



# 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

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 and exceptional  
hand-to-hand fighter as well

## Actions

Line-Slinging Hooks | Quarter  
Staff

## Factions

**Seagate Adventurer's Guild**  
  
**Kor Clan**

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**Proficiencies** TODO

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**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  
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2500 x 3235  
↔ ↑  
Image Dummy

# 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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# BACKGROUND STORY

A well-traveled adventurer, guide and line-slinger, Nahkirin knows the canyons and mountains of Zendikar like the back of her hand. Like most Zendikari who lived through the Eldrazi war, she has been to hell and back and has the scars to prove it. Having lost so much and so many, she is reluctant let anyone new into her life. Between her adventuring and the war, she has found many passes through places that few have ever found their way through and marked the trails in her clan colors. She is an expert guide and always happy to get out of Seagate into the wilderness, even if it means guiding strangers to their destination. Before the war, she was a follower of the goddess Kamsa and a member of her order, but the likeness of her goddess now bares to much of a resemblance to the Eldrazi Titans for her to have any faith left. She has abandoned her order but still maintains the skills she has learned and has translated them into her daily life as a guide and adventurer