

Age: elderly
Race: river elf
Pronouns: she/her
Occupation:

- Guide

Class: ranger - monster slayer
Level: 10
Alignment: neutral good
Languages:

- Human
- elvish
- otter
- raven

Factions:

- [The Nation of Nac Mac](#)

Adjectives:

- Gentle

Armour Class: 14
Hit Points: 75
Speed: 30

STR 15	DEX 14	CON 18	INT 11	WIS 18	CHA 9
Saving Throws TODO Saving Throws					

Role-Playing

Improv

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 ~~cavens, chitters to others, overfeeds pets with treats.~~

Acting

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:
Vulnerabilities: Though friendly and kind, Nokumi only listens when she's interested; seems cold to those who do not share her passions.

Skills:

- Survival; Wilderness Kit;

Special Abilities: Slayer's Prey | Supernatural Defense | Spells : 0 - 6; 1 - 4; 2 - 3; 3 - 2. | Hunter's Sense
Attacks: Long Bow | Long Sword
Combat Tactics: Nokumi will choose the height advantages of the trees over direct combat, leaping from branch to branch and gaining distance whenever possible.

Special Equipment:

- Created and named the world's first Ansible. She traded it away for a pittance
- but still has spare cabbage wheels.

Story

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.

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.

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

Author notes for the artist:

- Nokumi (or Nukumi, but not the great white shark) is a Mi'kmaq mythological character, the grandmother of Glooscap / Kluskap.