

## 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

**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

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ROLEPLAYING

Introduction

Looking for a guide through a heavily forested area, the party approach 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 y where ya need to go, maybe even in one piece"

Mannerisms

regularly fusses at the scar over her eye. Fidgets with a small rabbit 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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