

ANDREL NIGHTFOOT

young adult halfling
chaotic good
Level 8 ranger

Pronouns: she/her
Occupations: Guide/Adventure
Armor Class 16
Hit Points 83 (TODO Hitdice)
Speed 25.

STR	DEX	CON	INT	WIS
13 ()	19	14	16	18

CHA

15

Saving Throws
TODO Saving Throws
Skills exceptional pathfinder
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
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Senses TODO Senses
Languages
Common Halfling Orcish ,
Adjectives ,

ROLEPLAYING

Introduction

Looking for a guide through a heavily forested area, the party approaches the local adventurer's guild to hire one

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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

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

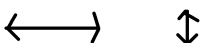
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Appearance

2500 x 3235



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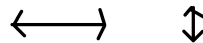


Image Dummy

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.

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