

2500 x 3235
Image Dummy

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

CHA
12

Saving Throws
TODO Saving Throws

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

Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses TODO Senses

Languages Common Kor ,

Adjectives ,

Special Abilities

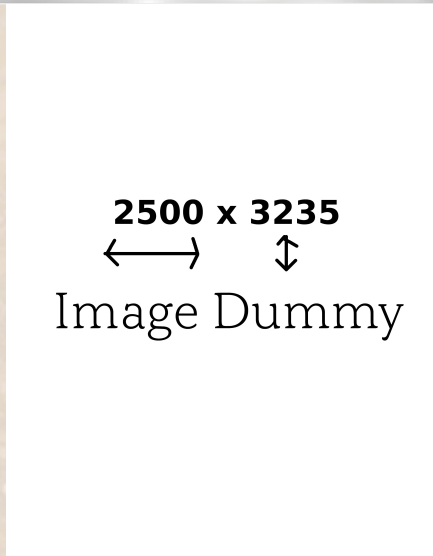
- Kor Traits: Kor Climbing
Lucky Brave | Monk Traits:
Unarmored Defense Martial
Arts Ki - 6 points Unarmored
Movement Dedicated Weapo
Deflect Missiles Ki-Fueled
Attack Slow Fall Quickened
Healing Extra Attack Stunnir
Strike Focused Aim Ki-Em
Empowered Strike | Way of t
Shadow: Shadow Arts Shado
Step

Special Equipment

- +2 Line-Slinging Ho
give advantage on
slinging roles

Combat Tactics

She will generally fight w



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 eye travelling leathers and climbing harness. Plenty of scars

Expressions

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

Mannerisms

Flexes her hands and crack her knuckles

Motivations

Adventure and reward

Passions

Her family and clan

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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 ke
her distance. But she is also and
exceptional hand-to-hand fighter
well

Actions

Line-Slinging Hooks | Quarter Sta

Factions

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Actions

Line-Slinging Hooks | Quarter Staff

Factions

Secrets

She knows many secret paths through regions
that are otherwise impassable

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