

# 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)

15 (+3)

3235

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#### **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**

-

#### **Special Equipment**

#### **Combat Tactics**

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

#### Actions

#### **Factions**

**Ghostwise Tribe** 

**Adventurer's Guild** 

## 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)

15 (+3)

2500 x 3235

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ROLEPLAYING

Looking for a guide through a heavi

forested area, the party approache

the local adventurer's guild to hire

Small and Lithe with light brown hair

leather armor and a scar over her le

"Shhhhh!", "Something big has com-

this way recently", "I'll guide ya whe

ya need to go, maybe even in one

regularly fusses at the scar over her

eye. Fidgets with a small rabbit's for

Loves an adventure, Likes to explore

Has a passion for the freedom of

Knows where a den of forest Trolls I

tied back in a braid. Close fitting

Introduction

**Appearance** 

**Expressions** 

**Mannerisms** 

on her belt

hates orcs

**Passions** 

Secrets

nature and the wild

**Motivations** 

piece"

#### **Saving Throws**

TODO Saving Throws **Skills 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**

**Special Equipment** 

#### **Combat Tactics**

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

#### Actions

#### **Factions**

**Ghostwise Tribe** 

**Adventurer's Guild** 

### 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**

Cell3

"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

# BACK STOR

Andrel grand reclusive and was hunter ar lot of her seized by that afflic she left thand vental society to Her reput and guide

is widely the best | travelers safely thr of woodla she has a strong dis

ambush t