



## 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

-

### Special Equipment

-

### 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

-

### Factions

**Seagate Adventurer's Guild**

**Kor Clan**

2500 x 3235

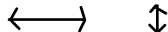


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## ROLEPLAYING

### 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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## BACKSTORY

A well-t adventurer, slinger, Nah canyons and Zendikar like hand. Like n who lived th war, she has back and ha prove it. Ha and so many let anyone r Between he and the war many passe that few hav their way th marked the colors. She i and always of Seagate i wilderness, guiding stra destination. she was a fo goddess Kar member of I likeness of h bares to mu resemblan Titans for he faith left. Sh her order bu the skills sh and has tra her daily life adventurer

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