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

CELL 1

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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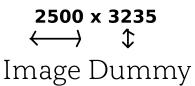
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