

2500 x 3235
Image Dummy

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

16

DEX

19

CON

13

INT

12

WIS

18

CHA

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

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

Background

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

