

# 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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**Occupations:** Adventurer  
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**Hit Points** 66 (TODO Hitdice)  
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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 Stunnin  
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

2500 x 3235  
/ \ ↑

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Image Dummy

## CHA

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(+1)

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Weapon Deflect Mi  
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Line-Slinging Hooks | Quarter Staff

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# 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

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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 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 paths and passes through 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 bears too much of a resemblance to the Eldrazi Titans 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.