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

CHA

12

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 Traints: 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 Lineslinging roles

Combat Tactics

She will generally fight with her hook lines much like a whip to ke her distance. But she is also and exceptional hand-to-hand fighter well

Actions

Line-Slinging Hooks | Quarter Sta

Factions

ROLEPLAYING

NAHKIRIN

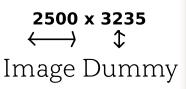
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2500 x 3235



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Saving Throws TODO Saving Throws

Proficiencies

Adjectives ,

Special Abilities

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Senses TODO Senses

Languages Common K

. Kor Traints: Kor Clin

Lucky Brave | Monk

Unarmored Defense

Arts Ki - 6 points Ur

Movement Dedicate

Weapon Deflect Mis

Fueled Attack Slow Quickened Healing

Attack Stunning Str

Focused Aim Ki-Em

Strike | Way of the Shadow Arts Shado

Special Equipment

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Line-Slinging Hooks | Qua

Combat Tactics

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Actions

Factions

• +2 Line-Slinging Ho

give advantage on



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

Secrets

She knows many secret paths through regions

Passions

Her family and clan

that are otherwise impassable

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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 I 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 expe 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 Ti 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

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