



500 x 3235
→ ↕
Image Dummy

Andrel Nightfoot

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	CHA
13	19	14	16	18	15
(+2)	(+5)	(+2)	(+3)	(+4)	(+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

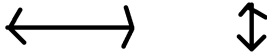


Image Dummy

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: