

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 point Unarmored Movement Dedicated 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 give advantage on Line-slinging roles

Combat Tactics

She will generally fight with her hood lines much like a whip to keep her distance. But she is also an exceptional hand-to-hand fighter as well

Actions

Line-Slinging Hooks | Quarter Staff

Factions

2500 x 3235
Image Dummy

Pronouns: she/her
Occupations: Adventurer
Armor Class 18
Hit Points 66 (TODO Hit Points)
Speed 40.

STR DEX CON INT WIS

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(+3) (+5) (+2) (+1) (+4)

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Saving Throws
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Skills
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line-slinging Dex roles

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Special Abilities

- Kor Traints: Kor Clin
Lucky Brave | Monk
Unarmored Defensi
Arts Ki - 6 points Un
Movement Dedicati
Weapon Deflect Mi
Fueled Attack Slow
Quickened Healing
Attack Stunning Str
Focused Aim Ki-Em
Strike | Way of the
Shadow Arts Shado

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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 that are otherwise impassable

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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. She has the scars to prove it. Having lost so 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 is 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 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