

[Previous](#)[Next](#)

nokumi

**2500 x 3235**  
↔ ↕

Image Dummy

---

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

15 (+3)

DEX

14 (+2)

CON

18 (+4)

INT

11 (+1)

WIS

18 (+4)

CHA

9 (0)

---

Saving Throws -

Skills -

{ "Wood Elf Abilities" => [ { "Fey Ancestry" => "Advantage on saving throws againts 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, as well as on Intelligence Checks to recall information about them - Goblins and Trolls", "Natural Explorer" => [ { "Favored Terrain" => "Forest" }, "Difficult Terrain doesn't slow your group's Travel", "Your group can't become lost except by magical means", "Even when you are engaged in another Activity While Traveling (such as Foraging, navigating, or tracking), you remain alert to danger", "If you are traveling alone, you can move stealthily at a normal pace", "When you Forage, you find twice as much food as you normally would", "While Tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area"], "Fighting Style" => "Archery - gains a +2 bonus to Attack Rolls made with Ranged Weapons", "Primeval Awareness" => "can use her

action and expend one Ranger spell slot to focus her awareness on the region around her. For 1 minute per level of the spell slot she expends, she can sense whether the following types of creatures are present within 1 mile of her (or within up to 6 miles in Favored terrain)- Aberrations, Celestials, Dragons, Elementals, fey, Fiends, and Undead. This feature doesn't reveal the creatures' location or number.", "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", "Hide in Plain Sight"=>"you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, Plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking Actions. Once you move or take an action or a Reaction, you must camouflage yourself again to gain this benefit."}], "Monster Slayer Conclave Abilities"=>[{"Hunters Sense"=>"you gain the ability to peer at a creature and magically discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest", "Slayers Prey"=>"you can focus your ire on one foe, increasing the harm you inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon. This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature", "Supernatural Defense"=>"you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll", "Monster Slayer Spellcasting"=>[{"Spell DC"=>14, "3rd Level"=>"Protection from Good and Evil", "5th Level"=>"Zone of Truth", "9th Level"=>"Magic Circle"}]}]

**Proficiencies -**

**Proficiency Mod -**

+4

**Languages -**

Common Elvish Beast Aven {"id"=>"the\_nation\_of\_nac\_mac", "name"=>"The Nation of Nac Mac"}

**Adjectives -**

Gentle, Kind, Wise,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

---

**2500 x 3235**  
↔ ↕

# Image Dummy

## 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

---

# 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

15 (+3)

## DEX

14 (+2)

## CON

18 (+4)

## INT

11 (+1)

## WIS

18 (+4)

## CHA

9 (0)

---

### Saving Throws -

### 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, as well as on Intelligence Checks to recall information about them - Goblins and Trolls", "Natural Explorer" => [ { "Favored Terrain" => "Forest" }, "Difficult Terrain doesn't slow your group's Travel", "Your group can't become lost except by magical means", "Even when you are engaged in another Activity While Traveling (such as Foraging, navigating, or tracking), you remain alert to danger", "If you are traveling alone, you can move stealthily at a normal pace", "When you Forage, you find twice as much food as you normally would", "While Tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area" ], "Fighting Style" => "Archery - gains a +2 bonus to Attack Rolls made with Ranged Weapons", "Primeval Awareness" => "can use her action and expend one Ranger spell slot to focus her awareness on the region around her. For 1 minute per level of the spell slot she expends, she can sense whether the following types of creatures are present within 1 mile of her (or within up to 6 miles in Favored terrain)- Aberrations, Celestials, Dragons, Elementals, fey, Fiends, and Undead. This feature doesn't reveal the creatures' location or number.", "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", "Hide in Plain Sight" => "you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, Plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking Actions. Once you move or take an action or a Reaction, you must camouflage yourself again to gain this benefit." } ], "Monster Slayer Conclave Abilities" => [ { "Hunters Sense" => "you gain the ability to peer at a creature and magically discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense

that it has no damage immunities, resistances, or vulnerabilities. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest", "Slayers Prey"=>"you can focus your ire on one foe, increasing the harm you inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon. This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature", "Supernatural Defense"=>"you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll", "Monster Slayer Spellcasting"=>[{"Spell DC"=>14, "3rd Level"=>"Protection from Good and Evil", "5th Level"=>"Zone of Truth", "9th Level"=>"Magic Circle"}]}}

**Proficiencies -**

**Languages -**

Common Elvish Beast Aven {"id"=>"the\_nation\_of\_nac\_mac", "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**

# 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

# **Background Story**

---

Sylvan Elves aren't limited to a certain locale. In fact, being animistic, many tribes have aligned themselves with particular facets of the wild. Nokumi's tribe, self-entitled that Nation of Nac Mac, have settled throughout the tributaries and banks of the great Thaad River [Any Grand River] and exemplify how the spirituality of the Sylvan Elves has diversified and refined itself to various aspects of the wilderness. They are a nomadic peoples whose patterns resemble that of a tiger around these flowing fingers of water. They draw their shamanic energies and histories of lore from the ecology and happenings that constitute the rapids and still bodies that make up the area. Although their culture focuses on these waters, their knowledge of nature and the region is far from limited by it. They are expert guides and trackers. Nokumi is no exception. She can lead most travelers to almost anywhere in the region through easy or difficult terrain, often showing her patrons short cuts or means of survival. Her entourage of pets are more akin to friends who follow her in return for her love and kindness. They are all almost attuned to one another as an arcane caster might be attuned to her familiar. Eschewing most material wealth, as is custom for her peoples, Nokumi will often only accept tools or clothing in return for her guidance.