

**FEATHERED LIES**  
FOR INTERMEDIATE PLAYERS



# KEKYÁWETH

11<sup>th</sup> level Bariaur Fighter

**ABILITY SCORES** **DEFENSES**

22	Strength (+11)	27	AC
15	Constitution (+7)	27	Fortitude
15	Dexterity (+7)	21	Reflex
10	Intelligence (+5)	21	Will
15	Wisdom (+7)	+2 defenses vs. charge attacks	
12	Charisma (+6)		

**SKILLS** **HIT POINTS**

+18	Athletics		90
+14	Endurance		
+13	Intimidate		
+14	Nature		
+11	Perception	Healing Surges (22 HP)	
+11	Streetwise	□ □ □ □ □ □ □ □ □ □ □ □	
Languages: Common, Giant		Death saves	□ □ □

**C O M B A T**

+2 Initiative	6 Speed	+1d6 damage	Charge*
+19 Attack (GLAIVE)	2d4+11 Damage	+3d6 & prone	Critical

**THE CHARACTER**

Born in the savage lands of Ysgard, Kekyllaweth was the runt of the tribe; the older bucks taunted him that he would never be fit to fight the giants – their mortal enemies. Determined to prove himself, Kekyllaweth faced a young hill giant alone. Against all odds, he won and earned the title “foe killer”, yet his wounds were grave. There was nothing the tribe could do and the young bariaur was left to die by an old tree as any iron wolf warrior would be. As it turned out, the tree was a portal, and a party of planewalkers found him and was able to save his life. Joining the planewalkers, Kekyllaweth gave up his old life and moved to Sigil. After years of adventuring, he adapted his tribe’s spear-fighting to his experience as a plane-walker, becoming a polearm master. Despite his accomplishments, Kekyllaweth secretly doubts his prowess as a warrior, and fears the Book of Lies could bring his lack of confidence to light.

**CLASS FEATURES**

**Combat Superiority**

You gain +2 to hit on opportunity attacks, and on a hit the enemy stops moving. You may use your at-will powers in place of a melee basic attack when you make an opportunity attack.

**Combat Challenge**

When you attack, hit or miss, the target is *marked* until the end of your next turn, taking -2 attack when not targeting you. When an adjacent marked enemy shifts or attacks without including you, make a melee basic attack as an interrupt.

**AT-WILL POWERS**

**Cleave** **Standard Action** † 2

**Target:** One creature **Attack:** +19 vs. AC  
**Hit:** 2d4 +11 damage, push target up to 3 squares and knock them prone. Another enemy adjacent to you takes 6 damage.

**Weapon Master’s Strike** **Standard Action** † 2

**Effect:** Before this attack you may sheathe a weapon then draw a different weapon as a free action.  
**Target:** One creature **Attack:** +19 vs. AC  
**Hit:** 2d4 +11 damage, and until the end of your next turn, the target provokes opportunity attacks from you when it shifts, and you gain +1 AC against the target’s attacks.

**SPECIAL ABILITIES**

- Low-light Vision**
- Iron Wolf Warrior:** When an enemy drops you below 1 HP, make a basic attack against that enemy as a free action.
- Lunging Action:** You can spend an action point to increase your reach by 1 (instead of taking an extra action).
- Polearm Gamble:** When a non-adjacent enemy enters a square next to you, make an opportunity attack against them, but you grant combat advantage to that enemy until end of their turn.

**FEATS**

- Heavy Blade Opportunity
- Improved Defenses
- Longhand Student
- Polearm Expertise
- Polearm Gamble
- Polearm Momentum
- Warrior of the Wild

**MAGIC ITEMS**

- Staggering Glaive +3
- Wyvernscale Armor +3
- Amulet of Life +2
- Horned Helm
- Iron Armbands of Power
- Rushing Cleats
- Cincture of the Dragon Spirit
- Demonskin Tattoo
- 200 gold

## ENCOUNTER POWERS

### Battering Ram **Standard Action** † 2

**Effect:** Charge\* and make the following attack:

**Target:** One creature **Attack:** +15 vs. AC

**Hit:** 3d6 + 8 damage and knocked prone.

### Hack and Hew **Standard Action** † 2

**Effect:** Gain 2 temporary hit points.

**Primary Target:** One creature **Attack:** +19 vs. AC

**Hit:** 2d4 + 11 damage.

**Secondary Target:** A different creature **Attack:** +19 vs. AC

**Hit:** 2d4 + 11 damage.

### Dance of Steel **Standard Action** † 2

**Target:** One creature **Attack:** +19 vs. AC

**Hit:** 4d4 + 11 damage and immobilized until the end of your next turn.

### Wolf's Bound **No Action** † 2

**Trigger:** You hit an enemy with a melee attack

**Primary Target:** The enemy you hit

**Effect:** Knock target prone, shift 3 squares, and attack:

**Secondary Target:** A different enemy

**Attack:** +19 vs. AC

**Hit:** 4d4 + 11 damage, push secondary target up to 4 squares, knock it prone, and it takes a -2 attack penalty until the end of your next turn.

### Leveraging Strike **Standard Action** † 2

**Target:** One creature **Attack:** +19 vs. AC

**Hit:** 4d4 + 11 damage, slide target up to 7 squares, and knock them prone. **Miss:** Half damage, no slide.

## UTILITY POWERS & MISC.

### Iron Wolf Charge **No Action** ◎ 2

**Effect:** When you hit an enemy with a charge attack, they take 2d6 extra damage, then make the following attack:

**Target:** Each enemy in burst **Attack:** +11 vs. Will

**Hit:** Push target 3 squares, and they take -2 attack until the end of your next turn.

### Hunter's Quarry **Minor Action**

**Effect:** The enemy nearest to you becomes your quarry. Your next hit against your quarry deals +2d6 extra damage.

### Mighty Leap **Move Action**

**Effect:** Until the end of your turn, you gain a +5 power bonus to Athletics checks to jump, and you are considered to have a running start. In addition, you can make Athletics check instead of Acrobatics to reduce falling damage.

### Dauntless Endurance **No Action**

**Effect:** Re-roll a saving throw and use the second result.

### Mighty Surge **Minor Action**

**Effect:** Spend a healing surge, and gain +2 defenses and +1 attack until the end of your next turn. Until the end of the encounter, when you spend a healing surge you gain +2 defenses and +1 attack until the end of your next turn.

## DAILY POWERS

### Savage Advance **Standard Action** † 2

**Effect:** Before the attack, slide the target up to 6 squares, knock them prone, and shift into a square the target vacated.

**Target:** One creature **Attack:** +17 vs. AC

**Hit:** 6d4+13 damage. **Miss:** Half damage.

### Hounding Longarm **Standard Action** † 2

**Target:** One creature **Attack:** +19 vs. Fortitude

**Hit:** 4d4 + 11 damage, push the target up to 3 squares and knock them prone.

**Effect:** Until the end of the encounter, each time the target shifts or makes an attack that doesn't include you, you can shift 1 square and make a melee basic attack against the target as an immediate interrupt.

### Shift the Battlefield **Standard Action** ◎ 1

**Target:** Each enemy you can see in the burst

**Attack:** +19 vs. AC

**Hit:** 4d4 + 11 damage, slide target up to 6 squares and knock them prone. **Miss:** Half damage.

## MAGIC ITEM POWERS

### Staggering Glaive **Free Action**

**Effect:** When you hit with the glaive, slide the target 3 squares (in addition to other forced movement) and knock them prone.

### Amulet of Life **Free Action**

**Effect:** When you spend a healing surge you can spend an additional healing surge.

### Demonskin Tattoo **No Action**

**Effect:** When you spend an action point to take an extra action, gain resist 5 to your choice of acid, cold, fire, lightning, or thunder until the end of the encounter.

## CONSUMABLE ITEMS

### Potion of Cure Wounds **Minor Action**

**Effect:** When you drink the potion, if you have a healing surge you must spend one. Instead of the hit points you'd normally regain, you heal 2d8+10 HP. If you are bloodied and don't have any healing surges, you still regain the hit points.