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andrel nightfoot

2500 x 3235
↔ ↕

Image Dummy

Andrel Nightfoot

Andrel Nightfoot

young adult Halfling

Chaotic Good

Level 8 Ranger Gloom Stalker

Pronouns -

she/her

Occupations -

Guide/Adventurer

Armor Class -

16

Hit Points -

83 (TODO Hitdice)

Speed -

25.

STR

13 (+2)

DEX

19 (+5)

CON

14 (+2)

INT

16 (+3)

WIS

18 (+4)

CHA

15 (+3)

Saving Throws -

Skills -

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"Extra Attack"=>"Can Attack twice, instead of once, whenever she takes the Attack action on her Turn",
"Landstride"=>"Moving through nonmagical Difficult Terrain costs no extra Movement. Can also pass through nonmagical Plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, she has advantage on Saving Throws against Plants that are magically created or manipulated to impede Movement, such those created by the Entangle spell"}, "Gloom Stalker Abilities"=>[{"Gloom Stalker Spellcasting"=> [{"Description"=>"Spell DC14", "3rd Level"=>"Disguise Self", "5th Level"=>"Rope Trick"}], "Dread Ambusher"=>"can give yourself a bonus to her initiative rolls equal to her Wisdom modifier. At the start of her first turn of each combat, her walking speed increases by 10 feet, which lasts until the end of that turn. If she takes the Attack action on that turn, she can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.", "Umbra Sight"=>"darkvision out to a range of 60 feet. While in darkness, she is invisible to any creature that relies on darkvision to see her in that darkness.", "Iron Mind"=>"Proficiency in Wisdom saving throws."}]}

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Halfling Orcish

Adjectives -

Gruff, Knowledgeable, Observant,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Ghostwise Tribe

Role:

Adventurer's Guild

Role: *Guide*

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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

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

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Skills -

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Proficiencies -

Languages -

Common Halfling Orcish

Adjectives -

Gruff, Knowledgeable, Observant,

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

Role:

Adventurer's Guild

Role: *Guide*

Roleplaying

Introduction

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Passions

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Secrets

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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.