

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)

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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 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 ke
her distance. But she is also and
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

2500 x 3235

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Image Dummy

CHA

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Arts Ki - 6 points Ur
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Weapon Deflect Mi
Fueled Attack Slow
Quickened Healing
Attack Stunning Str
Focused Aim Ki-Em
Strike | Way of the
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Actions

Line-Slinging Hooks | Quarter Staff

Factions

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, gu
and line-slinger, Nahkirin kno
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for her to have any faith left.
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maintains the skills she has
learned and has translated th
into her daily life as a guide a
adventurer

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 so many, she is reluctant to let anyone new into her life. Between her adventuring and the war, she has found many 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.