

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)

15 (+3)

x 3235

1

Dummy

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 -

Adventurer's Guild -

Image Dummy

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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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 -

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BACKG STORY

Andrel (reclusive t and was t hunter an lot of he seized by that afflict she left t and ven society to Her reput and guid and is wi one of th help trav way safe section of the years developed for orcs attempts

travelers.