

Siobhan “Red” Aelde

Level 6 Halfling Ranger



Siobhan Aelde of the Bu’underlunn, known as Red to her friends, was born in the town of Downsasittin. However, her family’s nomadic lifestyle as caravaneers meant that she didn’t stay there for long. Despite her parents’ disapproval, she would often sneak away from the caravan and explore on her own. While her mother reprimanded her, her father seemed to understand her wanderlust, as it had already taken a deep hold in her heart.

One day, a tall half-elf stranger joined their caravan, sharing Siobhan’s fiery red hair. Intrigued, Siobhan followed her around, bombarding her with endless questions and persistently seeking her attention. The half-elf, named Erelia Leafwhisper, was an experienced Ranger who tried her best to ignore Siobhan’s fascination.

Their lives took a turn when the caravan was attacked by enraged beasts. Erelia fought alongside them but sustained a grievous injury from the jaws of a Wolfen and an arrow from the underbrush. Siobhan rushed to her aid, dispatching arrows into the pack. Although they suffered losses, including three mules, a horse, and two guardsmen, they survived. Erelia’s attitude towards Siobhan changed after that day. She acknowledged the

debt she owed Siobhan and stayed with the caravan for another six months. During that time, she became Siobhan’s mentor, teaching her archery and blade skills. They spent hours together in the woods, where Erelia imparted her knowledge of tracking, hunting, and identifying dangers.

On Erelia’s final day with the caravan, she presented Siobhan with a finely crafted shortbow adorned with intricate filigree and scrollwork. She revealed herself to be an agent of the Republic of Zyranthea, following Haleona. She entrusted Siobhan with a letter of introduction should she wish to join the cause and bestowed upon her a symbol of Haleona on a simple iron chain.

SECRET:

Siobhan has held on to the letter that Erelia gave her for many years. She has nothing against Haleona, and in fact, agrees with the goddess of freedom’s principles. However, she values her own freedom so much that she doesn’t want to tie herself to any specific cause. She believes the goddess would approve.

PERSONALITY TRAIT:

I am always eager to see new places and meet new people. I am very curious about other cultures.

IDEAL:

Life isn’t worth living withing personal liberty and independence.

BOND:

I feel a deep sense of loyalty to my mentor, Erelia Leafwhisper.

FLAW:

I am often stubborn, disregarding advice, and preferring my own instincts and judgement.



Character Name

Siobhan "Red" Aelde

Class & Level

Level 6 Monster Slayer Ranger

Race / Background

Halfling / Caravaneer

Alignment

Neutral Good

Languages

Common, Halfling, Elvish, Dwarvish, Myruun, Primordial

Attacks & Spellcasting

Name	ATK	Damage
Beastdoom (Shortbow)	+11	1d6+6 Piercing
Shortsword	+8	1d6+5 Piercing
Dagger	+8	1d4+5 Piercing
Hunter's Mark	-	1d6 See Spell
Hail of Thorns	DC 14	1d10 Piercing

Equipment

Weapons: Beastdoom (Shortbow, Ammunition (range 150/600), heavy, two-handed, See Special Abilities), Shortsword (Finesse, light), Dagger (Finesse, light, thrown (range 20/60)), Normal Arrowsx20, Assorted Arrows x5 (See Special Abilities)

Armor: Studded Leather

Gear: Amulet of Haleona (See Special Abilities), Letter of Introduction, Backpack, Beltpouch Containing 10gp, Quiver, Bedroll, Mess Kit, Tinderbox, Torch x10, Rations x10, Waterskin, 50' Hempen Rope

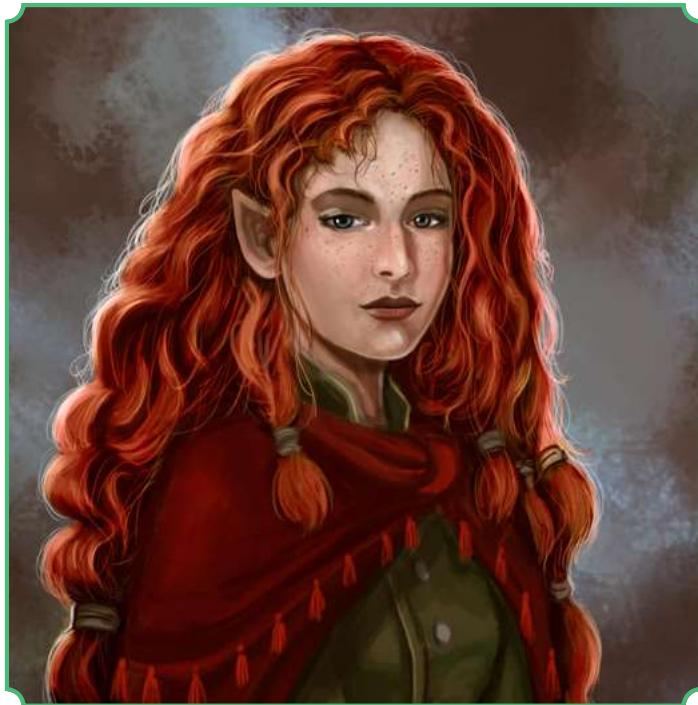
Proficiency Bonus +3	Inspiration	Passive Perception 16
+2	+5	Saving Throws
14	+0	Athletics
Strength	+0	
+5	+8	Saving Throws
20	+5	Acrobatics
Dexterity	+5	Sleight of Hand
	+8	Stealth
+3	+3	Saving Throws
16		
Constitution		
+0	+0	Saving Throws
11	+0	Arcana
Intelligence	+0	History
	+0	Investigation
	+0	Nature
	+0	Religion
+3	+3	Saving Throws
16	+6	Animal Handling
Wisdom	+3	Insight
	+3	Medicine
	+9	Perception*
	+6	Survival
+1	+1	Saving Throws
12	+1	Deception
Charisma	+1	Intimidation
	+1	Performance
	+4	Persuasion

Armor Class 17	Initiative +5	Speed 30 ft. walk, climb, & swim
MAX HP 58	Current HP	
Temporary Hit Points		
Hit Dice 6 (d10)		Death Saves Success- Failures
Total _____		○ ○ ○ ○ ○ ○
Spellcasting Ability WIS	Spell Save DC 14	Spell Attack Bonus +6
Proficiencies		
Armor: Light armor. Medium armor		
Weapons: Simple weapons, Martial Weapons		
Saving Throws: Strength, Dexterity		
Tools: Land Vehicles, Cook's Utensils		
(Note: ADV vs Frightened. ADV vs poison. Resistance to Poison Damage.)		

Notes

Siobhan “Red” Aelde

Level 6 Special Abilities (Page 1 of 2)



HUNTER'S SENSE - 3/LONG REST	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SLAYER'S PREY - 1/LONG REST	<input type="checkbox"/>		
EXPLOSIVE ARROW - 1	<input type="checkbox"/>		
FIRE ARROW - 1	<input type="checkbox"/>		
ETHEREAL ARROW - 1	<input type="checkbox"/>		
FROST ARROW - 1	<input type="checkbox"/>		
SCOUTING ARROW - 1	<input type="checkbox"/>		

LUCKY - When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

BRAVE - You have advantage on saving throws against being frightened.

HALFING NIMBLENESS - You can move through the space of any creature that is of a size larger than yours.

STOUT RESILIENCE - You have advantage on saving throws against poison, and you have resistance against poison damage.

SPEEDY TRAVELER - When controlling a land vehicle such as a cart or carriage, when you would normally add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances, you add twice your proficiency bonus instead.

FAVORED FOE - When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as

your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell). The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by 1d4. You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

DEFT EXPLORER - You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain double your proficiency bonus in Perception, gain two additional languages, your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

PRIMEVAL AWARENESS - You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

FIGHTING STYLE: ARCHERY - You gain a +2 bonus to attack rolls you make with ranged weapons.

EXTRA ATTACK - You can attack twice, instead of once, whenever you take the Attack action on your turn.

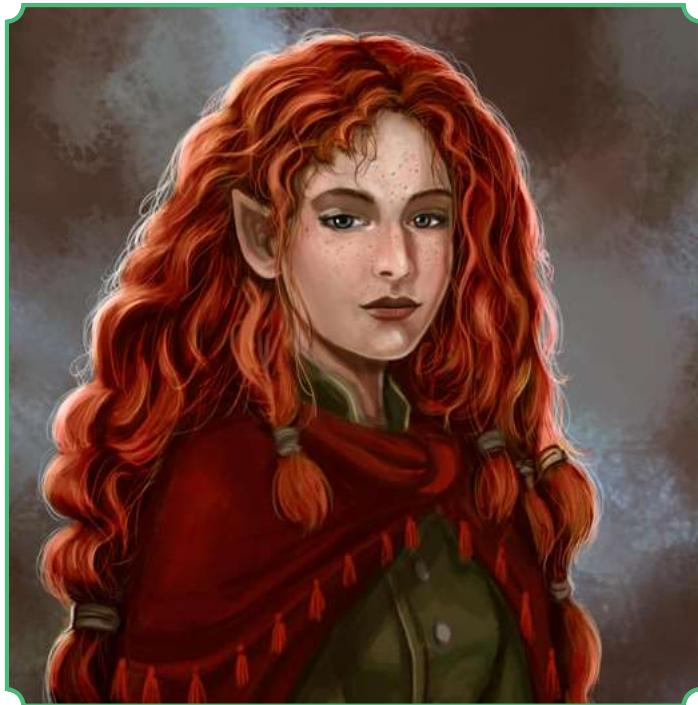
HUNTER'S SENSE - You gain the ability to peer at a creature and magically discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

SLAYER'S PREY - You can focus your ire on one foe, increasing the harm you inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon. This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature.

BEASTDOOM - You have a +1 bonus to attack and damage rolls made with this magic weapon.

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Level 6 Special Abilities (Page 2 of 2)



AMULET OF HALEONA - This amulet bears the symbol of Haleona, the Freedomringer. It grants you advantage on skill checks and saving throws to overcome spells, magical effects, and mundane restraints that restrict your ability to move under your own volition.

SPECIAL ARROWS - During your travels, you have come into possession of a number of special arrows. Each can only be used once.

- **EXPLOSIVE ARROW** - Upon striking its target, this arrow explodes into shrapnel, dealing an extra $1d6$ piercing damage to the target. Fragile objects such as pottery and glass windows within 15 feet of the target are destroyed. Creatures standing within 5 feet of the target must succeed on a Dexterity saving throw or take $1d6$ piercing damage also. A successful save deals half the damage.
- **FIRE ARROW** - This arrow bursts into flame as you fire it. Upon striking a creature or flammable object, it sets that target on fire, dealing $1d4$ fire damage at the beginning of the creature's turns, or at the end of your turns for an object. This fire will continue to burn until an action is used to extinguish it.
- **ETHEREAL ARROW** - This arrow has no issues striking creatures who normally resist non-magical ammunition. This arrow deals an extra $3d6$ force damage to such creatures, but deals its normal damage to creatures that do not have this resistance.

• **FROST ARROW** - Upon striking a creature, that creature must succeed on a Constitution saving throw or take an extra $1d6$ cold damage and become restrained as it is frozen in place. On a successful save, it only takes half the damage and is not restrained. A creature can attempt a Strength (Athletics) skill check at the end of each of its turns to free itself from the ice.

• **SCOUTING ARROW** - You hold this arrow in your hand and whisper the name of a creature. This can be a generic name such as “goblin”, in which case it will point to the closest goblin, or a specific given name of a creature such as “Lord Kalnovich.” The arrow spins your hand three times before pointing in the direction of the creature. If you use this arrow to strike the named creature it will deal an extra $2d6$ damage.

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Level 6 Spells (Page 1 of 1)



LEVEL 1 (5 SLOTS) □ □ □ □ □

HAIL OF THORNS (CONJURATION)

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: Concentration, Up to 1 minute

Description: The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

At Higher Levels: If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).

LONGSTRIDER (TRANSMUTATION)

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V, S, M

Duration: 1 hour

Description: You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

HUNTER'S MARK (DIVINATION)

Casting Time: 1 bonus action

Range: 90 feet

Target: A creature that you can see within range

Components: V

Duration: Concentration, Up to 1 hour

Description: You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your Concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

PROTECTION FROM EVIL AND GOOD (CONJURATION)

Casting Time: 1 action

Range: Touch

Target: One willing creature you touch

Components: V, S, M (Holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration, Up to 10 minutes

Description: Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

LEVEL 2 (2 SLOTS) □ □

MAGIC WEAPON (TRANSMUTATION)

Casting Time: 1 bonus action

Range: Touch

Target: A nonmagical weapon

Components: V, S

Duration: Concentration, Up to 1 hour

Description: You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

ZONE OF TRUTH (ENCHANTMENT)

Casting Time: 1 action

Range: 60 feet

Target: A 15-foot-radius sphere centered on a point of your choice within range

Components: V, S

Duration: 10 minutes

Description: You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.