

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

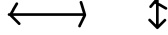


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ROLEPLAYING

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

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BACK STORY

Andrel grew up in a reclusive tribe where she was trained as a scout. Unbeknownst to her tribe, she was a wanderlust traveler. As a Halfling, she spent her childhood in the woods and villages, trying to fit into society to make a name for herself. Her reputation as a scout precedes her, and she is regarded as a threat by some people to her tribe. They see their way safe, but she is a section of war. Years she has a strong distaste for regular attention from travelers.

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