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nahkirin

2500 x 3235
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Image Dummy

Nahkirin

young adult Kor

Chaotic Good

Level 6 Monk Way of the Shadow

Pronouns -

she/her

Occupations -

Adventurer

Armor Class -

18

Hit Points -

66 (TODO Hitdice)

Speed -

55.

STR

16 (+3)

DEX

19 (+5)

CON

13 (+2)

INT

12 (+1)

WIS

18 (+4)

CHA

12 (+1)

Saving Throws -

Skills -

{ "Kor Abilities"=>[{ "Kor Climbing"=>"You are proficient in both the Athletics and Acrobatics skills.", "Lucky"=>"When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.", "Brave"=>"You have advantage on saving throws against being frightened."}], "Monk Abilities"=>[{ "Unarmored Defense"=>"When not wearing armor Ac = 10 + Dexterity + Wisdom"}, {"Martial Arts"=>["Can use Dexterity instead of Strength for the attack and damage rolls for unarmed strikes and monk weapons", "Can roll a 1d6 in place of normal damage for unarmed strikes and monk weapons", "When using an attack action with an unarmed strike or monk weapon, can make an unarmed strike as a bonus action"]}, {"Ki"=>[{ "Ki Points"=>6, "Ki DC"=>15}], "Flurry of Blows"=>"Immediately after and attack action, can spend 1 Ki point to make 2 unarmed strikes as a bonus action", "Patient Defense"=>"Can spend 1 Ki point to take the Dodge action as a bonus action", "Step of the Wind"=>"Can spend 1 Ki point to take the Disengage or Dash action as a bonus action. Jump distance is doubled for the turn", "Unarmored Movement"=>"Speed is increased by 15. Can move along vertical surfaces and across liquids without falling during the move", "Deflect Missles"=>"Can use Reaction to deflect or catch the missle when hit by a ranged weapon attack. Damage from the attack is reduced by 1d12 + 24. If damaged is reduced to 0, the missle is caught if he has one free hand. Can spend 1 Ki point to make a ranged attack with the ammunition or weapon just caught. The attack is made with proficiency and counts as a monk weapon", "Slow Fall"=>"Can us a Reaction to falling damage by by 85hp", "Extra Attack"=>"Can Attack twice per turn", "Stunning Strike"=>"When hits a creature with a melee weapon attack, can spend 1 Ki point and that creature must make a constitution saving throw or be stunned until the end of his next turn", "Ki-Empowered Strike"=>"your unarmed strikes count as magical for the Purpose of overcoming Resistance and immunity to nonmagical attacks and damage."}], "Way of the Shadows Abilities"=>[{ "Shadow Arts"=>"you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast Darkness, Darkvision, Pass without Trace, or Silence,

without providing material components. Additionally, you gain the Minor Illusion cantrip if you don't already know it", "Shadow Step"=>"you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn"}}}

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Kor {"id"=>"seagate_adventurer_s_guild", "name"=>"Seagate Adventurer's Guild"} {"id"=>"kor_clan", "name"=>"Kor Clan"}

Adjectives -

Bold, Confident, Haunted,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235
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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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Languages -

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Adjectives -

Bold, Confident, Haunted,

Special Abilities

-
-

Special Equipment

-

Combat Tactics

She will generally fight with her hook lines much like a chain-blade to keep her distance. But she is also and exceptional hand-to-hand fighter as well

Actions

-

Factions

Roleplaying

Introduction

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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 and the war, she has found many passes through places that few have ever found their way through and marked the trails in her clan colors. She is an expert 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 Titans for her to have any faith left. She has abandoned her order but still maintains the skills she has learned and has translated them into her daily life as a guide and adventurer