

Age: young adult
Race: Kor
Pronouns: she/her
Occupation:

- Adventurer

Class: monk
Level: 6
Alignment: chaotic good
Languages:

- Common
- Kor

Factions:

- [Seagate Adventurer's Guild](#)
- [Kor Clan](#)

Adjectives:

Armour Class: 18
Hit Points: 66
Speed: 40

STR 16	DEX 19	CON 13	INT 12	WIS 18	CHA 12
Saving Throws TODO Saving Throws					

Role-Playing

Improv

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~~

Acting

Motivations: Adventure and reward
Passions: Her family and clan
Secrets: She knows many secret paths through regions that are otherwise impassable
Vulnerabilities: Her pride and ego. She's overly self-sufficient and has a difficult time trusting new people

Skills:

- She is an expert in the skill/art of Kor Line-Slinging with a +6 to line-slinging Dex roles

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
Attacks: Line-Slinging Hooks | Quarter Staff
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

Special Equipment:

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

Story

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