

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.

STRDEXCONINTWIS

1319141618

(+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 | Dreamwalking, Ghostwise Telepathy | Dreamcatcher, Ambusher, Umbral Sight, Iron Mind, Gloom Stalker Spells, Alert, Crossbow Expert, Sharpshooter

Special Equipment

- Seeker's Compass

Combat Tactics

Prefer's Distance Fighting, but is afraid to mix it up close and personal if she has to

Actions

Light Crossbow | Short Sword

Factions

2500 x 3235

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Image Dummy

ROLEPLAYING

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Senses

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Special Abilities

Favoured Enemy: Orc

Giant, Natural Explorer

Ranger Spellcasting

Style: Archery, Primeval Awareness, Extra Attack

Land's Stride | Luck

Halfling Nimbleness

Ghostwise Telepathy

Ambusher, Umbral Sight

Mind, Gloom Stalker

Alert, Crossbow Expert

Sharpshooter

Special Equipment

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Combat Tactics

Prefer's Distance Fighting

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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

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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 the regular attempts to ambush travelers.

PERSONALITY

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