

# 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  
Kor Line-Slinging with a +6 to l  
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 Lu  
Brave | Monk Traits:  
Unarmored Defense Martial  
Arts Ki - 6 points Unarmore  
Movement Dedicated Weap  
Deflect Missiles Ki-Fueled  
Attack Slow Fall Quickened  
Healing Extra Attack Stunni  
Strike Focused Aim Ki-  
Empowered Strike | Way of  
Shadow: Shadow Arts Shad  
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 al  
and exceptional hand-to-hand  
fighter as well

## Actions

Line-Slinging Hooks | Quarter S

## Factions

2500 x 3235  
Image Dummy

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Weapon Deflect Mis  
Fueled Attack Slow  
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# ROLEPLAYING

2500 x 3235  
Image Dummy

Cell3

# 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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## BACKGROUND STORY

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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 to let anyone new into her life. Between her adventuring the war, she has found many places that few have ever found their way through and marked the trails with her clan colors. She is an experienced 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 she maintains the skills she has learned and has translated them into her daily life as a guide and adventurer.

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