

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

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

- Kor Traits: 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-to-hand fighter as well

Actions

Line-Slinging Hooks | Quarter Staff

Factions

2500 x 3235
↔ ↑
Image Dummy

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