

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

CHA

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
Lucky Brave | Monk Traits:
Unarmored Defense Martial
Arts Ki - 6 points Unarmored
Movement Dedicated Weapo
Deflect Missiles Ki-Fueled
Attack Slow Fall Quickened
Healing Extra Attack Stunnir
Strike Focused Aim Ki-
Empowered Strike | Way of t
Shadow: Shadow Arts Shado
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 also an exceptional hand-to-hand fighter well

Actions

Line-Slinging Hooks | Quarter Sta

Factions

ROLEPLAYING

Introduction

A tall wiry woman crosses t
Seagate Adventurer's Guild

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chaotic good
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2500 x 3235

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Image Dummy

CHA 12	Image Dummy		Cell3
	ROLEPLAYING		
Saving Throws TODO Saving Throws	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
Skills She is an expert in the s Kor Line-Slinging with a line-slinging Dex roles	Appearance Ivory skin, shoulder length silver hair, black eyes, travelling leathers and climbing harness. Plenty of scars		Expressions "You can stick to the hedro I'm taking the Red Route"
Proficiencies Damage Immunities TODO Damage Immunit	Expressions "You can stick to the hedrons, I'm taking the Red Route"		Mannerisms Flexes her hands and crack knuckles
Condition Immunities TODO Condition Immuni	Mannerisms Flexes her hands and crack her knuckles		Motivations Adventure and reward
Senses TODO Senses	Passions Her family and clan		Secrets She knows many secret pat through regions that are otherwise impassable
Languages Common K	Secrets She knows many secret paths through regions that are otherwise impassable		BACKGROUND STORY A well-traveled adventurer, gu and line-slinger, Nahkirin kno the canyons and mountains o Zendikar like the back of her hand. Like most Zendikari wh lived through the Eldrazi war, has been to hell and back and the scars to prove it. Having l so much and so many, she is reluctant let anyone new into life. Between her adventuring the war, she has found many passes through places that fe have ever found their way through and marked the trails her clan colors. She is an exp guide and always happy to ge out of Seagate into the wilderness, even if it means guiding strangers to their destination. Before the war, s was a follower of the goddess Kamsa and a member of her order, but the likeness of her goddess now bares to much o resemblance to the Eldrazi Tit for her to have any faith left. has abandoned her order but maintains the skills she has learned and has translated th into her daily life as a guide a adventurer
Adjectives ,			
Special Abilities <ul style="list-style-type: none">Kor Traits: Kor Clin Lucky Brave Monk Unarmored Defensi Arts Ki - 6 points Ur Movement Dedicat Weapon Deflect Mi Fueled Attack Slow Quickened Healing Attack Stunning Str Focused Aim Ki-Em Strike Way of the Shadow Arts Shado	Motivations Adventure and reward		
Special Equipment <ul style="list-style-type: none">+2 Line-Slinging Ho give advantage on slinging roles	Passions Her family and clan		
Combat Tactics <p>She will generally fight w hook lines much like a w keep her distance. But sh and exceptional hand-to-hand fighter as well</p>	Secrets She knows many secret paths through regions that are otherwise impassable		
Actions <p>Line-Slinging Hooks Quarter Staff</p>			
Factions			

PERSONALITY

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 have lived through the Eldrazi war, she has been to hell and back and has the scars to prove it. Having lived through so much and seen so many, she is reluctant to let anyone new into her life. Between her adventuring and the war, she has found many paths through places that few have ever found their way through and marked the trails with her clan colors. She is an experienced 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 now bares to much of a resemblance to the Eldrazi Titan for her to have any faith left. She has abandoned her order but maintains the skills she has learned and has translated them into her daily life as a guide and adventurer.