

## 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 - Skills -

She is an expert in the skill/art of Kor Line-Slinging with a +6 to line-slinging Dex roles

**Proficiencies** -  
**Proficiency Mod** - +3

**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

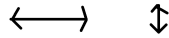


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## ROLEPLAYING

### 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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### Saving Throws -

TODO Saving Throws

### Skills -

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**Proficiencies** - TODO

**Damage Immunities** -

**Condition Immunities** -  
TODO Condition Immunities

**Senses** - TODO Senses

**Languages** -

Common Kor

**Adjectives** -

**Special Abilities** -

**Special Equipment**

### Combat Tactics

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**Actions** -

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## BACKG STORY

A well-tra  
guide a  
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adventure

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