

## 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** ,

### Special Abilities

- Kor Traits: 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 an exceptional hand-to-hand fighter as well

### Actions

Line-Slinging Hooks | Quarter Staff

### Factions

2500 x 3235

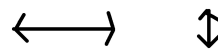


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## ROLEPLAYING

### 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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CELL 2

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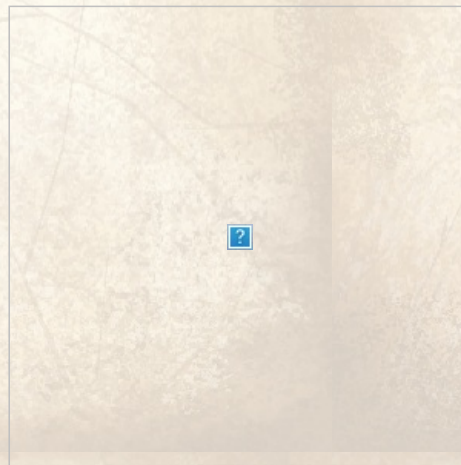
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