

## 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

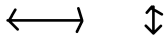


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## ROLEPLAYING

### 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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## BACKGROUNDS

A well-known guide and I knows the of Zendikar hand. Like lived through has been to the scars to much and : reluctant le life. Between the war, she passes through have ever and marked colors. She always happens into the wilderness means guide destination was a follower Kamsa and but the like now bares resemblance for her to h has abandoned maintains t learned an into her da adventurer

x 3235  
↓  
Dummy

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