

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
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Halfling
Orcish
Adjectives

Special Abilities

-

Special Equipment

-

Combat Tactics

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

Actions

-

Factions

Ghostwise Tribe -

Adventurer's Guild -

2500 x 3235

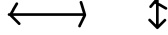


Image Dummy

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

"Shhhhhh!", "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

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 TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition
Immunities
Senses TODO Senses
Languages Common
Halfling Orcish
Adjectives

Special Abilities

-

Special Equipment

-

Combat Tactics

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

Actions

-

Factions

Ghostwise Tribe

Adventurer's Guild

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

"Shhhhhh!", "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

BACK STORY

Andrel grew up in a
reclusive tribe
was trained as a
scout. Unlabeled
tribe, she was
wonderlust
Halfings, she
woods and v
society to m
reputation as
precedes her
regarded as
people to he
their way saf
section of wo
years she ha
strong distas
regular atten
travelers.

3235



Image Dummy

Cell3