

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)

> Saving Throws TODO Saving Throws Skills exceptional pathfinder Proficiencies

Image Dummy

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Skills exceptional pathfinder

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
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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

ROLEPLAYING

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Introduction

TECHNI DILLII

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

ROLEPLAYING

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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 their regular attempts to ambush

travelers.

Personality