



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



Image Dummy

ROLEPLAYING

Introduction

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

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 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 **Skills** exceptional
pathfinder

Proficiencies TODO

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TODO Damage
Immunities
Condition Immunities
TODO Condition
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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

Light Crossbow | Short
Sword

Factions

Ghostwise Tribe

Adventurer's Guild

ROLEPLAYING

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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.