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)

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Saving Throws
TODO Saving Throws
Skills exceptional pathfinder

Proficiencies TODO

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

 Saving Throws
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Skills

exceptional pathfinder **Proficiencies**

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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

"Shhhhh!", "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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BACKGROUND STORY

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Personality