

# 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

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** 

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#### Introduction

ROLEPLAYING

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

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### **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

### **Saving Throws**

TODO Saving Throws **Skills Skills** exceptional pathfinder

Proficiencies TODO

Damage Immunities

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TODO Damage Immunities

Condition Immunities
TODO Condition

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# Special Abilities

**Adjectives** 

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# **Special Equipment**

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# BACK STOR

Andrel reclusive tri and was trai hunter and of her tribe, by the wand afflicts man left the deer ventured ou make her na reputation a quide prece widely regai the best peo travelers fin safely throu woodland. C she has also strong dista their regular ambush trav