

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

CHA

9 (0)

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; 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

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**





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

CHA

9 (0)

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 rave

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 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, 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

KOLEPLAYING

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

BACKGROUND STORY

<p>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.

PERSONALITY
