

NAHKIRIN

young adult Kor
chaotic good
Level 6 monk

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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 Thro
Skills

She is an expert in the skill/art of Kor
Line-Slinging with a +6 to line-sling
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 poin
Unarmored Movement Dedicat
Weapon Deflect Missiles Ki-Fue
Attack Slow Fall Quickened Hea
Extra Attack Stunning Strike
Focused Aim Ki-Empowered Str
| Way of the Shadow: Shadow /
Shadow Step

Special Equipment

- +2 Line-Slinging Hooks that giv
advantage on Line-slinging role

Combat Tactics

She will generally fight with her hoc
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

2500 x 3235
Image Dummy

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Unarmored Defensi
Arts Ki - 6 points Ur
Movement Dedicati
Weapon Deflect Mis
Fueled Attack Slow
Quickened Healing
Attack Stunning Str
Focused Aim Ki-Em
Strike | Way of the
Shadow Arts Shado

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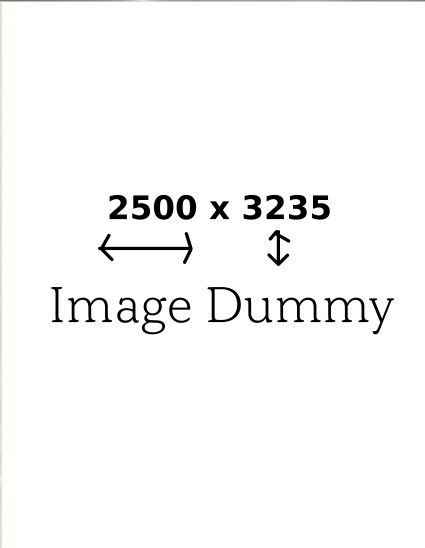
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ROLEPLAYING

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 eye
travelling leathers and climbing harness. Plenty
of scars

Expressions

"You can stick to the hedrons, I'm taking the Re
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
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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 much and so many, she is reluctant to let anyone new into her life. Between her adventuring and the war, she has found many passes through places few have ever found their way through and marked the trails in her clan's 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 destinations. 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

PERSONALITY