

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

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.

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 | Ghostwise Telepathy | Dream 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

ROLEPLAYING



Knows where a den of forest Trolls live

## Knows where a den of forest trolls live

Andrel grew up in a reclusive town 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 their regular attempts to ambush travelers.

## PERSONALITY

Andrel grew up in a reclusive town of Ghostwise and was trained early as a hunter and scout. Unlike a lot of her tribe, she was not 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 their regular attempts to ambush travelers.