

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 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 an exceptional hand-to-hand fighter as well

Actions

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Skills

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2500 x 3235

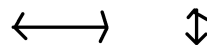



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<p>Slinging with a +6 to line-sliding Dex roles</p> <p>Proficiencies</p> <p>Damage Immunities</p> <p>TODO Damage Immunities</p> <p>Condition Immunities</p> <p>TODO Condition Immunities</p> <p>Senses TODO Senses</p> <p>Languages Common Knowledge</p> <p>Adjectives ,</p>	<h1>ROLEPLAYING</h1>	<p>Line-Slinging Hooks Quarter Staff</p> <p>Factions</p>
<p>Special Abilities</p> <ul style="list-style-type: none"> Kor Traints: Kor Climbing Lucky Bra 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 Empowered Strike Way of the Shadow Shadow Arts Shadow Step <p>Special Equipment</p> <ul style="list-style-type: none"> +2 Line-Slinging Hooks that give advantage on Line-sliding roles <p>Combat Tactics</p> <p>She will generally fight with her hook lines much like a whip to keep her distance. But she is also an exceptional hand-to-hand fighter as well</p> <p>Actions</p> <p>Line-Slinging Hooks Quarter Staff</p> <p>Factions</p>	<p>Introduction</p> <p>A tall wiry woman crosses the Seagate Adventurer's Guild, "I understand you need a guide the Umara River Gorge</p> <p>Appearance</p> <p>Ivory skin, shoulder length silver hair, black eyes, travelling leathers and climbing harness. Plenty of scars</p> <p>Expressions</p> <p>"You can stick to the hedrons, I'm taking the Red Route"</p> <p>Mannerisms</p> <p>Flexes her hands and crack her knuckles</p> <p>Motivations</p> <p>Adventure and reward</p> <p>Passions</p> <p>Her family and clan</p> <p>Secrets</p> <p>She knows many secret paths through regions that are otherwise impassable</p>	<h1>ROLEPLAYING</h1> <p>Introduction</p> <p>A tall wiry woman crosses the Seagate Adventurer's Guild, "I understand you need a guide the Umara River Gorge</p> <p>Appearance</p> <p>Ivory skin, shoulder length silver hair, black eyes, travelling leathers and climbing harness. Plenty of scars</p> <p>Expressions</p> <p>"You can stick to the hedrons, I'm taking the Red Route"</p> <p>Mannerisms</p> <p>Flexes her hands and crack her knuckles</p> <p>Motivations</p> <p>Adventure and reward</p> <p>Passions</p> <p>Her family and clan</p> <p>Secrets</p> <p>She knows many secret paths through regions that are otherwise impassable</p>
		<p>Cell13</p> <h1>BACKGROUND STORY</h1> <p>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</p>

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

PERSONALITY
