

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** TODO

**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



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**

## Background

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Andrel grew up in a reclusive tribe 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 their regular attempts to ambush travelers.