



HEROES OF NEOXODUS:
CHANDA KESIN



Chanda's precise origins are unclear. She was born to one of the many tribes of barbarians that fight for survival against calibans and enukas. There, she learned the art of battle from a very young age and grew to become a fearsome warrior.

How she went from being a simply warrior is the source of a lot of debate, however most agree that dark forces one day came in and destroyed her village and her people. The anger she felt turned her into something must greater than most people ever experience.

She became vengeance incarnate.

The name by which she is known is clearly not her own, for it mean "One from the North" in balite, the common tongue of the Reis Confederacy.

Today, she scours the world as a mercenary, working for forces she believes protect the innocents. She has fought in the service of each of the major empires at one time or another and has made a number of friends among the Janus Horde. She rarely stays in the employ of anyone for long, moving on.

Though she hails from the Confederacy, she has no love for that nation or any of its city states. Her path is her own.

THE TRUTH

How Chanda became a legendary hero is unknown. However, the few times she opened up to others, she revealed that she is hunting for a mysterious group known as the Crimson Hand and that she will not rest until the Hand and all its members are destroyed.

The Crimson Hand is a group of assassins and blood mages that has close ties to the First Ones. For full details about the Crimson Hand, see *Enemies of NeoExodus: The Crimson Hand*.

APPEARANCE

Chanda is an unremarkable-looking human female of khymerion stock. She has tribal tattoos all over her body and face. She has filed her front teeth down, making her look like a carnivorous monster.

When she rages, her jaw extends and resembles a jaguar or a panther.

She wears fur-trimmed leather armor and fights with a battle axe and a punching dagger, both common weapons of the Confederacy.

PERSONALITY

Chanda is best defined by a single word: intense. She is always on the lookout for signs of Crimson Hand activity. Even when at rest, she can be seen practicing with her weapons.

The only time she lets her guard down somewhat is when she teaches young children to defend themselves. Then, she has been described as a caring and patient teacher.

She does not seek companions, though companions frequently join up with her to fight against a common enemy. However, she leaves them as soon as she feels the task is complete.

USING CHANDA KESIN

AS AN ALLY

The PCs would most likely meet Chanda as an ally if they are actively defending innocents from a threat. The other time would be as the PCs oppose the Crimson Hand.

Any alliance between Chanda and the PCs is temporary at best as she would not remain in one place for very long.

Any plans made with Chanda better be short, simple and include Chanda charging and engaging whoever she meets in melee. Any other plan is rapidly ignored.

AS AN ENEMY

Anyone who oppresses innocents and those unable to fight for themselves can one day wake up to find Chanda Kesin standing across the battlefield from them. She fights without mercy and expect none.

If the PCs get involved in slavery operations or become unwitting pawns of the First Ones, they can be targeted by Chanda.

Since she has no attachment to any one location, nation or group, she could be found literally anywhere.

Over her career she has made a number of enemies and is wanted in many places throughout Exodus.

AS AN OPPONENT

Chanda is not a very good choice to use as an opponent as she is not involved in politics. She has no allegiance to anyone and does not respect national boundaries. As such, Chanda is better used as a battlefield opponent, than as a rival.

ADVENTURE IDEAS

THE BOUNTY HUNTER

The PCs hear that someone is looking for them, asking questions about their whereabouts and general activities in the region. This is Chanda tracking down the PCs, hoping to discover what they did in a previous adventure.

How the PCs track her down and approach her may determine the future of their relations with her.

DEAD BROTHER

Year ago, Chanda slaughtered a number of Caneus Empire soldiers, including the brother of a local lord. The Lord hires the PCs to track down and bring Chanda to his justice.

Over the PCs' investigation, they discover that the Lord's brother was involved in slaving operations.

THE FAKE HERO

The PCs hear that Chanda Kesin has gone insane and that she has slaughtered a number of people in a remote region of the Imperial Alliance. As the PCs track her down, the massacres get worse and worse.

It is revealed that the First Ones are trying to lure Chanda out or forcing the Alliance's authorities into action against her.

THE LOST HERO

While the PCs are in the Confederacy doing garrison duty or police operation, they hear rumors of this great warrior that cannot be killed and that fights for the good of the people. These rumors become more and more common. Eventually, Chanda arrives in the PCs' town, without announcing herself. Then one night, the PCs are forced to repress a group of rowdy local peasants. This triggers the anger of Chanda, now the PCs have a fight on their hands.

THE RESCUE

The PCs find themselves in the clutches of a group of First Ones. Unable to escape and seriously hurt, Chanda raids the place and frees the PCs. But the rescuer is not nice and friendly. She threatens the PCs unless they provide her the names and location of every First One they met. She delays just in time for the First Ones and their minions to mount a counter-attack.

TACTICS

BEFORE COMBAT

Before combat, Chanda Kesin tries to get as close to her chosen target as she can, using whatever means at her disposal: guile, stealth, or magic.

DURING COMBAT

Once combat is engaged and she engages her target in melee, she rages and fights with reckless abandon, giving no quarters and expecting none in return.

CHANDA KESIN - CR 4

XP 1,200

Female Khymerion Barbarian 3 (Legendary Killer)

CN Medium humanoid (human)

Init +4; **Senses** blindsense 60ft., darkvision 60ft., lowlight vision, scent; **Perception** +8

DEFENSE

AC 18, touch 14, flat-footed 18 (+2 armor, +4 Dex, +2 natural);

hp 47 (3d12+21); fast healing 6

Fort +7, **Ref** +5, **Will** +3;

Defensive abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee mwk battle axe +7 (1d8+4 /x3) and mwk punching dagger +7 (1d4+2 /x3) and bite +2 (1d6+2) or mwk battle axe +9 (1d8+4 /x3) and bite +2 (1d6+2) or mwk punching dagger +9 (1d4+4 /x3) and bite +2 (1d6+2)

STATISTICS

Str 19, **Dex** 18, **Con** 23, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 22

Feats Two-Weapon Fighting, Weapon Focus (battle axe, punching dagger)

Skills Climb +10, Intimidate +5, Perception +8, Stealth +10, Survival +8

Languages Balite, Common

Special Abilities fast movement, rage, stalwart (-16)

Gear mwk battle axe, mwk punching dagger, leather armor

SPECIAL ABILITIES

Stalwart: The killer remains conscious and stable until it reaches -16 hit points.

RAGE

While raging (11 rounds per day), Chanda has the following abilities:

AC 16 touch 12, flat-footed 16; **hp** 53; fast healing 8; **Fort** +9; **Will** +5; **Melee** or mwk battle axe +9 (1d8+6 /x3) and mwk punching dagger +9 (1d4+3 /x3) and bite +4 (1d6+2) or mwk battle axe +11 (1d8+6 /x3) and bite +4 (1d6+3) or mwk punching dagger +11 (1d4+6 /x3) and bite +4 (1d6+3); **Str** 23, **Con** 27; **CMB** +9; **CMD** 24; **Skill** Climb +12; **Special Abilities** stalwart -18 hit Points.

She can use the following rage powers: intimidating glare.

CHANDA KESIN - CR 9

XP 6,400

Female Khymerion Barbarian 8 (Legendary Killer)

CN Medium humanoid (human)

Init +4; **Senses** blindsense 60ft., darkvision 60ft., lowlight vision, scent; **Perception** +13

DEFENSE

AC 19, touch 15, flat-footed 19 (+3 armor, +4 Dex, +2 natural); light fortification

hp 125 (8d12+64); fast healing 7

Fort +13, **Ref** +6, **Will** +4;

Defensive abilities improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 1/-

OFFENSE

Speed 40 ft.

Melee +1 adamantite battle axe +13/+8 (1d8+6 /x3) and +1 adamantite punching dagger +13/+8 (1d4+3 /x3) and bite +8 (1d6+2) or +1 adamantite battle axe +15/+10 (1d8+6 /x3) and bite +8 (1d6+2) or +1

adamantine punching dagger +15/+10 (1d4+6 /x3) and bite +8 (1d6+2)

STATISTICS

Str 20, **Dex** 18, **Con** 24, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +8; **CMB** +13; **CMD** 27

Feats Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (battle axe, punching dagger)

Skills Climb +15, Intimidate +10, Perception +13, Stealth +15, Survival +13

Languages Balite, Common

Special Abilities fast movement, rage, stalwart (-16)

Gear +1 *adamantine battle axe*, +1 *adamantine punching dagger*, +1 *light fortification leather armor*

SPECIAL ABILITIES

Stalwart: The killer remains conscious and stable until it reaches -17 hit points.

RAGE

While raging (27 rounds per day), Chanda has the following abilities:

AC 17 touch 13, flat-footed 17; **hp** 169; fast healing 9; **Fort** +15; **Will** +6; Immune nauseated, sickened; DR 2/-; **Melee** +1 *adamantine battle axe* +15/+10 (1d8+8 /x3) and +1 *adamantine punching dagger* +15/+10 (1d4+8 /x3) and bite +10 (1d6+3) or +1 *adamantine battle axe* +17/+12 (1d8+8 /x3) and bite +10 (1d6+3) or +1 *adamantine punching dagger* +17/+12 (1d4+8 /x3) and bite +10 (1d6+3); **Str** 24, **Con** 28; **CMB** +15; **CMD** 29; Skill Climb +17; **Special Abilities** stalwart - 19 hit points

She can use the following rage powers: improved damage reduction, internal fortitude, intimidating glare, roused anger.

CHANDA KESIN - CR 13

XP 25,600

Female Khymerion Barbarian 12 (Legendary Killer)

CN Medium humanoid (human)

Init +4; **Senses** blindsense 60ft., darkvision 60ft., lowlight vision, scent; Perception +17

DEFENSE

AC 22, touch 15, flat-footed 22 (+5 armor, +4 Dex, +2 natural, +1 shield); light fortification

hp 175 (12d12+96); fast healing 7

Fort +15, **Ref** +8, **Will** +6;

Defensive abilities improved uncanny dodge, trap sense +4, uncanny dodge; DR 2/-

OFFENSE

Speed 40 ft.

Melee +1 *adamantine keen battle axe* +17/+12/+7 (1d8+7 /19-20, x3) and +1 *adamantine keen punching dagger* +17/+12 (1d4+3 /19-20, x3) and bite +12 (1d6+2) or +1 *adamantine keen battle axe* +19/+14/+9 (1d8+7

/19-20, x3) and bite +12 (1d6+2) or +1 *adamantine keen punching dagger* +19/+14/+9 (1d4+7 /19-20, x3) and bite +12 (1d6+2)

Special Attack rend (two weapons hit, 1d10+7)

STATISTICS

Str 21, **Dex** 18, **Con** 24, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +17; **CMD** 31

Feats Double Slice, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (battle axe, punching dagger)

Skills Climb +19, Intimidate +14, Perception +17, Stealth +19, Survival +17

Languages Balite, Common

Special Abilities fast movement, greater rage, rage, stalwart (-17)

Gear +1 *adamantine keen battle axe*, +1 *adamantine keen punching dagger*, +3 *light fortification leather armor*

SPECIAL ABILITIES

Stalwart: The killer remains conscious and stable until it reaches -17 hit points.

RAGE

While raging (36 rounds per day), Chanda has the following abilities:

AC 17 touch 13, flat-footed 17; **hp** 211; fast healing 10; **Fort** +18; **Will** +8; Immune nauseated, sickened; DR 3/-; **Melee** +1 *adamantine keen battle axe* +20/+15/+10 (1d8+9 /19-20, x3) and +1 *adamantine keen punching dagger* +20/+15 (1d4+9 /19-20, x3) and bite +15 (1d6+4) or +1 *adamantine keen battle axe* +22/+17/+12 (1d8+9 /19-20, x3) and bite +15 (1d6+4) or +1 *adamantine keen punching dagger* +22/+17/+12 (1d4+9 /19-20, x3) and bite +15 (1d6+4); **Str** 26, **Con** 30; **CMB** +20; **CMD** 34; Skill Climb +22; **Special Abilities** stalwart -20 hit points

She can use the following rage powers: improved damage reduction, internal fortitude, intimidating glare, mighty swing, no escape, and roused anger.

CHANDA KESIN - CR 19

XP 204,800

Female Khymerion Barbarian 18 (Legendary Killer)

CN Medium humanoid (human)

Init +4; **Senses** blindsense 60ft., darkvision 60ft., lowlight vision, scent; Perception +23

DEFENSE

AC 25, touch 15, flat-footed 25 (+8 armor, +4 Dex, +2 natural, +1 shield); moderate fortification

hp 275 (18d12+144); fast healing 7

Fort +18, **Ref** +10, **Will** +10;

Defensive abilities improved uncanny dodge, trap sense +6, uncanny dodge; DR 4/-

OFFENSE

Speed 40 ft.

Melee +1 *adamantine frost flaming keen battle axe* +24/+19/+14/+9 (1d8+7 /19-20, x3 plus 1d6 cold plus 1d6 fire) and +1 *adamantine frost flaming keen punching dagger* +24/+19/+14 (1d4+3 /19-20, x3 plus 1d6 cold plus 1d6 fire) and bite +19 (1d6+3) or +1 *adamantine frost flaming keen battle axe* +26/+21/+16/+11 (1d8+7 /19-20, x3 plus 1d6 cold plus 1d6 fire) and bite +19 (1d6+3) or +1 *adamantine frost flaming keen punching dagger* +26/+21/+16/+11 (1d4+7 /19-20, x3 plus 1d6 cold plus 1d6 fire) and bite +19 (1d6+3)

Special Attack rend (two weapons hit, 1d10+9)

STATISTICS

Str 22, **Dex** 18, **Con** 24, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +18; **CMB** +24; **CMD** 38

Feats Double Slice, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Iron Will, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (battle axe, punching dagger)

Skills Climb +26, Intimidate +20, Perception +23, Stealth +25, Survival +23

Languages Balite, Common

Special Abilities fast movement, indomitable will, greater rage, rage, stalwart (-17), tireless rage

Gear +1 *adamantine frost flaming keen battle axe*, +1 *adamantine frost flaming keen punching dagger*, +5 *moderate fortification leather armor*

SPECIAL ABILITIES

Stalwart: The killer remains conscious and stable until it reaches -17 hit points.

RAGE

While raging (48 rounds per day), Chanda has the following abilities:

AC 17 touch 13, flat-footed 17; **hp** 329; fast healing 10; **Fort** +21; **Will** +12 (+16 vs. enchantment); +6 to saves vs. spells, supernatural, and spell-like abilities; Immune nauseated, sickened; DR 7/-; **Melee** +1 *adamantine frost flaming keen battle axe* +27/+22/+17/+12 (1d8+10 /19-20, x3 plus 1d6 cold plus 1d6 fire) and +1 *adamantine frost flaming keen punching dagger* +27/+22/+17 (1d4+3 /19-20, x3 plus 1d6 cold plus 1d6 fire) and bite +22 (1d6+4) or +1 *adamantine frost flaming keen battle axe* +29/+24/+19/+14 (1d8+10 /19-20, x3 plus 1d6 cold plus 1d6 fire) and bite +22 (1d6+4) or +1 *adamantine frost flaming keen*

punching dagger +29/+24/+19/+14 (1d4+10 /19-20, x3 plus 1d6 cold plus 1d6 fire) and bite +22 (1d6+4); **Str** 26, **Con** 30; **CMB** +20; **CMD** 34; **Skill** Climb +29; **Special Abilities** stalwart -20 hit points

She can use the following rage powers: improved damage reduction (3), internal fortitude, intimidating glare, mighty swing, no escape, roused anger, and superstition.



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