

## 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)

**CHA**  
15  
(+3)

**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**

2500 x 3235

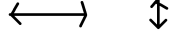


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## ROLEPLAYING

### 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

"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

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## BACK STORY

Andrel is a reclusive t... was trained... and scout... tribe, she v... wanderlust... Halflings, s... woods and... society to... reputation... precedes h... regarded a... people to h... their way s... section of... years she l... strong dist... regular att... travelers.

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