# 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 (+3) | 19 (+5) | 13 (+2) | 12 (+1) | 18 (+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**
Image Dummy

**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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