

## Kestreks



Art by Sandra Duchiewicz

Out of the Bandit Kingdom rode Kestreks the Killer, astride his warlizard Mahalana, seeking what employment he could find as a mercenary soldier. He chose, for the most part, to take the distrust that most prospective employers had for him as appropriate fear for a gargun warrior, and only retaliated when that distrust led to actual attacks. Eventually, he found an employer desperate enough to accept him, and proved worthy of his hire, advising the caravan leader of secret tricks that the bandits would and did use, and killing those who did without scruple. He has performed similar tasks repeatedly these past three years, all through the northwest. No one fully trusts him, but they have grown accustomed to his presence.

Kestreks largely speaks through his actions, seldom employing words. Some fools imagine that he cannot manage the common tongue or speaks with some wretched accent and misused pronouns. In fact, he speaks Troatian better than many of his colleagues, and is both fully literate and well-read about military tactics. He has little if any curiosity about "softer" subjects, though, but recognizes that anything -- object or idea -- can become a weapon if used correctly.

He *never* speaks about what led him to leave the Bandit Kingdom, where (according to rumors)

he was once a lieutenant to the current king and might well have led many of the raids that he has helped to throw back had things gone differently. If he finds anything amusing, it is the stories that others have made up about why he chose to ride away from that enviable situation. The ones where he fell in love with someone and decided that there had to be more to life than unending battle have even made him laugh, though the sound of that is easily mistaken for a sigh.

The truth is that he discovered the secret of the "current" king -- that he is, like every king before him, a hollow shell employed by **Farran**, the vampir who has secretly ruled the Bandit Kingdom for centuries, surviving every purge and stealing the soul of each new ambitious would-be leader. As Kestreks was himself an ambitious would-be leader, he found himself not best pleased at the idea that he could only ever become a mask for someone else. But opposing the king, and his army, was a ticket to swift death and he knew that he could trust no one to stand with him against the vampir.

So with the one thing he could trust -- his axe -- and a *mostly* reliable companion -- his warlizard -- he rode away to begin building an army and finding allies who would not be tainted by the touch of Farran. With only a few decades left before old age begins to steal away his might, Kestreks wants to get this done soon ... but he wants to get it done *well*.

### **Kestreks -- PL 7**

**STR 5 | STA 6 | AGL 0 | DEX 3 | FGT 5 | INT 0 | AWE 2 | PRE 2**

#### **Powers:**

**Healing Factor:** Immunity 2 (disease, poison); Regeneration 2 - 4 points

#### **Advantages:**

All-Out Attack, Assessment, Chokehold, Defensive Roll, Equipment, Fearless 2, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Inspire, Power Attack, Sidekick 12, Uncanny Dodge, Weapon Break.

#### *Equipment:*

Axe (Strength-based Damage 3, Improved Critical).

#### **Skills:**

Acrobatics 4 (+4), Athletics 2 (+7), Close Combat: Axe 1 (+6), Expertise: Warfare 8 (+8), Insight 4 (+6), Intimidation 5 (+7), Perception 4 (+6), Stealth 6 (+6).

#### **Offense:**

Initiative +4

Unarmed +5 (Close Damage 5)  
Axe +6 (Close Damage 8, Crit 19-20)

**Defense:**

Dodge 4, Parry 6, Fortitude 7, Toughness 8/6, Will 7

**Totals:**

Abilities 46 + Powers 4 + Advantages 27 + Skills 17 + Defenses 13 = 107 points

**Offensive PL: 7**

**Defensive PL: 7**

**Resistance PL: 7**

**Skill PL: 3**

**Complications:**

**Survival--Motivation. Hunted** (followers of Farran.) **Keeps All Promises. Prejudice** (gargun.)

**Mahalana -- PL 7**



**Abilities:**

**STR 7 | STA 7 | AGL 1 | DEX 0 | FGT 3 | INT -4 | AWE 1 | PRE -4**

**Powers:**

**Keen Nose:** Senses 2 (acute extended scent) - 2 points

**Large Size:** Permanent Growth 3, Innate; Protection 1; Speed 1 - 12 points

**Natural Weapons:** Strength-based Damage 2, Reach 1 - 3 points

**Toxic Bite:** Weaken Stamina 7 (Resisted by Fortitude; Grab-based, Secondary Effect) - 7 points

**Advantages:**

Fast Grab, Great Endurance, Improved Grab, Improved Hold, Startle.

**Skills:**

Athletics 1 (+8), Cloe Combat: Unarmed 2 (+5), Intimidation 10 (+7), Perception 5 (+6).

**Offense:**

Initiative +1

Unarmed +5 (Close Damage 9)

Toxic Bite +5 (Close Damage 9 and Fortitude 7)

**Defense:**

Dodge 5, Parry 5, Fortitude 7, Toughness 8, Will 5

**Totals:**

Abilities 10 + Powers 24 + Advantages 5 + Skills 9 + Defenses 12 = 60 points

**Offensive PL: 7**

**Defensive PL: 7**

**Resistance PL: 6**

**Skill PL: 3**

**Complications:**

***Hunger--Motivation. No Fine Manipulators or Speech. Tamed But Not Domestic.***

*Note: If using Revised Growth and Shrinking, replace listed Growth with Permanent Growth 1 and +1 to STR and STA and add Power Attack.*