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 Throwskills

She is an expert in the skill/art of Kc 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 Traints: Kor Climbing Lucky Brave | Monk Traits: Unarmore 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 Sti | 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

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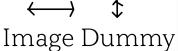
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ROLEPLAYING

Introduction

A tall wiry woman crosses the Seagate Adventurer's Guild, "I understand you need a guide the Umara River Gorge

Appearance

lvory 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 that are otherwise impassable

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BACKGROUND STORY

A well-traveled adventurer, guide ar line-slinger, Nahkirin knows the canyons and mountains of Zendikar like the back of her hand. Like most Zendikari who lived through the Eld war, she has been to hell and back has the scars to prove it. Having los much and so many, she is reluctant anyone new into her life. Between h adventuring and the war, she has found many passes through places few have ever found their way throu 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 her order, but the likeness of her goddess now bares to much of a resemblance to the Eldrazi Titans fc her to have any faith left. She has abandoned her order but still maint the skills she has learned and has translated them into her daily life as guide and adventurer

PERSONALITY