

## 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

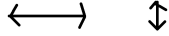


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## ROLEPLAYING

### 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

"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

### 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 grew up in a reclusive tribe in the mountains and was trained as a hunter and scout. She is a member of her tribe, and was chosen by the wandering Halflings to lead many Halflings into the deeps woods. She was sent out into society with her name. Her reputation as a hunter and guide. She and her tribe and is well known as one of the best. She helps travelers safely through the woodland. Orcs has also developed a distaste for her regular attacks on travelers.

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