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

CHA

12

Saving Throws
TODO Saving Throws
Skills
She is an expert in the skill/art
Kor Line-Slinging with a +6 to
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 Traints: Kor Climbing Lucky Brave | Monk Traits: Unarmored Defense Martial Arts Ki - 6 points Unarmored Movement Dedicated Weapo Deflect Missiles Ki-Fueled Attack Slow Fall Quickened Healing Extra Attack Stunnir Strike Focused Aim Ki-Empowered Strike | Way of t Shadow: Shadow Arts Shado Step

Special Equipment

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

Combat Tactics

She will generally fight with her hook lines much like a whip to ke her distance. But she is also and exceptional hand-to-hand fighter well

Actions

Line-Slinging Hooks | Quarter Sta

Factions

ROLEPLAYING

Introduction

A tall wiry woman crosses t

NAHKIRIN

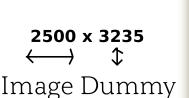
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Occupations: Adventurer
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Hit Points 66 (TODO H
Speed 40.

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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

Actions

fighter as well

CHA

Saving Throws

Proficiencies

Damage Immunities

Adjectives ,

Special Abilities

TODO Saving Throws

She is an expert in the s Kor Line-Slinging with a

line-slinging Dex roles

TODO Damage Immunit

Condition Immunities

TODO Condition Immuni Senses TODO Senses

Languages Common K

. Kor Traints: Kor Clin

Lucky Brave | Monk

Unarmored Defense

Arts Ki - 6 points Ur

Movement Dedicate Weapon Deflect Mis

Fueled Attack Slow Quickened Healing

Attack Stunning Str

Focused Aim Ki-Em

Strike | Way of the Shadow Arts Shado

Special Equipment

+2 Line-Slinging Ho

slinging roles

She will generally fight w

hook lines much like a wl

keep her distance. But stand exceptional hand-to-name

Combat Tactics

give advantage on

12

Line-Slinging Hooks | Quarter Staff

Factions

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BACKGROUND STORY

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

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