

# 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

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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  
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 Unarmored  
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

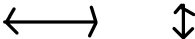


Image Dummy

2500 x 3235  
Image Dummy

12 (+1)	
<b>Saving Throws</b> TODO Saving Throws	
<b>Skills</b> She is an expert in the skills of Kor Line-Slinging with a +6 line-slinging Dex roles	
<b>Proficiencies</b>	
<b>Damage Immunities</b> TODO Damage Immunities	
<b>Condition Immunities</b> TODO Condition Immunities	
<b>Senses</b> TODO Senses	
<b>Languages</b> Common Kor	
<b>Adjectives</b>	
<b>Special Abilities</b>	
<ul style="list-style-type: none"><li>Kor Traits: Kor Climbing Lucky Brave   Monk Traits Unarmored Defense Martial Arts Ki - 6 points Unarmored Movement Dedicated Weapon Deflect Missiles Fueled Attack Slow Fall Quickened Healing Extra Attack Stunning Strike Focused Aim Ki-Empowered Strike   Way of the Shadow Shadow Arts Shadow Step</li></ul>	
<b>Special Equipment</b>	
<ul style="list-style-type: none"><li>+2 Line-Slinging Hooks that give advantage on Line- slinging roles</li></ul>	
<b>Combat Tactics</b>	
She will generally fight with hook lines much like a whip to keep her distance. But she is also and exceptional hand-to-hand fighter as well	
<b>Actions</b>	
Line-Slinging Hooks   Quarter Staff	
<b>Factions</b>	

<b>ROLEPLAYING</b>
<b>Introduction</b>
A tall wiry woman crosses the Seagate Adventurer's Guild understand you need a guide the Umara River Gorge
<b>Appearance</b>
Ivory skin, shoulder length silver hair, black eyes, travelling leathers and climbing harness. Plenty of scars
<b>Expressions</b>
"You can stick to the hedrons, I'm taking the Red Route"
<b>Mannerisms</b>
Flexes her hands and crack knuckles
<b>Motivations</b>
Adventure and reward
<b>Passions</b>
Her family and clan
<b>Secrets</b>
She knows many secret paths through regions that are otherwise impassable

<b>BACKGROUND STORY</b>
A well-traveled adventurer, guide and line-slinger, Nahkirin knows canyons and mountains of Zendi like the back of her hand. Like m Zendikari who lived through the Eldrazi war, she has been to hell and back and has the scars to pr it. Having lost so much and so many, she is reluctant let anyone new into her life. Between her adventuring and the war, she ha found many passes through plac that few have ever found their w through and marked the trails in her clan colors. She is an expert guide and always happy to get o of Seagate into the wilderness, even if it means guiding strange to their destination. Before the v she was a follower of the goddess Kamsa and a member of her orde but the likeness of her goddess bares to much of a resemblance the Eldrazi Titans for her to have any faith left. She has abandone her order but still maintains the skills she has learned and has translated them into her daily lif as a guide and adventurer
<b>PERSONALITY</b>

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 no longer 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.