

CELL
ONE

ANDREL NIGHTFOOT

young adult halfling
chaotic good
Level 8 ranger

Pronouns: she/her
Occupations: Guide/Adventurer
Armor Class 16
Hit Points 83 (TODO Hitdice)
Speed 25.

STR	DEX	CON	INT	WIS	CHA
13 ()	19	14	16	18	15

Saving Throws TODO Saving Throws
Skills exceptional pathfinder
Proficiencies TODO
Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Common Halfling Orcish ,
Adjectives ,

- Special Abilities**
- Favoured Enemy: Orc, Goblin, Giant, Natural Explorer, Ranger Spellcasting, Fighting Style: Archery, Primeval Awareness, Extra Attack, Land's Stride | Lucky, Brave, Halfling Nimbleness | Ghostwise Telepathy | Dread Ambusher, Umbral Sight, Iron Mind, Gloom Stalker Spells | Alert, Crossbow Expert, Sharpshooter
- Special Equipment**
- Seeker's Compass

Combat Tactics

Prefer's Distance Fighting, but isn't afraid to mix it up close and personal if she has to

Actions

Light Crossbow | Short Sword

Factions

2500 x 3235
↔ ↔
Image Dummy

ROLEPLAYING

Introduction

Looking for a guide through a heavily forested area, the party approaches the local adventurer's guild to hire one

Appearance

Small and Lithe with light brown hair tied back in a braid. Close fitting leather armor and a scar over her left eye

Expressions

"Shhhhh!", "Something big has come this way recently", "I'll guide ya where ya need to go, maybe even in one piece"

Mannerisms

regularly fusses at the scar over her eye. Fidgets with a small rabbit's foot on her belt

Motivations

Loves an adventure, Likes to explore, hates orcs

Passions

Has a passion for the freedom of nature and the wild

Secrets

Knows where a den of forest Trolls live

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Special Equipment

- **Seeker's Compass**

Combat Tactics

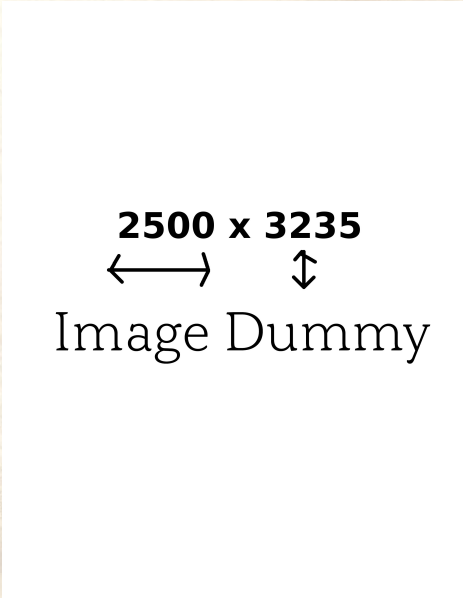
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CELL 2



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