



2500 x 3235
Image Dummy

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<div>TODO Damage Immunities</div> <div>Condition Immunities</div> <div>TODO Condition Immunities</div> <div>Senses TODO Senses</div> <div>Languages Common Knowledge</div> <div>Adjectives</div>		<div>ROLEPLAYING</div> <div>Introduction</div> <div>A tall wiry woman crosses the Seagate Adventurer's Guild, "I understand you need a guide the Umara River Gorge</div> <div>Appearance</div> <div>Ivory skin, shoulder length silver hair, black eyes, travelling leathers and climbing harness. Plenty of scars</div> <div>Expressions</div> <div>"You can stick to the hedrons, I'm taking the Red Route"</div> <div>Mannerisms</div> <div>Flexes her hands and crack her knuckles</div> <div>Motivations</div> <div>Adventure and reward</div> <div>Passions</div> <div>Her family and clan</div> <div>Secrets</div> <div>She knows many secret paths through regions that are otherwise impassable</div>		<div>Appearance</div> <div>Ivory skin, shoulder length silver hair, black eyes, travelling leathers and climbing harness. Plenty of scars</div> <div>Expressions</div> <div>"You can stick to the hedron I'm taking the Red Route"</div> <div>Mannerisms</div> <div>Flexes her hands and crack her knuckles</div> <div>Motivations</div> <div>Adventure and reward</div> <div>Passions</div> <div>Her family and clan</div> <div>Secrets</div> <div>She knows many secret paths through regions that are otherwise impassable</div>	
<div>Special Abilities</div> <div><div><div>Kor Traints: Kor Clin</div><div>Lucky Brave Monk</div><div>Unarmored Defense</div><div>Arts Ki - 6 points Un</div><div>Movement Dedicat</div><div>Weapon Deflect Mi</div><div>Fueled Attack Slow</div><div>Quickened Healing</div><div>Attack Stunning Str</div><div>Focused Aim Ki-Em</div><div>Strike Way of the</div><div>Shadow Arts Shado</div></div></div>		<div>Cell3</div>		<div>BACKGROUND STORY</div> <div>A well-traveled adventurer, guide and line-slinger, Nahkirin knows the canyons and mountains of Zendikar like the back of her hand. Like her ancestor, a 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 lost 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 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</div>	
<div>Special Equipment</div> <div><div>+2 Line-Slinging Hooks</div><div>give advantage on ranged slinging roles</div></div>				<div>PERSONALITY</div> <div>A well-traveled adventurer, guide and line-slinger, Nahkirin knows the canyons and mountains of Zendikar like the back of her hand. Like her ancestor, a 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 lost 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 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</div>	
<div>Combat Tactics</div> <div>She will generally fight with hook lines much like a wizard keep her distance. But she is an exceptional hand-to-hand fighter as well</div>					
<div>Actions</div> <div>Line-Slinging Hooks Quarter Staff</div>					
<div>Factions</div>					

through and marked the trails in her clan colors. She is an experienced 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 bears too 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.