Nокимі

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
15 14 18 11 18

СНА

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 - 3; 3 - 2. | Hunter's Sense

Special Equipment

- Created and named the worl 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 dire combat, leaping from branch to branch and gaining distance whenever possible.

Actions

Long Bow | Long Sword

Factions

ROLEPLAYING

Introduction

A vintage creature, wrappe thin bands of hemlock, gat your path. She smells of lemon, eyes twinkling. She smiles.

Appearance

Wood strips armour her bo

like a discarded blanket; cropped silver hair.

Expressions

"It is what it is"; "Love", "D
"Honey", "Sweetie".; "Be
grateful to the rock, the de
and the sun."

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Mannerisms

Sucks breath when cogitati whistles to songbirds; clac ravens; chitters to otters; overfeeds pets with treats

Motivations

To aid people in traversing wild while educating them her peoples, the surroundi and the inherent dichotom nature as calm/ferocious, growth/decay, etc.

Passions

Nokumi's world spins arour her pets and her grandson accepts food, tools and clo in return for her guidance.

Secrets

Nokumi

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Saving Throws

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Special Equipment

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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;



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Combat Tactics

wheels.

Nokumi will choose the hadvantages of the trees combat, leaping from brabranch and gaining distawhenever possible.

Actions

Long Bow | Long Sword

Factions

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

BACKGROUND STORY

Sylvan Elves aren't limited a certain locale. In fact, being animistic, many tribes have aligned themselves with particular facets of the wild. Nokumi's tribe, self-entitled t Nation of Nac Mac, have settle throughout the tributaries an banks of the great Thaad Rive [Any Grand River] and exemp how the spirituality of the Syl Elves has diversified and refir itself to various aspects of the wilderness. They are a nomad peoples whose patterns reser that of a tiger around these flowing fingers of water. They draw their shamanic energies histories of lore from the ecol and happenings that constitu the rapids and still bodies tha make up the area. Although their culture for on these waters, their knowle of nature and the region is far from limited by it. They are ex guides and trackers. Nokumi exception. She can lead most travelers to almost anywhere the region through easy or difficult terrain, often showin her patrons short cuts or mea of survival. Her entourage of are more akin to friends who follow her in return for her love and kindness. They are all aln attuned to one another as an arcane caster might be attune her familiar.Eschewi most material wealth, as is custom for her peoples, Noku will often only accept tools or clothing in return for her guidance.

Personality

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