



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

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

Seagate Adventurer's Guild

Kor Clan

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Fueled Attack Slow Fall
Quickened Healing Extra
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Focused Aim Ki-Empowered
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Shadow Arts Shadow Step
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2500 x 3235

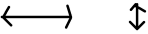


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ROLEPLAYING

Introduction

A tall wiry woman crosses the Seag
Adventurer's Guild, "I understand y
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 ta
the Red Route"

Mannerisms

Flexes her hands and crack her knuc

Motivations

Adventure and reward

Passions

Her family and clan

Secrets

She knows many secret paths throu
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BACKGROUND 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