

### 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)

12 (+1)

Saving Throws
TODO Saving Throws
Skills

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

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

#### **Special Abilities**

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3235

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#### **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** 

Kor Clan

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ROLEPLAYING

A tall wiry woman crosses the Seagate Adventurer's Guild, "I

understand you need a guide the

Ivory skin, shoulder length silver hai

black eyes, travelling leathers and

climbing harness. Plenty of scars

"You can stick to the hedrons, I'm

Flexes her hands and crack her

She knows many secret paths through

regions that are otherwise impassab

Introduction

**Appearance** 

**Expressions** 

**Mannerisms** 

Motivations

knuckles

**Passions** 

Secrets

taking the Red Route"

Adventure and reward

Her family and clan

**Umara River Gorge** 

**Saving Throws** 

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**Proficiencies** TODO

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1736

# Special Equipment

-

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#### Factions

Seagate Adventurer's Guild

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# ROLEPLAYING

#### Introduction

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### **Appearance**

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### **Expressions**

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"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

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# BACK STOR

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adventur