

young adult halfling  
chaotic good  
Level 8 ranger

STR	DEX	CON	INT	WIS
13	19	14	16	18

Damage Immunities  
 TODO Damage Immunities  
 Condition Immunities  
 TODO Condition Immunities  
 Senses TODO Senses  
 Languages  
 Common Halfling Orcish ,  
 Adjectives ,

## Factions

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

young adult halfling  
chaotic good  
Level 8 ranger

STR	DEX	CON	INT	WIS
13 ( )	19	14	16	18

**Saving Throws**  
 TODO Saving Throws  
**Skills** exceptional path  
**Proficiencies**  
**Damage Immunities**  
 TODO Damage Immunit  
**Condition Immunities**  
 TODO Condition Immuni  
**Senses** TODO Senses  
**Languages**  
 Common Halfling Orcish  
**Adjectives** ,

- Favoured Enemy: Orc Giant, Natural Explorer, Ranger Spellcasting

Small and Lithe with light brown hair tied back in a braid. Close fitting leather armor and a scar

↔      ⇕

Image Dummy

Image Dummy

Style: Archery, Prim Awareness, Extra A Land's Stride | Luck Halfling Nimbleness Ghostwise Telepathy Ambusher, Umbral Mind, Gloom Stalker Alert, Crossbow Expert Sharpshooter

Special Equipment

- Seeker's Compass

Combat Tactics

Prefer's Distance Fighting afraid to mix it up close & personal if she has to

Actions

Light Crossbow | Short St

Factions

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

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 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

Cell 3

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 that 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.

PERSONALITY

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 that 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.