

## Kywyn (First Appearance: 27Feb02)

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A form of black shadow, covered by a torn, grey poncho-like cloak, forearms sheathed in comforting, cold metal gauntlets, Kywyn is usually the enigmatic, brooding lonewolf. Calm to the point of coldness, with a sphinx-like demeanor maintaining a lack of desire which worries his foes. He can channel dark energies through his body and touch, but he also has a clever hand and creative mind which meld art and magic.

Kywyn had traveled far from his homeland in the north seeking answers to questions he could not bear to ask. His natural talents have always gifted him with stoic power and cursed him with apathetic detachment. Some may call him dark or aloof, but he resigned himself long ago to the fact that he was not meant to sing or dance in the sunlight.

Coming to Garic's City on the trail of a mysterious secret society known as The Avowed, Kywyn thought they might have the answers he sought. He did not know what he wanted, just that he wanted it more than truth. Spending much time in the graveyard, he eventually made contact and joined them as I'min-aeis jari (The Seeker). Kywyn was imbued with a tattoo around his eye, a black tapered tear joined with a curving horn, which he could make appear and disappear at will. He was also given access to the Avowed secret lair. For a time, he was given a purpose and a focus, but it did not ease his mind.

It was not until he admitted his feelings for the Elven girl NaShae, who he had met early in the city, that he found something worth letting go for. He found acceptance in NaShae, and through conflict and ordeal they survived. When they discovered she was pregnant, things became more complicated. Kywyn became more protective of NaShae and withdrawn from the world. He seemed less intense and more at ease than before with a different sense of balance. From time to time, something within Kywyn would skew and some darkness would overtake him, but these instances had grown less frequent.

Kywyn and NaShae soon uncovered a plot which was using strange magics to expedite the birth for some unknown purpose. Unable to root out the source, NaShae was replaced by a simulacrum for a time. This was done without Kywyn's knowledge and stirred up some internal strife. However, that all faded away when he found the real NaShae and was present for the birth of their son, Dakarai. Finally, Kywyn gained a glimpse of something more important than meaning. It was not about seeking the answers, but taking responsibility for the questions. Kywyn lay with his love and his life, with NaShae and Dakarai, and rested in the darkness. Yet from the depths of the night, a call still sounded.

## Kywyn

Male human, level 11/2 sorcerer/Avowed (plus see below) (Neutral)

**Height:** 5' 9", **Weight:** 150 lbs.

**Str** 9/-1 **Dex** 16/+3 **Con** 11/+0 **Int** 11/+0 **Wis** 15/+2 **Cha** 18/+4

**Ability Score Adjustments:** +1 Dex (4th level), +1 Con (8th level), +2 Cha (Avowed)

**HP:** 53 (56 within a mile of Hex), **Initiative:** +3, **Speed:** 30'

**Saving Throws:** Fort +3, Ref +6, Will +11

**AC:** 16 (+3 Dex, +3 defense)

**TAC:** 16 (+3 Dex, +3 defense), **FFAC:** 10

**BAB:** +9/+4 (melee/grapple +8, ranged/finesse +12)

### Attacks:

- unarmed strike or gauntlet +14 (1d3-1, x2 critical, bludgeoning)
- silvered dagger +12 (1d4-2, 19-20/x2 critical, 10' range increment, light, piercing or slashing)
- light crossbow +12 (1d8, 19-20/x2 critical, 80' range increment, piercing)

**Skills and Languages:** (64 points)

- **Appraise +0<sup>1</sup>** (0 ranks +0 Int)
- **Balance +11\*** (4 cross-class ranks +3 Dex +2 synergy +2 Agile)
- **Concentration +13** (13 ranks +0 Con)
- **Craft (drawing) +13<sup>2</sup>** (13 ranks +0 Int)
- **Escape Artist +5\*** (0 cross-class ranks +3 Dex +2 Agile)
- **Intimidate +14** (10 ranks +4 Cha)

- **Jump +1\*** (0 cross-class ranks -1 Str +2 synergy)
- **Knowledge (arcana) +5** (5 ranks +0 Int)
- **Listen +2<sup>3</sup>** (0 cross-class ranks +2 Wis)
- **Speak Language (Common)** (automatic)
- **Spellcraft +3** (1 rank +0 Int +2 synergy)
- **Spot +5<sup>3</sup>** (3 cross-class ranks +2 Wis)
- **Tumble +11\*** (8 ranks +3 Dex)

\* Modify for armor/encumbrance check penalty

<sup>1</sup> Add +2 modifier to appraise products of a Craft (drawing) check.

<sup>2</sup> Add +2 modifier to checks made while using masterwork tools.

<sup>3</sup> Add +2 modifier when within arm's reach of familiar.

#### Feats:

- Agile
- Deflect Arrows
- Improved Unarmed Strike
- Iron Will
- Martial Weapon Proficiency (armor spikes)
- Simple Weapon Proficiency
- Weapon Finesse
- Weapon Focus (unarmed strike)

#### Class Features:

- +1 BAB (Expanded Education option)
- bonus feat (Expanded Education option)
- bonus character class skill: Tumble (Expanded Education option)
- darkvision 60'
- energy resistance acid 5, cold 5, electricity 5, fire 5, sonic 5
- Expanded Education (12th; +10 skill points, +12 at 11th level, +2/level beyond 11th)
- spell-like abilities
- spell use
- +2 bonus on save DC for necromancy spells cast
- summon familiar

**Spells:** (Save DC 14 + spell level +2 for necromantic spells)

Lvl 0 (5/day): *daze, dancing lights, detect magic, detect poison, disrupt undead, ray of frost, read magic, resistance, touch of fatigue*

Lvl 1 (6/day): *chill touch, endure elements, protection from evil, shield, true strike*

Lvl 2 (6/day): *cat's grace, command undead, false life, ghoul touch, spectral hand*

Lvl 3 (6/day): *displacement, explosive runes, illusory script, vampiric touch*

Lvl 4 (6/day): *bestow curse, contagion, shadow conjuration*

Lvl 5 (2/day): *interposing hand, waves of fatigue*

**Spell-Like Abilities:** at will -- *arcane mark*; 4/day -- *vampiric touch*

**Weapons:** gauntlets (2), dagger (silvered), light crossbow

**Other Equipment:** rope (hemp, 50'), masterwork artisan's tools (inkpen, ink, paper), lamp, oil (1-pint flask), spell component pouch, small mirror (steel), traveler's outfit (boots, shirt, breeches, belt, jacket, cloak), backpack, waterskin, trail rations, bedroll, sack, flint & steel, money belt, Hightower casting permit (Level 0-6), tarot deck, spring festival costume, timepiece, sun medallion, scrying orb

**Funds:** 12 platinum, 829 gold, 4 silver

**Hex:** A tiny frog with smooth, black skin and gold eyes, Hex appears to be a little glob of darkness that follows Kywyn around, often clinging to his shoulder under his cloak. Physically, Hex resembles a northern species that has been known to survive being frozen solid for weeks at a time. He vocalizes in quick chirps that often sound like "guo-guo."

Summoned from the shadows and a piece of Kywyn's psyche during an Avowed trial, Hex voices Kywyn's impulsive drives, telling him to do things he feels rather than thinks. Though not an exceptionally brilliant creature, perhaps more comparable to Kywyn's inner child, Hex may yet be able to teach Kywyn something he has forgotten.

## Hex

Familiar, diminutive magical beast

HD 11 (26 hp or 28 within a mile of Kywyn); Init +1; Spd 5'; AC 20 (+4 size, +1 Dex, +5 natural; damage conversion 1); BAB +9; Grp -8; Atk touch +8 (0); S/R 1'/0'; SA deliver touch spells; SQ amphibious, empathic link, improved evasion, low-light vision, share spells, speak with master and other amphibians, spell resistance 16; SV Fort +3, Ref +4, Will +9; Abilities Str 1, Dex 12, Con 11, Int 11, Wis 14, Cha 4; Skills Hide +19, Listen +4, Move Silently +3, Spot +4; Feats Diehard, Endurance, Stealthy