

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 16 (**DEX** 19 **CON** 13 **INT** 12 **WIS** 18)

CHA 12

Saving Throws
TODO Saving Throws
Skills
She is an expert in the skill/art
Kor Line-Slinging with a +6 to
line-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 Weapon
Deflect Missiles Ki-Fueled
Attack Slow Fall Quickened
Healing Extra Attack Stunning
Strike Focused Aim Ki-Em
powered Strike | Way of the
Shadow Arts Shadow Step

Special Equipment

- +2 Line-Slinging Hooks that
give advantage on Line-
slinging roles

Combat Tactics

She will generally fight with

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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

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Special Equipment

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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 an exceptional hand-to-hand fighter well

Actions

Line-Slinging Hooks | Quarter Staff

Factions

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Secrets

She knows many secret paths through regions that are otherwise impassable

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