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

CHA

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 work 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 her face is creased and fol 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."

Cell3 Mannerisms

Sucks breath when cogitat 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

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СНА

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Factions

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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 ir 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 nomac 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 fa from limited by it. They are ex guides and trackers. Nokumi i 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 lov 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.