

Riley Heartlight

Shifter (wildhunt) | Lone survivor | Monk (drunken master) 8, Fighter 1

Strength -1 ⁽⁸⁾ Save +3	Dexterity +4 ⁽¹⁸⁾ Save +8 Acrobatics +10 Stealth +8	Constitution +2 ⁽¹⁴⁾	Attacks and Cantrips Blade of the T.G. +8 to hit 1d6+4 piercing Dart +8 to hit 1d4+4 piercing Unarmed strike +8 to hit 1d6+4 bludge.
Intelligence 0 ⁽¹⁰⁾	Wisdom +3 ⁽¹⁶⁾ Insight +7 Perception +5 Survival +11	Charisma +1 ⁽¹²⁾ Intimidation +5 Performance +5	Spells 1st level spells Scorching ray
Armor Class 17 Base ⁽⁺¹⁰⁾ Wisdom ⁽⁺³⁾ Dexterity ⁽⁺⁴⁾	Hit Points 85	Hit Dice D10+2 ^(x1) D8+2 ^(x8)	Magical items Cloak of the manta ray Circlet of blasting Blade of the temple guardian ^(Attuned)
Initiative +4 Dexterity ⁽⁺⁴⁾	Speed 45ft Base ⁽⁺³⁰⁾ Features ⁽⁺¹⁵⁾	Perception 17 Base ⁽⁺¹⁰⁾ Perception ⁽⁺⁷⁾	
Resistances	Senses Darkvision 60 ft Blindsight 10 ft		
Armor Light, Medium Shields	Weapons Simple, Martial		
Languages Common Celestial Draconic	Tools Singing Brewer's supplies Vehicles (Sea)		
Feats Tough Skill expert			

Riley was a character for a campaign I never finished because of personal circumstances. However, it was a great character with a proper backstory as well. She was originally based on Uzume from Neptunia, but also quickly became her own character.

She originally came from a tribe on a group of islands. She was one of the few that was allowed to hunt, because in her tribe, only specific people (that have the shifter abilities) are allowed to leave the villages without supervision.

Upon coming back, she saw her village completely up in flames, only seeing a glimpse of a monster leaving the area.



Originally, she was quite a cheerful person, but as one can expect, seeing such events causes people to change so she became quite emotionless and determined to seek revenge.

Upon finding out more, and revisiting her tribe a year later, she learned that nobody survived and that she was now considered an outcast because she just left the islands without warning. However, finding proper closure in the matter of her tribe caused her to regain some form of sanity. And while still determined to seek revenge, she was able to smile (and sing) again.

While I do not know what happened after, I figured I'd at least share how I wanted it to end for her. After defeating the evil, she just would leave the islands altogether to find a new life on brighter shores, start a tavern or inn and perhaps find someone to live with.

Another small detail is that originally, her name was Riley Heartblight, and I decided to erase the 'b' when she got her closure, changing it to Heartlight.