

Age: young adult
Race: halfling
Pronouns: she/her
Occupation:

- Guide/Adventurer

Class: ranger
Level: 8
Alignment: chaotic good
Languages:

- Common
- Halfling
- Orcish

Factions:

- [Ghostwise Tribe](#)
- [Adventurer's Guild](#)

Adjectives:

Armour Class: 16
Hit Points: 83
Speed: 25

STR 13	DEX 19	CON 14	INT 16	WIS 18	CHA 15
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Saving Throws TODO Saving Throws

Role-Playing

Improv

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

Acting

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
Vulnerabilities: Homesick, trusts heavily in luck and is superstitious about it

Skills:

- exceptional pathfinder

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
Attacks: Light Crossbow | Short Sword
Combat Tactics: Prefer's Distance Fighting, but isn't afraid to mix it up close and personal if she has to

Special Equipment:

- Seeker's Compass

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 their regular attempts to ambush travelers.