

CELL ONE

elderly river elf
neutral good
Level 10 ranger - monster slayer

Pronouns: she/her
Occupations: Guide
Armor Class 14
Hit Points 75 (TODO Hitdice)
Speed 30.

STR 15 (**DEX** 14 **CON** 18 **INT** 11 **VIS** 18)

CHA
9

Saving Throws
TODO Saving Throws
Skills Survival; Wilderness
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Human elvish otter raven
Adjectives Gentle ,

Special Abilities

- Slayer's Prey | Supernatural Defense | Spells : 0 - 6; 1 - 4; 2 - 3; 3 - 2. | Hunter's Sense



ROLEPLAYING

Introduction

A vintage creature, wrapped in thin bands of hemlock, gates your path. She smells of lemon, eyes twinkling. She smiles.

Appearance

Wood strips armour her body; her face is creased and folded like a discarded blanket; cropped silver hair.

Expressions

"It is what it is"; "Love", "Dear", "Honey", "Sweetie".;

NOKUMI

elderly river elf
neutral good
Level 10 ranger - monster slayer

Pronouns: she/her
Occupations: Guide
Armor Class 14
Hit Points 75 (TODO Hitdice)
Speed 30.

STR 15 **DEX** 14 **CON** 18 **INT** 11 **WIS** 18

CHA
9

Saving Throws
TODO Saving Throws
Skills Survival; Wilderness Kit;

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Human elvish otter raven ,
Adjectives Gentle ,

Special Abilities

- Slayer's Prey | Supernatural Defense | Spells : 0 - 6; 1 - 4; 2 - 3; 3 - 2. | Hunter's Sense

Special Equipment

- Created and named the world's first Ansible. She traded it away for a pittance
- but still has spare cabbage wheels.

Combat Tactics


Nokumi will choose the height advantages of the trees over direct combat, leaping from branch to branch and gaining distance whenever possible.

Actions

Long Bow | Long Sword

Factions



<div><div>Special Equipment</div><div><ul style="list-style-type: none">Created and named world's first Ansibletraded it away for a pittancebut still has spare cwheels.</div><div>Combat Tactics</div><div>Nokumi will choose the h</div><div>advantages of the trees c</div><div>direct combat, leaping fr</div><div>branch to branch and gal</div><div>distance whenever possi</div><div>Actions</div><div>Long Bow Long Sword</div><div>Factions</div></div>	<div><div>"Be grateful to the rock, the dew, and the sun."</div><div>Mannerisms</div><div>Sucks breath when cogitating; whistles to songbirds; clacks to ravens; chitters to otters; overfeeds pets with treats.</div><div>Motivations</div><div>To aid people in traversing the wild while educating them on her peoples, the surroundings, and the inherent dichotomy of nature as calm/ferocious, growth/decay, etc.</div><div>Passions</div><div>Nokumi's world spins around her pets and her grandson. She accepts food, tools and clothes in return for her guidance.</div><div>Secrets</div></div>	<div><div></div></div>
		<div><div>ROLEPLAYING</div><div>Introduction</div><div>A vintage creature, wrapped in thin bands of hemlock, gates your path. She smells of lemon, eyes twinkling. She smiles.</div><div>Appearance</div><div>Wood strips armour her body; her face is creased and folded like a discarded blanket; cropped silver hair.</div><div>Expressions</div><div>"It is what it is"; "Love", "Dear", "Honey", "Sweetie".; "Be grateful to the rock, the dew, and the sun."</div><div>Mannerisms</div><div>Sucks breath when cogitating; whistles to songbirds; clacks to ravens; chitters to otters; overfeeds pets with treats.</div><div>Motivations</div><div>To aid people in traversing the wild while educating them on her peoples, the surroundings, and the inherent dichotomy of nature as calm/ferocious, growth/decay, etc.</div><div>Passions</div><div>Nokumi's world spins around her pets and her grandson. She accepts food, tools and clothes in return for her guidance.</div><div>Secrets</div></div>

Cell3