

CELL
ONE

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

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CELL 2

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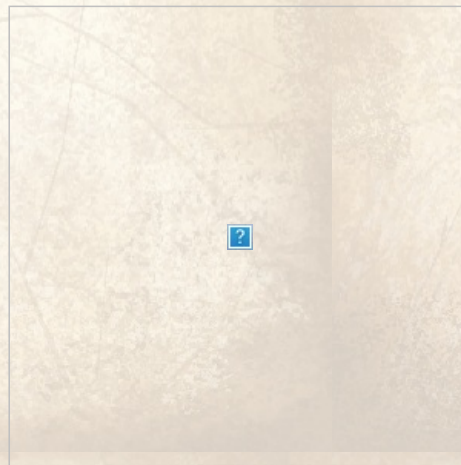
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