



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 Throws
Skills She is an expert in the skill/art of Kor Line-Slinging with a +6 to line-slinging Dex roles
Proficiencies
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 Weapon
Deflect Missiles Ki-Fueled
Attack Slow Fall Quickened
Healing Extra Attack Stunning
Strike Focused Aim Ki-
Empowered Strike | Way of
the Shadow: Shadow Arts
Shadow 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 and exceptional
hand-to-hand fighter as well

Actions

Line-Slinging Hooks | Quarter
Staff

Factions

Seagate Adventurer's Guild

Kor Clan

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Seagate
Adventurer's Guild

Kor Clan

2500 x 3235



Image Dummy

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 eyes, travelling leathers and climbing harness. Plenty of scars

Expressions

"You can stick to the hedrons, I'm taking the Red 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 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 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

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