

## 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

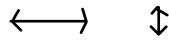


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## ROLEPLAYING

### 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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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** -  
**Special Equipment** -

**Combat Tactics**  
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## BACKG STORY

A well-tra  
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