

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

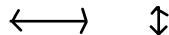


Image Dummy

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