



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

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

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Awareness, Extra Attack,
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Ghostwise Telepathy |
Dread Ambusher, Umbral
Sight, Iron Mind, Gloom
Stalker Spells | Alert,
Crossbow Expert,
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Special Equipment
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2500 x 3235

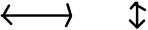


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ROLEPLAYING

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
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 ya
need to go, maybe even in one piece"

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 nature
and the wild

Secrets

Knows where a den of forest Trolls live

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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.