Nahkirin

young adult Kor chaotic good Level 6 monk

Pronouns: she/her Occupations: Adventure Armor Class 18 Hit Points 66 (TODO H 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 s

She is an expert in the s Kor Line-Slinging with a line-slinging Dex roles

Proficiencies
Damage Immunities

NAHKIRIN

young adult Kor chaotic good Level 6 monk

Pronouns: she/her
Occupations: Adventurer
Armor Class 18
Hit Points 66 (TODO Hitdice

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

Introduction

A tall wiry woman crosses t Seagate Adventurer's Guild understand you need a gui the Umara River Gorge

 TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages Common K
Adjectives ,

Special Abilities

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

Special Equipment

 +2 Line-Slinging Ho give advantage on slinging roles

Combat Tactics

She will generally fight w hook lines much like a w keep her distance. But sh and exceptional hand-tofighter as well

Actions

Line-Slinging Hooks | Quarter Staff

Factions

ROLEPLAYING

Introduction

A tall wiry woman crosses the Seagate Adventurer's Guild, "I understand you need a guide the Umara River Gorge

Appearance

lvory 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

Appearance

lvory skin, shoulder length silver hair, black eyes, travelling leathers and climbing harness. Plenty of scars

Expressions

Cell3

"You can stick to the hedro I'm taking the Red Route"

Mannerisms

Flexes her hands and crack knuckles

Motivations

Adventure and reward

Passions

Her family and clan

Secrets

She knows many secret pat through regions that are otherwise impassable

BACKGROUND STORY

A well-traveled adventurer, guic and line-slinger, Nahkirin knows canyons and mountains of Zend like the back of her hand. Like I Zendikari who lived through the Eldrazi war, she has been to he and back and has the scars to p it. Having lost so much and so many, she is reluctant let anyor new into her life. Between her adventuring and the war, she h found many passes through pla that few have ever found their through and marked the trails i her clan colors. She is an exper guide and always happy to get of Seagate into the wilderness, even if it means guiding strange to their destination. Before the she was a follower of the godde Kamsa and a member of her ord but the likeness of her goddess bares to much of a resemblance the Eldrazi Titans for her to hav any faith left. She has abandon her order but still maintains the skills she has learned and has translated them into her daily li as a guide and adventurer

Personality

A well-traveled adventurer, guic and line-slinger, Nahkirin knows canyons and mountains of Zend like the back of her hand. Like I Zendikari who lived through the Eldrazi war, she has been to he and back and has the scars to p it. Having lost so much and so many, she is reluctant let anyon new into her life. Between her adventuring and the war, she h found many passes through pla that few have ever found their

through and marked the trails i her clan colors. She is an exper guide and always happy to get of Seagate into the wilderness, even if it means guiding strang to their destination. Before the she was a follower of the godde Kamsa and a member of her ord but the likeness of her goddess bares to much of a resemblance the Eldrazi Titans for her to hav any faith left. She has abandon her order but still maintains the skills she has learned and has translated them into her daily li as a guide and adventurer