

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** 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-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

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

CELL ONE

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CELL 2

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**"You can stick to the neurons, I'm taking the Red Route"**

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**Bottom**