Andrel Nightfoot

young adult halfling chaotic good Level 8 ranger

Pronouns: she/her Occupations: Guide/Ad Armor Class 16 Hit Points 83 (TODO H Speed 25.

STR DEX CON INT WIS

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15

Saving Throws
TODO Saving Throws
Skills exceptional path
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
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Senses TODO Senses
Languages

Adjectives ,

Senses TODO Senses
Languages
Common Halfling Orcish
Looking for a g

ROLEPLAYING

Looking for a guide through a heavily forested area, the party approaches the local adventurer's guild to hire one

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Skills exceptional pathfinder

Proficiencies TODO

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Senses TODO Senses
Languages
Common Halfling Orcish,
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Special Abilities

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

Special Equipment

Seeker's Compass

Combat Tactics

Prefer's Distance Fighting, but is afraid to mix it up close and personal if she has to

Actions

Light Crossbow | Short Sword

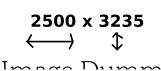
Factions

ROLEPLAYING

Introduction

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Appearance



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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

Factions

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"

Cell3

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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BACKGROUND STORY

Andrel grew up in a reclusive of Ghostwise and was trained early as a hunter and scout. Unlike a lot of her tribe, she v seized by the wanderlust that afflicts many Halflings, she le the deeps woods and venture out into society to make her name. Her reputation as a hui and guide precedes her and is widely regarded as one of the best people to help travelers their way safely through any section of woodland. Over the years she has also developed strong distaste for orcs and the regular attempts to ambush travelers.

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