

Nokumi

NOKUMI

Elderly Elf
Neutral Good
Level 10 Ranger Monster Slayer Conclave

Pronouns - she/her
Occupations - Guide
Armor Class - 14
Hit Points - 75 (TODO Hitdice)
Speed - 35.

STR	DEX	CON	INT	WIS	CHA
15	14	18	11	18	9
(+3)	(+2)	(+4)	(+1)	(+4)	(0)

Saving Throws - Skills -

{ "Wood Elf Abilities"=>[{"Fey Ancestry"=>"Advantage on saving throws againsts charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Keen Senses"=>"You have proficiency in the Perception skill", "Trance"=>"Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep", "Elf Weapon Training"=>"You have proficiency with the longsword, shortsword, shortbow, and longbow.", "Fleet of Foot"=>"Your base walking speed increases to 35 feet.", "Mask of the Wild"=>"You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena."}], "Ranger Abilities"=>[{"Ranger Spellcasting"=>[{"Spell DC"=>14, "1st Level"=>"Goodberry, Hunter's Mark", "2nd Level"=>"Pass Without Trace, Beast Sense", "3rd Level"=>"Flame Arrow, Plant Growth"}], "Favored Enemy"=>"Has advantage on Wisdom (Survival) checks to track her Favored enemies.

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Proficiencies -
Proficiency Mod - +4

Languages -
Common Elvish Beast Aven
{ "id"=>"the nation of nac mac".



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

Be grateful to the rock, the dew, and the sun.

Mannerisms

Sucks breath when cogitating; whistles to songbirds; clacks to ravens; chitters to otters; overfeeds pets with treats.

Motivations

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.

Passions

Nokumi's world spins around her pets and her grandson. She accepts food, tools and clothes in return for her guidance.

Secrets

N/A

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N/A

"name"=>"The Nation of Nac Mac"}

Adjectives - Gentle, Kind, Wise,

Special Abilities

Special Equipment

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

Factions

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