Andrel Nightfoot

young adult halfling chaotic good Level 8 ranger

> Pronouns: she/her Occupations: Guide/Ad Armor Class 16 Hit Points 83 (TODO H Speed 25.

STR DEX CON INT WIS

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

CHA

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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, Gobli Giant, Natural Explorer, Ranger Spellcasting, Fighti Style: Archery, Primeval Awareness, Extra Attack, Land's Stride | Lucky, Brave Halfling Nimbleness | Ghostwise Telepathy | Drea Ambusher, Umbral Sight, Ir Mind, Gloom Stalker Spells Alert, Crossbow Expert, Sharpshooter

Special Equipment

Seeker's Compass

Combat Tactics

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

Actions

Light Crossbow | Short Sword

Factions

ROLEPLAYING

2500 x 3235 \longleftrightarrow Image Dummy

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Saving Throws

TODO Saving Throws

Skills exceptional path **Proficiencies**

Damage Immunities

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Condition Immunities

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Common Halfling Orcish

• Favoured Enemy: O

Giant, Natural Explo

Ranger Spellcasting

Style: Archery, Prin

Awareness, Extra A Land's Stride | Luck

Halfling Nimbleness **Ghostwise Telepath**

Ambusher, Umbral

Mind, Gloom Stalke Alert, Crossbow Exp

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Special Abilities

ROLEPLAYING

Introduction

Looking for a guide through a heavily forested

Appearance

Small and Lithe with light brown hair tied back a braid. Close fitting leather armor and a scar Cell3 over her left eye

Expressions

"Shhhhh!", "Something big has come this way recently", "I'll guide ya where ya need to go,

Mannerisms

regularly fusses at the scar over her eye. Fidge with a small rabbit's foot on her belt

Motivations

Loves an adventure, Likes to explore, hates orce

Passions

Secrets

Knows where a den of forest Trolls live

area, the party approaches the local adventurer's guild to hire one

maybe even in one piece"

Has a passion for the freedom of nature and the

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BACKGROUND STORY

Andrel grew up in a reclusive to of Ghostwise and was trained early as a hunter and scout. Unlike a lot of her tribe, she w seized by the wanderlust that afflicts many Halflings, she lef the deeps woods and ventured out into society to make her name. Her reputation as a hun and guide precedes her and is widely regarded as one of the best people to help travelers f their way safely through any section of woodland. Over the years she has also developed a strong distaste for orcs and th regular attempts to ambush travelers.

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