

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 TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
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

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

CHA

15

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 | 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

ROLEPLAYING

Introduction

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

Appearance

<h2>Special Abilities</h2> <ul style="list-style-type: none"> Favoured Enemy: Orc Giant, Natural Explorer Ranger Spellcasting Style: Archery, Prime Awareness, Extra Arms Land's Stride Luck Halfling Nimbleness Ghostwise Telepathy Ambusher, Umbral Mind, Gloom Stalker Alert, Crossbow Expert Sharpshooter 	<h2>Appearance</h2> <p>Small and Lithe with light brown hair tied back in a braid. Close fitting leather armor and a scar over her left eye</p>
<h2>Special Equipment</h2> <ul style="list-style-type: none"> Seeker's Compass 	<h2>Expressions</h2> <p>"Shhhhhh!", "Something big has come this way recently", "I'll guide ya where ya need to go, maybe even in one piece"</p>
<h2>Combat Tactics</h2> <p>Prefer's Distance Fighting afraid to mix it up close and personal if she has to</p>	<h2>Mannerisms</h2> <p>regularly fusses at the scar over her eye. Fidgets with a small rabbit's foot on her belt</p>
<h2>Actions</h2> <p>Light Crossbow Short Sword</p>	<h2>Motivations</h2> <p>Loves an adventure, Likes to explore, hates orcs</p>
<h2>Factions</h2>	<h2>Passions</h2> <p>Has a passion for the freedom of nature and the wild</p>
	<h2>Secrets</h2> <p>Knows where a den of forest Trolls live</p>

Cell3

Small and Lithe with light brown hair tied back in a b
Close fitting leather armor
a scar over her left eye

Expressions

**"Shhhhh!", "Something big
come this way recently", "I
guide ya where ya need to
maybe even in one piece"**

Mannerisms

regularly fusses at the scar over her eye. Fidgets with small rabbit's foot on her k

Motivations

Loves an adventure, Likes to explore, hates orcs

Passions

**Has a passion for the freed
of nature and the wild**

Secrets

Knows where a den of forest trolls live

BACKGROUND STORY

Andrel grew up in a reclusive life 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 the regular attempts to ambush travelers.

PERSONALITY

Andrel grew up in a reclusive life 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 thence regular attempts to ambush travelers.