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Andrel Nightfoot

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
(+2)	(+5)	(+2)	(+3)	(+4)	(+3)

**Saving Throws** -  
**Skills** - exceptional pathfinder  
**Proficiencies** -  
**Proficiency Mod** - +3

**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**  
Role:  
**Adventurer's Guild**  
Role:

2500 x 3235

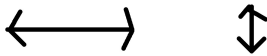


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ROLEPLAYING

**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**  
"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

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