

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)

CHA

12
(+1)

Saving Throws
TODO Saving Throws
Skills
She is an expert in the skill/art of
Kor Line-Slinging with a +6 to line
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 Lu
Brave | **Monk Traits:**
Unarmored Defense Martial
Arts Ki - 6 points Unarmored
Movement Dedicated Weap
Deflect Missiles Ki-Fueled
Attack Slow Fall Quickened
Healing Extra Attack Stunning
Strike Focused Aim Ki-
Empowered Strike | Way of
Shadow: Shadow Arts Shadow
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
keep her distance. But she is also
and exceptional hand-to-hand
fighter as well

Actions

Line-Slinging Hooks | Quarter St

Factions

2500 x 3235
Image Dummy

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Unarmored Defensi
Arts Ki - 6 points Ur
Movement Dedicati
Weapon Deflect Mis
Fueled Attack Slow
Quickened Healing
Attack Stunning Str
Focused Aim Ki-Em
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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, guide and line-slinger, Nahkirin knows the canyons and mountains of Zendikar like the back of her hand. Like most Zendikari who lived through the Eldrazi war, she has been to hell and back and has the scars to prove it. Having lost so much and so many, she is reluctant to let anyone new into her life. Between her adventuring the war, she has found many 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 bares too much of a resemblance to the Eldrazi Titans for her to have any faith left. She has abandoned her order but she maintains the skills she has learned and has translated them into her daily life as a guide and adventurer.

PERSONALITY

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