



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 line-slinging Dex roles
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common, Kor,
Adjectives

Special Abilities

-

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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Senses TODO Senses
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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

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Actions

Line-Slinging Hooks |
Quarter Staff

Factions

Seagate
Adventurer's Guild

Kor Clan

2500 x 3235
Image Dummy

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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