

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, 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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Actions Long Bow Long Sword			Passions Nokumi's world spins around her pets and her grandson. She accepts food, tools and clothes in return for her guidance.		
Factions			Secrets		
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