

## 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**  
TODO Saving Throws  
**Skills**  
exceptional pathfinder  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**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 -

2500 x 3235

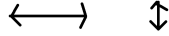


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## ROLEPLAYING

### 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

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## BACK STORY

Andrel is a reclusive traveler and was trained as a hunter and part of her tribe. She wandered the woods for many Halfling years, deeps woods, into society. Her reputation as a guide preceded her, widely regarded as the best people find their way. In any section of the years since, she developed a dislike for orcs and the possibility to ambush.

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