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# 

# 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 CHA 16 19 13 12 18 12 (+3) (+5) (+2) (+1) (+4) (+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

Frontiericy 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:

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CHA 12 (+1)

2500 x 323

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#### Introduction

A tall wiry wom crosses the Seage Adventurer's Guild, understand you need guide the Umara Riv Gorge

# **Appearance**

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# **Expressions**

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

# Mannerisms

Flexes her hands a crack her knuckles

# Motivations

Adventure and rewa

# Passions Her fam

Her family and clan

## Secrets

She knows ma secret paths throu regions that a otherwise impassable

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