

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	CHA
16	19	13	12	18	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 and 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

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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