

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

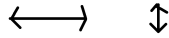


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ROLEPLAYING

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-travelled adventurer, Kor slinger, Nahkirin can be found in the canyons and mountains of the Zendikar like a hand. Like many who lived through the war, she has seen the back and has proven it. Having and so many let anyone near. Between her and the war, she passes through a few have even way through trails in her corner an expert guide happy to get into the wilderness means guiding their destination war, she was goddess Kan member of her likeness of her bares to much resemblance Titans for her faith left. She her order but the skills she has translated daily life as an adventurer

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