

NAHKIRIN

Young Adult Kor
Chaotic Good
Level 6 Monk

Pronouns - she/her
Occupations - Adventurer
Armor Class - 18
Hit Points -
66 (TODO Hitdice)
Speed - 40.

STR **DEX** **CON** **INT** **WIS**
16 **19** **13** **12** **18**
(+3) **(+5)** **(+2)** **(+1)** **(+4)**

CHA
12
(+1)

Saving Throws -
Skills -
She is an expert in the skill/art of Kor Line-Slinging with a +6 to line-slinging Dex roles
Proficiencies -
Proficiency Mod - +3

Languages - Common Kor
Adjectives -

Special Abilities -
Special Equipment -

Combat Tactics
She will generally fight with her hook lines much like a whip to keep her distance. But she is also and exceptional hand-to-hand fighter as well

Actions -

Factions
Seagate Adventurer's Guild
Role:
Kor Clan
Role:

2500 x 3235

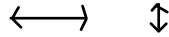


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ROLEPLAYING

Introduction

A tall wiry woman crosses the Seagate Adventurer's Guild, "I understand you need a guide the Umara River Gorge

Appearance

Ivory skin, shoulder length silver hair, black eyes, travelling leathers and climbing harness. Plenty of scars

Expressions

"You can stick to the hedrons, I'm taking the Red Route"

Mannerisms

Flexes her hands and crack her knuckles

Motivations

Adventure and reward

Passions

Her family and clan

Secrets

She knows many secret paths through regions that are otherwise impassable

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BACKG STORY

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adventure

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