



# 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

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

## Special Equipment

Seeker's Compass

## Combat Tactics

Prefer's Distance Fighting, but  
isn't afraid to mix it up close  
and personal if she has to

## Actions

Light Crossbow | Short Sword

## Factions

Ghostwise Tribe

Adventurer's Guild

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Halfling, Orcish,  
**Adjectives**

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

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Adventurer's Guild

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  
back in a braid. Close fitting leather  
armor and a scar over her left eye

## Expressions

"Shhhhhh!", "Something big has come  
way recently", "I'll guide ya where ya  
need to go, maybe even in one piece"

## Mannerisms

regularly fusses at the scar over her  
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 tribe of Ghostwise  
and was trained early as a  
hunter and scout. Unlike a  
lot of her tribe, she was  
seized by the wanderlust  
that afflicts many Halflings,  
she left the deeps woods  
and ventured out into  
society to make her name.  
Her reputation as a hunter  
and guide precedes her and  
is widely regarded as one of  
the best people to help  
travelers find their way  
safely through any section  
of woodland. Over the years  
she has also developed a  
strong distaste for orcs and  
their regular attempts to  
ambush travelers.