

## 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)**

**CHA**  
**15**  
**(+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

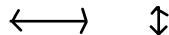


Image Dummy

## 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

"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

## 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)**

**CHA**  
**15**  
**(+3)**

**Saving Throws** -  
**Saving Throws** -  
**Skills** -  
exceptional pathfinder  
**Proficiencies** -

**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:

## 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

## BACKG STORY

Andrel is a  
reclusive f  
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 year  
developed  
for orcs  
attempts  
travelers.

x 3235  
↓  
Dummy