

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 DEX CON INT WIS

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(+3) (+2) (+4) (+1) (+4)

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CHA

9 (0)

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

ROLEPLAYING

Introduction





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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

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BACKGROUND STORY

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PERSONALITY
