



# 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

15 14 18 11 18  
(+3) (+2) (+4) (+1) (+4)

CHA

9 (0)

**Saving Throws**  
TODO Saving Throws  
**Skills** Survival; Wilderness  
Kit;  
**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  
direct combat, leaping from  
branch to branch and gaining  
distance whenever possible.

## Actions

Long Bow | Long Sword

## Factions

The Nation of Nac Mac



# ROLEPLAYING

## Introduction

A vintage creature, wrapped in thin  
bands of hemlock, gates your path.  
smells of lemon, eyes twinkling. She  
smiles.

## Appearance

Wood strips armour her body; her fa  
creased and folded like a discarded  
blanket; cropped silver hair.

## Expressions

"It is what it is"; "Love", "Dear", "Ho  
"Sweetie".; "Be grateful to the rock,  
dew, and the sun."

## Mannerisms

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

## Motivations

To aid people in traversing the wild  
educating them on her peoples, the  
surroundings, and the inherent  
dichotomy of nature as calm/ferocio  
growth/decay, etc.

## Passions

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

## Secrets

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TODO Saving Throws  
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Wilderness Kit;

**Proficiencies** TODO

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**Condition Immunities**  
TODO Condition  
Immunities  
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**Adjectives** Gentle,

**Special Abilities** Slayer's  
Prey | Supernatural Defense  
| Spells : 0 - 6; 1 - 4; 2 - 3; 3  
- 2. | Hunter's Sense  
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# BACKGROUND STORY

<p>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.</p>  
<p>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.</p>  
<p>Eschewing most  
material wealth, as is  
custom for her peoples,  
Nokumi will often only  
accept tools or clothing in  
return for her guidance.  
</p>