

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)

15 (+3)

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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

←→ ‡ Image Dummy

ROLEPLAYING

Introduction

Looking for a guide through a heavi forested area, the party approache the local adventurer's guild to hire

Appearance

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

Expressions

"Shhhhh!", "Something big has come way recently", "I'll guide ya where yo need to go, maybe even in one pieco

Mannerisms

regularly fusses at the scar over her Fidgets with a small rabbit's foot on belt

Motivations

Loves an adventure, Likes to explore hates orcs

Passions

Has a passion for the freedom of nat and the wild

Secrets

Knows where a den of forest Trolls I

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(+2) (+5) (+2) (+3) (+4)

15 (+3)

Saving Throws

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Skills 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 isn't afraid to mix it up close and personal if she has to

Actions

Light Crossbow | Short Sword

Factions

Ghostwise Tribe

Adventurer's Guild

ROLEPLAYING

Introduction

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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

BACKGROUND 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.