

## 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

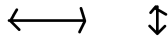


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## ROLEPLAYING

### 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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## BACKSTORY

A well-travelled guide and line-slinger, she knows the corners of the mountains of the back of her head. Zendikari who Eldrazi war, she and back and forth prove it. Have and so many anyone new. Between her the war, she passes through have ever found through and her clan color guide and all out of Seagate wilderness, and guiding strange destination. was a follower Kamsa and a order, but the goddess now resemblance Titans for her left. She has order but still she has learned translated the life as a guide