

## 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  
**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

### 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 dire combat, leaping from branch to branch and gaining distance whenever possible.

## 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.

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### Actions

Long Bow | Long Sword

### Factions

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Factions

Passions

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

Secrets

Cell3

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