

## 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** ,

## ROLEPLAYING

### Introduction

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

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### 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

## ROLEPLAYING

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

### Appearance

- Favoured Enemy: Orc
- Giant, Natural Explorer
- Ranger Spellcasting
- Style: Archery, Primeval Awareness, Extra Attack
- Land's Stride | Luck
- Halfling Nimbleness
- Ghostwise Telepathy
- Ambusher, Umbral Sight
- Mind, Gloom Stalker
- Alert, Crossbow Expert
- Sharpshooter

- Seeker's Compass

Prefer's Distance Fighting  
afraid to mix it up close a  
personal if she has to

## Light Crossbow | Short Sword

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

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

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

Loves an adventure, Likes to explore, hates orcs

Has a passion for the freedom of nature and the wild

Knows where a den of forest Trolls live

### Cell3

## Expressions

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

## Mannerisms

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

## 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

## BACKGROUND STORY

Andrel grew up in a reclusive part 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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