

Kefka Pazallo

Level 37 Solo Controller (Leader)

Medium immortal humanoid (clown)

XP 315,000

Initiative +28

Senses Perception +34; truesight

Chaos Aura aura 10; any ally or enemy that starts its turn within the aura loses all resistances and gains vulnerability of an equal amount to that damage type until the beginning of their next turn. Each creature that starts its turn in the aura takes 5 fire damage, 5 cold damage, and 5 necrotic damage.

HP 1,664; Bloodied 832

AC 54; Fortitude 48; Reflex 52; Will 54

Immune attacks by characters below level 20; disease; illusion; poison; fear; charm; polymorph; Resist 20 attacks with more than one damage type; Vulnerable 20 radiant

Saving Throws +5

Speed 8 , Fly 10 (hover)

Action Points 2

Shifting Chaos (free; at-will)

Once per turn, Kefka may change each damage type associated with his aura to another damage type. He may choose from the following damage types; acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder, untyped, weapon.

⬇ Maddening Flail (standard; at-will) • Weapon

+42 vs AC; 3d8 + 12 cold and fire damage, and the target is dominated until the end of Kefka's next turn. Kefka moves 3 squares and repeats the attack. Kefka rolls 3d20.

🦋 Trine (minor; at-will)

10; +41 vs Fortitude; One or two targets in range; 3d8 + 10 radiant and necrotic damage, and the target is blinded and cannot use encounter powers (save ends both). Saves made against this effect suffer a -4 penalty. Usable only once per turn

⬇ Havoc Wing (standard; recharge ⏏ ⏏) • Radiant

+42 vs AC; 10d10 + 22 damage. Miss: Half damage

✳ Light of Judgement (standard; recharge ⏏ ⏏) • Radiant

Wall 5 anywhere on the same plane where the sky is visible. Increase to wall 10 when bloodied.; +41 vs Reflex; 2d8 + 15 radiant damage and the target takes ongoing 20 radiant damage. The height of the wall is infinite and the wall blocks vision until the beginning of Kefka's next turn.

↩ Heartless Angel (when kefkaf becomes bloodied; encounter) • Healing

Close burst 50; targets living creatures; +43 vs Will; The target is reduced to 1 HP; Miss: The target loses HP equal to its surge value, but cannot be reduced below 1HP. Effect: Kefka rolls 5d20 and ends every effect on him. Kefka's aura is deactivated until the beginning of his next turn.

↩ Forsaken (standard; encounter; usable only when bloodied) • Force, Radiant, Zone

Close Burst 20; Kefka says "the end draws near..." and the zone glows with unnatural light. At the beginning of Kefka's next turn, he makes an attack against each creature in the zone. +42 vs Reflex; 8d10+18 force and radiant damage, and the target is pushed 10 squares and dazed. Miss: Half damage, and pushed 5 squares.

Hate, hate, hate, HATE! (no action; at-will)

Kefka gains a +20 bonus to damage rolls against the last creature that damaged him.

Mad Clown's Laughter (whenever kefkaf rolls a 1 or a 20 on a d20; at-will)

Kefka regains an action point.

Chaotic Fray (immediate interrupt, when an enemy within sight spends an action point; at-will)

Kefka spends an action point and takes an extra action. Kefka rolls a d20.

Immortal Resistance (when kefkaf gains an effect that a save can end; at-will)

Kefka makes a saving throw. On a save, Kefka is unaffected by the effect.

Alignment Chaotic Evil

Languages all, telepathy 20

Skills Arcana +34, Bluff +36, Diplomacy +36, History +34, Insight +34, Intimidate +36, Nature +34, Religion +34

Str 26 (+26)

Dex 30 (+28)

Wis 32 (+29)

Con 29 (+27)

Int 32 (+29)

Cha 36 (+31)

Equipment Morningstar