

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

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Image Dummy

2500 x 3235  
↔ ↕

Image Dummy

CELL 2

## 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

Cell3

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Bottom