

# LILY CANTERFOOT

## HALFLING HERALD, LEVEL 1

**HERITAGE** Halfling **CULTURE** Stout **BACKGROUND** Folk Hero **DESTINY** Coming of Age

Armor Class 16 (hauberk)

Hit Points 12

Hit Dice 1 (1d10+2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Proficiency Bonus +2; Maneuver DC 13

Saving Throws Wis +2, Cha +4

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

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

Senses passive Perception 8

Languages Common, Gnomish, Halfling

**Spellcasting.** Lily is a 1st level spellcaster that uses Charisma as her spellcasting ability (spell save DC 12; +4 to hit with spell attacks). She has the following spells prepared from the herald's spell list:

Cantrips: *guidance*, *light*

1st-level (2 slots): *cure wounds*, *divine favor*, *shield of faith*

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

**Big Feet.** Lily gains an expertise die on checks to resist being knocked prone.

**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.

**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).

**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.

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

**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.



## BONUS ACTIONS

**Divine Sense (Enhanced).** 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 Favor (1st level spell).** 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.

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

**Shield of Faith (1st level spell).** 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.

## ACTIONS

**Lance. Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. **Hit:** 1d12+3 piercing damage. Lily makes this attack at disadvantage if the target is within 5 feet, and must use both hands unless she is mounted.

**Cure Wounds (1st level spell).** Lily can touch and heal herself or another creature for 1d8 + 2 hit points. She can't heal undead or constructs in this way.

**Guidance (cantrip).** Lily can touch a creature and grant them an expertise die in an ability check of their choice. She 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.

**Lay on Hands.** With a blessed touch Lily can heal wounds. She has a pool of 5 hit points she can use for healing. As an action she can touch a creature and spend any amount of hit points she has remaining in that 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. Her pool of hit points is restored whenever she finishes a long rest. This feature has no effect on undead and constructs.

**Light (cantrip).** 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.

## EQUIPMENT

Hauberk (AC 16), helm, lance, backpack, clothes (common), 50 feet of hempen rope, tent (1 person), bedroll, waterskin, holy symbol (totem of the Shaper, you must have this to cast herald spells), ink (1 ounce bottle), ink pen, paper (10 sheets), ironwood acorn (if eaten grants an expertise die on Strength saving throws for 1 hour), 1 gold piece, 7 silver pieces, and 8 copper pieces.

## SUPPLY

Lily has a week's worth of veggie biscuits her mother made in her backpack (7 supply)

**AGE** 32 **HEIGHT** 2 feet 11 inches **WEIGHT** 38 pounds **SIZE** Small

## OVERVIEW

Lily Canterfoot is the hero of Valleyroot and she's setting out from her hometown for the first time in search of adventure. She's not entirely sure where this magic is coming from, but she's sure it wasn't meant for picking vegetables. Her head is full of heroic stories and with a big festival sendoff from her entire town she's set off to the nearest "tall fellow" city to sign onto something called an "adventurer's guild".

## HISTORY

A few months ago Lily's mother Mabel Canterfoot was attacked in their garden by a dire wolf. Upon finding her mother bleeding out she cried and prayed and hoped that her mother would be ok and to her surprise with a glow from her hands she *was* and Mabel's wounds knitted up at her touch. Then when the wolf leapt at the both of them Lily grabbed a garden trowel and lopped the beast's head clean off, the simple tool glowing with the divine. Lily became a local hero as news of her victory, heroics, and newfound magic spread.

## 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.

## PERSONALITY

Lily is a farm girl at heart and spent most of her childhood fixing things, building things, keeping gophers out of the onion patch and coyotes out of the chicken coop. But she's bored, and the stories that drifted into town of danger and adventure over the years have been building up her need for excitement. The town hero stuff has definitely gone to her head, and Lily is sure she can take on the world. Lily is confident, headstrong, friendly, caring, and eager to do her town proud.

## GOALS

Lily isn't quite sure where this magic came from, it could be a gift from the Shaper but everybody knows the Shaper is long gone and buried. Still she sees it as a gift, and one that shouldn't go wasted. Her father (rest his soul) taught her that the stronger you are the more responsible you are to protect them that aren't. And she's got plenty of muscle from all the farm work, and with these new powers, she figures there's a whole lot of people out there she's now responsible for.

## DESTINY: COMING OF AGE

Lily gains inspiration whenever she achieves a personal milestone, such as traveling somewhere new, accepting a quest, or she otherwise grows as a person.

**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.

**Special: Finding Yourself.** Lily may exchange this destiny for another destiny at any time.