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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 | 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

2500 x 3235

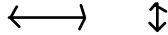


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ROLEPLAYING

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

Secrets

She knows many secret paths through regions that are otherwise impassable

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Kor Clan

BACKSTORY

A well-known guide and knows the mountains back of her Zendikari v Eldrazi war and back a prove it. H and so ma anyone ne Between h the war, sh passes thr have ever through ar her clan co guide and out of Seag wilderness guiding str destination was a follo Kamsa and order, but goddess n resembla Titans for l left. She h order but s she has lea translated life as a gu

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