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
 CHA

 16 ()
 19
 13
 12
 18
 12

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 TODO

Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses

Languages Common Kor,

Adjectives

CELL

ONE

Special Abilities

Kor Traints: Kor Climbing Lucky Brave | Monk Traits:
 Unarmored Defense Martial Arts Ki - 6 points Unarmored
 Movement Dedicated Weapon Deflect Missiles Ki-Fueled Attack
 Slow Fall Quickened Healing Extra Attack Stunning Strike
 Focused Aim Ki-Empowered Strike | Way of the Shadow:
 Shadow Arts Shadow Step

Special Equipment

 +2 Line-Slinging Hooks that give advantage on Line-slinging roles

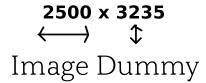
Combat Tactics

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

Line-Slinging Hooks | Quarter Staff

Factions



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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