

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

13

19

14

16

18

(+2)

(+5)

(+2)

(+3)

(+4)

CHA

15

(+3)

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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 | Dreamwalking, Ghostwise Telepathy | Dreamcatcher, Ambusher, Umbral Sight, Iron Mind, Gloom Stalker Spells, Alert, Crossbow Expert, Sharpshooter

Special Equipment

Seeker's Compass

Combat Tactics

Prefer's Distance Fighting, but is afraid to mix it up close and personal if she has to

Actions

Light Crossbow | Short Sword

Factions

ROLEPLAYING

2500 x 3235
Image Dummy

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Image Dummy

15 (+3)	
Saving Throws TODO Saving Throws Skills exceptional path Proficiencies Damage Immunities TODO Damage Immunit Condition Immunities TODO Condition Immuni Senses TODO Senses Languages Common Halfling Orcish Adjectives ,	
Special Abilities <ul style="list-style-type: none">Favoured Enemy: Orc Giant, Natural Expl Ranger Spellcasting Style: Archery, Prim Awareness, Extra A Land's Stride Luck Halfling Nimbleness Ghostwise Telepath Ambusher, Umbral Mind, Gloom Stalke Alert, Crossbow Exp Sharpshooter	
Special Equipment <ul style="list-style-type: none">Seeker's Compass	
Combat Tactics <p>Prefer's Distance Fighting afraid to mix it up close a personal if she has to</p>	
Actions <p>Light Crossbow Short Sword</p>	
Factions	

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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BACKGROUND STORY

Andrel grew up in a reclusive tribe of Ghostwise and was trained early as a hunter and scout. Unlike a lot of her tribe, she was seized by the wanderlust that afflicts many Halflings, she left the deeps woods and ventured out into society to make her name. Her reputation as a hunter and guide precedes her and is widely regarded as one of the best people to help travelers find their way safely through any section of woodland. Over the years she has also developed a strong distaste for orcs and the regular attempts to ambush travelers.

PERSONALITY

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