

## 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	CHA
15 ( )	14	18	11	18	9

**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



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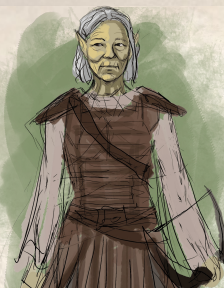
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ROLEPLAYING

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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