

KELSHI ANNAB

Decisionist



Human Ranger

There are decisionists of all stripes. Domineering narcissists gravitate toward the role, to be sure, and occasionally that unyielding demeanor has its purpose. Decisionist Kelshi Annab approaches the role in another way, considering herself in many ways outside the party she travels with, even though she has served in this capacity for years. When she leverages her coin of decisionry, glinting with its final, unswerving resolve, it is because she has heard all.

Though she is certainly no diplomat, when she deals with her party members, Kelshi has learned to take a page from the fey creatures she has interacted with her entire life. To be an effective leader, sometimes you must fool, sometimes you must beguile, sometimes you must cajole, and other times you must prod. But everyone has a weak spot, and Kelshi knows that spot for every member of her franchise.



KELSHI ANNAB

Medium humanoid (human), neutral good

Armor Class 14 (leather armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	9 (-1)	15 (+2)	11 (+0)

Saving Throws Str +3, Dex +5

Skills Athletics +3, Deception +5, Stealth +5, Survival +4

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Spellcasting. Kelshi is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She knows the following ranger spells:

1st level (3 slots): *goodberry*, *hunter's mark*, *longstrider*

ACTIONS

Multiattack. Kelshi makes two longbow attacks or two shortsword attacks. The targets of these attacks must be different and within 5 feet of each other.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Better Odds (1/Day). Kelshi flips her *coin of decisionry* to determine the best course of action, choosing a number of creatures that can see and hear her. Each of those target creatures (in addition to Kelshi) rolls a d4 and adds the number rolled to the next ability check, saving throw, or attack roll it makes.

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