

## 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 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

## ROLEPLAYING

### Introduction

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

### Appearance

Wood strips armour her body, her face is creased and folded.



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### STR DEX CON INT WIS

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(+3) (+2) (+4) (+1) (+4)

### CHA

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**Saving Throws**  
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### Special Abilities

- Slayer's Prey | Super Defense | Spells : 0 2 - 3; 3 - 2. | Hunter

### Special Equipment

- Created and named world's first Ansible



## 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;

like a discarded blanket; cropped silver hair.

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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 arou  
her pets and her grandson  
accepts food, tools and clo  
in return for her guidance.

### Secrets

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### Actions

Long Bow | Long Sword

### Factions

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

## BACKGROUND STORY

<p>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 River  
[Any Grand River] and exemp  
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Elves has diversified and refin  
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flowing fingers of water. They  
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and happenings that constitu  
the rapids and still bodies tha  
make up the area.</p>

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exception. She can lead most  
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and kindness. They are all alm  
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arcane caster might be attune  
her familiar.</p><p>Eschewi  
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custom for her peoples, Noku  
will often only accept tools or  
clothing in return for her  
guidance.</p>

## PERSONALITY

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 the 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 from 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 excellent guides and trackers. Nokumi is an 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 guides 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.