

DUNGEONS & DRAGONS

ENCOUNTERS

Cikatak

THRI-KREEN BARBARIAN / LEVEL 2/ GOOD

"Prepare to die, meatbags!"

ABILITY SCORE MOD

STR	18	+4
CON	11	+0
DEX	18	+4
INT	10	+0
WIS	8	-1
CHA	13	+1

SPEED

7

INIT

+4

VISION
Low light

LANGUAGES
Common, Thri-Kreen

EQUIPMENT

Chitinous Hide
+1 Paired Waraxes

Passive Insight 10

Passive Perception 20

Skills

+9	ACROBATICS
+1	ARCANA
+11	ATHLETICS
+2	BLUFF
+2	DIPLOMACY
+0	DUNGEONEERING
+3	ENDURANCE
+0	HEAL
+1	HISTORY
+0	INSIGHT
+2	INTIMIDATE
+5	NATURE
+0	PERCEPTION
+1	RELIGION
+4	STEALTH
+2	STREETWISE
+5	THIEVERY

Defenses

AC 19

FORT 17

REF 16

WILL 12

HIT POINTS
(Bloodied 15)

31

Action
Point

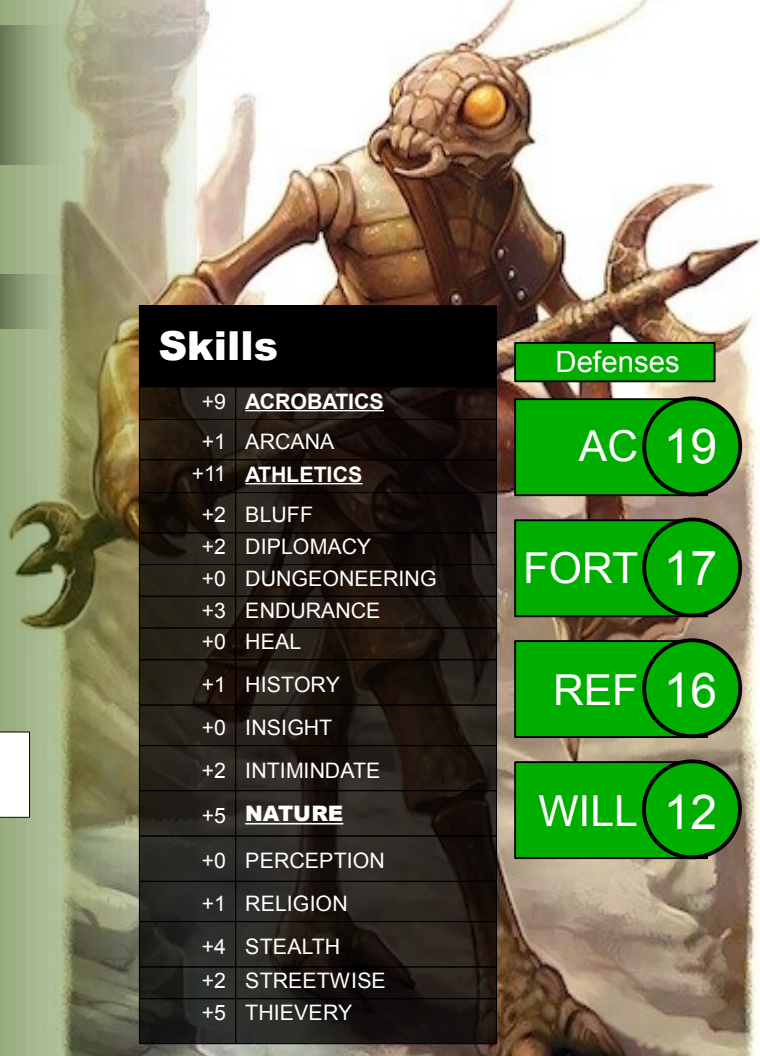
Second
Wind

HEALING
SURGES

value
7

Thri-Kreen

As a four armed insect you may draw and stow an item as a free action once per round. You are always considered to have a running start when you make an Athletics check to jump.



Melee Basic Attack

Standard / Melee Weapon / At-Will

+9 vs AC; 1d12+5 damage

Pressing Strike

Standard / Melee Weapon / At-Will

Effect: You may shift 2 squares before the attack. You may move through enemy spaces during the shift but must end it in an unoccupied square
+9 vs AC; 1d12+5 and you push the target one square. If you are raging this attack deals 1d6 extra damage

Whirling Rend

Standard / Melee Weapon / At-Will

+9 vs AC; 1d12 + 5 damage and one enemy adjacent to you other than the target takes 1d12+1 damage. If you are raging both creatures take 4 extra damage.

Whirling Slayer

Free/Personal/At-Will

Trigger: You bloody an enemy with an attack
Effect: Shift 2 squares. Each enemy adjacent to you at the end of the shift grants combat advantage to you until the end of your next turn.
Special: You may only use this power once per round.

Rampage!

Free/Personal/At-Will

Trigger: You score a critical hit
Effect: Make a melee basic attack as a free action.

Axe Expertise

When rolling damage for a weapon attack you make with an axe, you can reroll one damage die that results in a 1, but you must use the second result.

Combat Sprint

Minor /Personal/ Encounter

Effect: Until the end of your next turn you gain a +4 bonus to speed and a +4 bonus to defenses against opportunity attacks.

Whirling Frenzy

Standard / Close Burst 1 / Encounter

+9 vs AC or Reflex; 2d12+5 damage
Special: If you miss all targets with the attack you take 1d6+1 damage

Whirling Lunge

Free / Melee 1/ Encounter

Trigger: You reduce an enemy to 0 hitpoints
Effect: You shift 2 squares and deal 1d12+1 damage to one enemy adjacent to you

Tri-Kreen Claws

Minor/ Melee 1/ Encounter

Target: One, two, or three creatures
+9 vs Reflex; 1d8+4 damage and you deal additional damage equal to the number of creatures you targeted with the attack

Thunder Hooves Rage

Standard/Melee Weapon/Daily

+9 vs AC: **Hit:** 3d12+ 5 damage.
Miss: Half damage.
Effect: You enter the rage of the thunder hooves. Until the rage ends, you can move through one or two enemies' spaces during each of your turns. When you move through an enemy's space, your next attack against that enemy during the same turn deals 1d12 extra damage.

Cikatak is a striker, his purpose in battle is to plow into groups of enemies and deal damage to anyone who is adjacent to him. He uses twin waraxes to attack multiple foes at once. He has a high speed, good defenses, and a decent amount of hitpoints. His strengths in particular are his mobility and his ability high damage.

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- As a barbarian he has daily rage power that both lets him make an attack and increases his ability to do damage for the rest of the encounter. Both of his at-will powers become stronger while he is raging. His **Thunder Hooves Rage** power is best used at the very beginning of an encounter so that he can benefit from the rage for the entire duration. His rage allows him to move through enemy squares and increases his damage by 1d12 when he does so. This movement still provokes opportunity attacks as normal but he can avoid this by shifting. **Pressing Strike**, **Whirling Slayer**, and **Whirling Lunge** will all allow him to shift in and out of an enemies square while he is raging. While raging **Pressing Strike** is much more powerful, if you shift in and out of an enemies space the attack will deal 2d12+1d6+5 damage on a hit. Choose wisely when deciding to use the rage, you only get to use it one encounter per day.

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- Don't be afraid to rush in. Cikatak does the most damage when he can stand next to several enemies in order to use **Whirling Frenzy**, **Whirling Rend**, or **Thri-Kreen Claws**. His mobility powers will allow him to escape if things start to get dangerous. Try cooperating with the player of a defender who can mark some of the enemies you are attacking in order to prevent you from taking all the attacks by yourself.