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Image Dummy

## CELL ONENAHKIRIN

young adult Kor  
chaotic good  
Level 6 monk

**Pronouns:** she/her  
**Occupations:** Adventurer  
**Armor Class** 18  
**Hit Points** 66 (TODO Hitdie)  
**Speed** 40.

**STR** 16 **DEX** 19 **CON** 13 **INT** 12 **VIS** 18

**CHA**  
12

**Saving Throws**  
TODO Saving Throws  
**Skills**  
She is an expert in the skills of Kor Line-Slinging with a focus on 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 Trait 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

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## ROLEPLAYING

### Introduction

A tall wiry woman crosses the Seagate Adventurer's Guild, "I understand you need to 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

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### Combat Tactics

She will generally fight with her hook lines much like a whip to keep her distance. But she is also an exceptional hand-to-hand fighter as well

### Actions

Line-Slinging Hooks | Quarter Staff

### Factions

### Cell3

## ROLEPLAYING

### Introduction

A tall wiry woman crosses the Seagate Adventurer's Guild, "I understand you need a guide to the Umara River Gorge

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|---|---|---|
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