

# Seraphina Ashveil

*The Silver Blade*

**Class:** Ranger 5   **Race:** Half-Elf   **Background:** Outlander   **Alignment:** Chaotic Good  
**Age:** 28   **Gender:** Female   **Height:** 5'7"   **Weight:** 130 lbs

|                       |                      |                    |                      |                       |                         |
|-----------------------|----------------------|--------------------|----------------------|-----------------------|-------------------------|
| <b>15</b> Armor Class | <b>44</b> Hit Points | <b>30 ft</b> Speed | <b>+3</b> Initiative | <b>+3</b> Prof. Bonus | <b>15</b> Passive Perc. |
| <b>STR 14</b> +2      | <b>DEX 16</b> +3     | <b>CON 14</b> +2   | <b>INT 10</b> +0     | <b>WIS 14</b> +2      | <b>CHA 12</b> +1        |

## Saving Throws

- +5 Strength
- +6 Dexterity
- +2 Constitution
- +0 Intelligence
- +2 Wisdom
- +1 Charisma

## Skills

- +3 Acrobatics (DEX)
- +2 Animal Handling (WIS)
- +0 Arcana (INT)
- +5 Athletics (STR)
- +1 Deception (CHA)
- +0 History (INT)
- +2 Insight (WIS)
- +1 Intimidation (CHA)
- +0 Investigation (INT)
- +2 Medicine (WIS)
- +3 Nature (INT)
- ◆ +8 Perception (WIS)
- +1 Performance (CHA)
- +1 Persuasion (CHA)
- +0 Religion (INT)
- +3 Sleight of Hand (DEX)
- +6 Stealth (DEX)
- +5 Survival (WIS)

## Spellcasting

**Class:** Ranger   **Spell Save DC:** 13   **Spell Attack:** +5

|                      |                      |
|----------------------|----------------------|
| 1st Level<br>4 slots | 2nd Level<br>2 slots |
|----------------------|----------------------|

### Level 1 Spells

Hunter's Mark, Cure Wounds

### Level 2 Spells

Pass Without Trace

## Features & Traits

### Favored Enemy

Undead and Monstrosities. Advantage on Survival checks to track, and on INT checks to recall information about them.

### Natural Explorer

Forest terrain. Difficult terrain doesn't slow the group. Cannot become lost by nonmagical means.

### Fighting Style

Archery: +2 bonus to attack rolls with ranged weapons.

### Extra Attack

Can attack twice whenever taking the Attack action on a turn.

### Darkvision

Can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light.

## Equipment

| Item            | Qty | Notes   |
|-----------------|-----|---|
| Longbow         | 1   | Masterwork, engraved with leaf motifs. Northern craftsmanship. Not purchased. |
| Shortsword      | 2   |   |
| Arrows          | 40  |   |
| Leather Armor   | 1   | +1 enchanted  |
| Explorer's Pack | 1   |   |

## Personality

| Personality Traits   | Ideals  |
|--|---|
| I am always calm, no matter what the situation. People sometimes mistake this for coldness. It is not coldness. It is the discipline of someone who learned early that panic helps nothing and costs everything. | Greater Good. It is each person's responsibility to make the most happiness for the whole tribe, the whole community, the whole world. Seraphina learned this not as philosophy but as survival -- in the north, you contribute or you don't last the winter. |
| Bonds  | Flaws   |
| I will bring terrible punishment on those who destroyed my homeland. The settlement is gone, the people are gone, and whatever did it is still out there. Nothing else in my life takes priority over this.      | There's no room for caution in a life lived to the fullest. Seraphina has survived enough situations that should have killed her that she has developed a dangerous faith in her own luck. One day she will be wrong.   |

## Languages & Proficiencies

**Languages:** Common, Elvish, Sylvan

**Tool Proficiencies:** Herbalism Kit

**Distinguishing Features:** A crescent-shaped scar on her left cheek, origin unknown to most who ask. She does not volunteer explanations.

## Backstory

Seraphina Ashveil grew up in a small half-elven settlement in the northern wilds, one of several scattered communities that formed after the Weohstannuk Empire's collapse left the northern territories ungoverned and largely unmapped. The settlement had no great strategic value and no particular history. It survived for two generations by being useful to the travelers and traders who passed through, and by being too small to bother with.

She was seventeen when it stopped existing.

She does not talk about what happened in any detail. What she will say, to people who have earned that much: it was not bandits, it was not a monster wandering south from the deep wilds, and it was not

something that can be attributed to ordinary misfortune. What happened to the settlement was deliberate and organized and left nothing behind worth burying. She tracked the survivors for three weeks afterward. There were none.

The crescent scar on her left cheek is from that night. She has never explained how she got it to anyone's satisfaction, which is to say she has told three different stories to three different people who asked, and none of the stories are the same.

She has been moving south and east since then, following fragments of information about what -- or who -- is responsible, and learning whatever she can from whoever she encounters along the way. She fights for coin when she needs to. She is very good at it. She has the particular stillness of someone who has been genuinely frightened enough times that ordinary danger no longer registers as fear, which makes her seem either very calm or very reckless depending on who is watching.

The name "Silver Blade" was given to her by a trader in Ravensburg who watched her resolve a bar fight in under ten seconds without drawing the shortswords at her back. She did not choose it and does not use it herself, but she has stopped objecting to it. In the Settled Lands, a reputation is a tool. She uses what tools she has.

She carries a masterwork longbow engraved with leaf motifs that she did not make and did not buy. She has never explained where it came from. The craftsmanship is northern -- the style belongs to a tradition that most southern bowyers would not recognize. A person who knew that tradition well enough might recognize the style as belonging to a specific community. That community no longer exists.