## **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

## Introduction

A tall wiry woman crosses t Seagate Adventurer's Guile

# Nahkirin

young adult Kor chaotic good Level 6 monk

Pronouns: she/her

Occupations: Adventurer

**Armor Class** 18

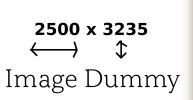
Hit Points 66 (TODO Hitdice)

Speed 40.

## STR DEX CON INT WIS

16 19 13 12 18 (+3) (+5) (+2) (+1) (+4)

2500 x 3235





# 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

# **Combat Tactics**

She will generally fight whook lines much like a whook lines and exceptional hand-to-hand fighter as well

## Actions

CHA

12 (+1)

Skills

**Saving Throws** 

Proficiencies

Damage Immunities

Adjectives ,

**Special Abilities** 

**TODO Saving Throws** 

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

**TODO Damage Immunit** 

Condition Immunities
TODO Condition Immuni

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** 

+2 Line-Slinging Ho

slinging roles

give advantage on

Line-Slinging Hooks | Quarter Staff

### **Factions**

understand you need a gui the Umara River Gorge

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**Adventure and reward** 

## **Passions**

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### **Secrets**

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# BACKGROUND STORY

A well-traveled adventurer, gu and line-slinger, Nahkirin kno the canvons and mountains of 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 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

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