

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

2500 x 3235
↔ ↕
Image Dummy

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 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

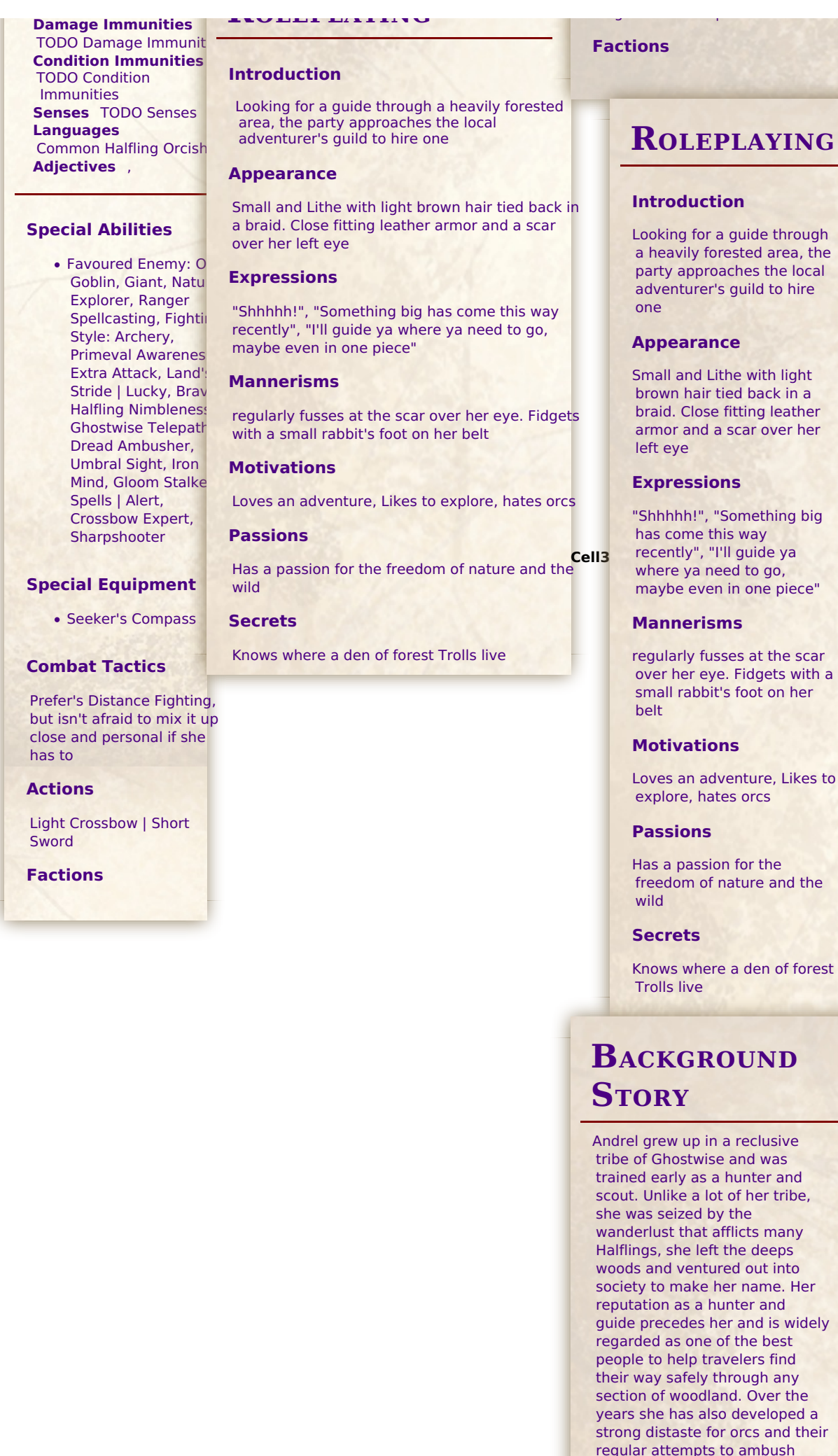
Combat Tactics

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

Actions

Light Crossbow | Short Sword

2500 x 3235
Image Dummy



travelers.

PERSONALITY
