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
TODO Saving Throws
Skills

She is an expert in the skill/art of Kor Line-Slinging with a +6 to lir slinging Dex roles

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Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Kor,
Adjectives,

Special Abilities

 Kor Traints: Kor Climbing Lucky Brave | Monk Traits: Unarmored Defense Martial Arts Ki - 6 points Unarmored Movement Dedicated Weapon Deflect Missiles Ki-Fueled Attack Slow Fall Quickened Healing Extra Attack Stunning Strike Focused Aim Ki-Empowered Strike | Way of the Shadow: Shadow Arts Shadow Step

Special Equipment

• +2 Line-Slinging Hooks that give advantage on Line-slinging roles

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-tohand fighter as well

Actions

Line-Slinging Hooks | Quarter Staff

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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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BACKGROUND STORY

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