

NEDEKODUS ICONIC:
SUISAN KINNON

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SUISAN KINNON: FENDALE HUMAIN ANTIFALEADIN

SUISAN KINNON

CE Medium humanoid (human)

Female human antipaladin 3

Homeland Unthara

Deity Khayne

Init +1; **Senses** Perception +0

Aura cowardice (10 ft.)

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

hp 30 (3d10+9)

Fort +8, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk cold iron longsword +7 (1d8+3/19-20)

Ranged composite longbow +4 (1d8+3/x3)

Special Attack cruelty (shaken), smite good (1/day, +2 attack, +3 damage), touch of corruption (1d6, 3/day)

Antipaladin Spell-Like Abilities (CL 3rd; concentration +5)

At will—*detect good*

STATISTICS

Str 16, **Con** 14, **Dex** 12, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +6; **CMD** 17

Feats Cleave, Power Attack, Toughness

Skills Intimidate +8, Sense Motive +6, Stealth +3

Languages Common

SQ code of conduct, unholy resilience

SPECIAL ABILITIES

Aura of Cowardice All enemies within 10 feet take a -4 penalty on saving throws against fear effect and creatures normally immune to fear lose immunity while within the aura.

Cruelty Whenever Suisan uses her touch of corruption the target becomes shaken for 3 rounds unless they succeed at a DC 13 Fortitude check.

Detect Good At will, Suisan can use *detect good*, as the spell. She can concentrate on a single item or individual within 60 feet and determine if it is good as a move action, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, she does not detect good in any other object or individual within range.

Plaguebringer Suisan is immune to diseases but can still contract them to pass them along.

Smite Good Suisan can designate one target per day within sight as a swift action. If the target is good, she adds her Charisma bonus on her attack rolls and her level on damage. If the target is a good outsider, a good-aligned dragon, or a cleric or paladin, the bonus to damage on the first successful attack deals double damage. Regardless of the target, smite good bypasses



any DR the creature might possess and her Charisma bonus to her AC against attacks made by the target.

Touch of Corruption Suisan can make a touch attack, causing 1d6 points of damage as a standard action that does not provoke attacks of opportunity or heals undead a likewise amount.

Unholy Resilience Suisan adds her Charisma bonus on all saving throws.

EQUIPMENT

Combat Gear alchemist's fire (2), *ghastwretch flask*, *elixir of hiding*, *oil of magic weapon* (2), *potion of bull's strength*, *potion of cure light wounds* (2), *war paint of the terrible visage* (2); **Other Gear** breastplate with armored kilt, heavy wooden shield, masterwork cold iron longsword, composite longbow (+3 Str) with 20 arrows, *cloak of resistance* +1, 10 gp.

SUISAN KINNON

Female human antipaladin 5

CE Medium humanoid (human)

Homeland Unthara

Deity Khayne

Init +1; **Senses** Perception +0

Aura cowardice (10 ft.)

DEFENSE

AC 22, touch 11, flat-footed (+8 armor, +1 Dex, +3 shield)

hp 47 (5d10+15)

Fort +8, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk cold iron longsword +9 (1d8+3/19-20)

Ranged mwk composite longbow +7 (1d8+3/x3)

Special Attack channel negative energy (DC 14, 3d6), cruelty (shaken), smite good (2/day, +3 attack, +5 damage), touch of corruption (2d6, 5/day)

Antipaladin Spell-Like Abilities (CL 5th; concentration +7)

At will—*detect good*

Antipaladin Spells Prepared (CL 2nd, concentration +5)

1st—*darting duplicate* (DC 14), *death knell* (DC 14)

STATISTICS

Str 17, **Con** 14, **Dex** 12, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +5; **CMB** +8; **CMD** 19

Feats Channel Smite, Cleave, Power Attack, Toughness

Skills Intimidate +10, Sense Motive +8, Stealth +5

Languages Common

SQ code of conduct, unholy resilience

SPECIAL ABILITIES

Aura of Cowardice All enemies within 10 feet take a -4 penalty on saving throws against fear effect and creatures normally immune to fear lose immunity while within the aura.

Channel Negative Energy Suisan can expend two uses of her touch of corruption to channel negative energy as a cleric of her level.

Cruelty Whenever Suisan uses her touch of corruption the target becomes shaken for 3 rounds unless they succeed at a DC 13 Fortitude check.

Detect Good At will, Suisan can use *detect good*, as the spell. She can concentrate on a single item or individual within 60 feet and determine if it is good as a move action, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, she does not detect good in any other object or individual within range.

Plaguebringer Suisan is immune to diseases but can still contract them to pass them along.



Smite Good Suisan can designate one target within sight as a swift action, twice per day. If the target is good, she adds her Charisma bonus on her attack rolls and her level on damage. If the target is a good outsider, a good-aligned dragon, or a cleric or paladin, the bonus to damage on the first successful attack deals double damage. Regardless of the target, smite good bypasses any DR the creature might possess and her Charisma bonus to her AC against attacks made by the target.

Touch of Corruption Suisan can make a touch attack, causing 1d6 points of damage as a standard action that does not provoke attacks of opportunity or heals undead a likewise amount.

Unholy Resilience Suisan adds her Charisma bonus on all saving throws.

EQUIPMENT

Combat Gear alchemist's fire (2), *ghastwretch flask*, *elixir of hiding*, *potion of bear's endurance*, *potion of bull's strength*, *potion of moderate wounds* (2), *war paint of the terrible visage* (2); **Other Gear** +1 *breastplate* with armored kilt, +1 *heavy wooden shield*, *headband of alluring charisma* +2, *scabbard of keen edges*, masterwork cold iron longsword, masterwork composite longbow (+3 Str) with 20 arrows, *cloak of resistance* +1, 10 gp.

HISTORY OF SUISAN KINNON

Suisan Kinnon grew up a privileged child in Dwyer in the Lesser Untharans. Her parents were successful raiders in the Brotherhood of Khayne, and had amassed power and a sizable fortune with their depredations. Rather than live a sheltered life, Suisan was regularly exposed to the political machinations of Untharan life, and her parents indulged her every whim and desire: mainly lessons with blades and tutoring from a Khaynite priest whose bloody stories of the glories of Khayne she found fascinating. When she was bored, she would evade her bodyguards and sneak out of her parents' manor house to slum in the city.

One night while she was touring dim taverns in the dock district, her parents' enemies came calling. A team of assassins killed the Kinnons and most of their retinue while she was away. She might have died as well, had her tutor not found her and spirited her away to the temple of Khayne, where she spent three days and nights praying to her bloody god for vengeance. The events following those three days confirm her prayers being answered.

The following day, the High Priest, in his meeting hall, was officially transferring the Kinnons' estate and assets to a promising, young mercenary commander when the door flew open and Suisan Kinnon, armored, painted for war, and bearing a blade with the symbol of Khayne worked into the hilt, strode into the hall. She descended on the upstart mercenary before he could rise and draw his blade, wounding him. He managed to gain his weapon and fight back, but by then it was too late. She tossed his decapitated head onto the table before the High Priest and told him to take her parents' assets as an offering to Khayne, except for one ship which would ferry her to the

mainland. Then she stalked out and made for the harbor. The vessel dropped her on a lonely stretch of coastline, where Suisan set out to do the bloody will of Khayne in exchange for the dark gift bestowed upon her.

