on any check made to resist being knocked prone.

Halfling Nimbleness. Lily can move through the space of any creature larger than she is (Medium-sized or larger).

Helm. The helm Lily wears protects her head and grants her an expertise die on saving throws made to resist being stunned or rattled. But it also obscures her vision a bit and reduces her passive Perception by 2 (included above).

Skirmisher. Lily's attacks prevent creatures from making opportunity attacks against her until the end of her turn. Additionally, difficult terrain does not impede her movement when she has taken the Dash action.

EXPLORATION

Borough Cooking. Whenever Lily begins a short rest, she and up to 6 of her allies can partake in her borough cooking by consuming a supply. Each creature that does gains 1d6 temporary hit points.

Divine Sense. Lily can magically sense if there are fey or elemental creatures within 30 feet of her, but cannot determine their type, number, or location.

Enhanced Divine Sense (2/Long Rest). Lily can enhance her divine senses to learn the location, number, and type of any fey or elemental creatures within 30 feet. When she does, creatures of those types must make a DC 12 Wisdom saving throw and on a failed save she learns that creature's identity. Creatures with a CR of 2 or higher make this save with advantage. In addition, this ability detects locations that have been consecrated or desecrated, such as with the *hallow* spell. Lily can activate this ability up to twice, and regains spent uses when she

finishes a long rest. She can also change the type of creatures this ability detects to "celestials and fiends" or "aberrations and undead" when she finishes a long rest.

Divine Vision. Lily has darkvision to a range of 60 feet.

Memoirist. Lily gains an expertise die on Intelligence checks made to recall past events she took part in by first checking her journals.

Skirmisher. Any form of movement Lily possesses is increased by 10 feet (included above).

Thick Soles. Lily is immune to the damage caused by sharp terrain hazards like caltrops, broken glass, or the spike growth spell and can walk through them as if they weren't difficult terrain. In addition, her movement speed is only decreased by 5 feet by other forms of difficult terrain, instead of being halved.

SPELLCASTING

Archetype School. Lily adds the good and radiant schools of magic to her list of herald spells.

CASTER LEVEL 4

SPELLCASTING ABILITY Charisma

SPELL SAVE DC 12

SPELL ATTACKS +4

CANTRIPS

A Guidance (V, S). Lily can touch a creature and grant them an expertise die in an ability check of their choice. You can concentrate on this spell for up to a minute, and the spell ends when they use the expertise die or you stop concentrating on it.

A Light (V, S). Lily can touch an object and cause it to emit bright light in a 20-foot radius and dim light for an additional 20 feet. Light emanating from this object may be any color. Completely covering it with something that is not transparent blocks the light. The spell ends after an hour, or if Lily uses an action to dismiss it, or if she casts it again.

1ST-LEVEL (3 SLOTS)

A Cure Wounds (V, S). Lily can touch and heal herself or another creature for 1d8 + 2 hit points. She can't heal undead or constructs in this way.

B Divine Favor (V, S). Lily can imbue her attacks with divine energy and until the spell ends any weapon attack she makes deals an additional 1d4 radiant damage. Lily can concentrate on this spell for up to a minute.

B Shield of Faith (V, S). Lily can grant a magical barrier to herself or a creature within 60 feet that grants them a +2 bonus to their AC. Lily can concentrate on this spell for up to 10 minutes.

A Wind Up (S). Lily winds up her power like a spring, She gains advantage on the next melee attack roll she makes before the end of the spell's duration of 8 hours, after which the spell ends.

2ND-LEVEL (0 SLOTS)

A See Invisibility* (V, S, M). For one hour Lily can see invisible creatures and objects, and she can see into the Ethereal Plane. Ethereal creatures and objects appear translucent.

*Divine Vision. Lily always has the see invisibility spell prepared and can use this feature once per long rest to cast it without expending a spell slot.

CHANNEL DIVINITY (1/REST)

Lily chooses one of the following:

A Negative Energy Flood: As an action, Lily unleashes a flood of negative energy on her foes. Hostile creatures within 30 feet of her make a DC 12 Constitution saving throw. On a failed save, a hostile creature takes 2d8 necrotic damage and is pushed back 5 feet, or on a success it takes half damage and is not pushed back.

B Positive Energy Flood: As a bonus action, Lily sends out a flood of positive energy to heal her allies. Friendly creatures (including Lily) within 30 feet regain 4 hit points.

SPECIAL ITEMS

Totem of the Shaper. This is Lily's holy symbol and she you must have this to cast herald spells.

Ironwood Acorn. If eaten this acorn grants an expertise die on Strength saving throws for 1 hour.

OTHER FEATURES

A Lay on Hands (20 hit points/Long Rest). Lily touches a creature that is not a construct or undead and spends any amount of hit points she has remaining in this pool, restoring a hit point for each hit point spent. Alternatively, she can spend 5 hit points from this pool to cure a disease or neutralize a poison.

Lucky. Whenever Lily rolls a 1 on a d20 for an attack roll, ability check, or saving throw, she can reroll the die but must use the new result.