

2500 x 3235  
Image Dummy

# ANDREL NIGHTFOOT

*young adult halfling  
chaotic good  
Level 8 ranger*

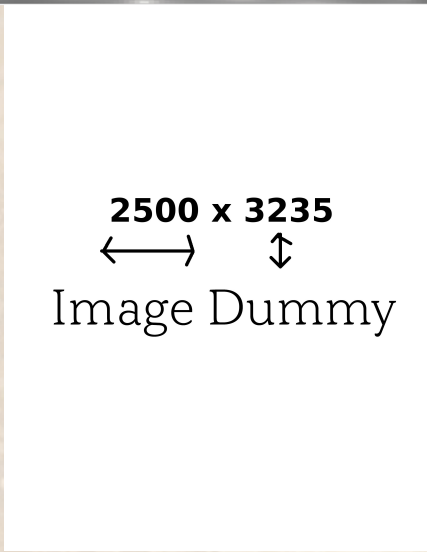
**Pronouns:** she/her  
**Occupations:** Guide/Adventurer  
**Armor Class** 16  
**Hit Points** 83 (TODO Hitdice)  
**Speed** 25.

STR	DEX	CON	INT	WIS
13 (+2)	19 (+5)	14 (+2)	16 (+3)	18 (+4)

**CHA**  
15  
(+3)

**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**



## 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

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**Adjectives** ,

**Special Abilities**

- Favoured Enemy: Orc, Goblin, Giant, Natural Explorer, Ranger, Spellcasting, Fighting Style: Archery, Primeval Awareness, Extra Attack, Land's Stride | Lu Brave, Halfling Nimbleness | Ghostwise Telepathy | Dread Ambusher, Umbral Sight, Iron Mind, Gloom Stalker Spells | Al Crossbow Expert, Sharpshooter

**Special Equipment**

- Seeker's Compass

**Combat Tactics**

Prefer's Distance Fighting, but isn't afraid to mix it up close and person she has to

**Actions**

Light Crossbow | Short Sword

**Factions**

## ROLEPLAYING

**Introduction**

Looking for a guide through a heavily forested area, the party

- Favoured Enemy: Orc Giant, Natural Explorer Ranger Spellcasting Style: Archery, Prime Awareness, Extra A Land's Stride | Luck Halfling Nimbleness: Ghostwise Telepathy Ambusher, Umbral Mind, Gloom Stalker Alert, Crossbow Expert Sharpshooter

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Prefer's Distance Fighting  
afraid to mix it up close a  
personal if she has to

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Light Crossbow | Short Sword

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## 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

heavily forested area, the party approaches the local adventure guild to hire one

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## Secrets

Knows where a den of forest Troglodytes live

## BACKGROUND STORY

Andrel grew up in a reclusive tribe o Ghostwise and was trained early as a hunter and scout. Unlike a lot of her tribe, she was seized by the wander that afflicts many Halfings, she left deeps woods and ventured out into society to make her name. Her reputation as a hunter and guide precedes her and is widely regarded one of the best people to help travel 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.

# PERSONALITY