



Kain wears full body armor, colored dark purple or blue. He wears a helmet, the shape of a dragon's head that obscures most of his face and sharp spikes extend out of his armor on his shoulders, elbows and calves, to give it an even more draconian look. He has long, blond hair, tied back in a ponytail.

Kain was born in Baron to the Commander of the Dragoons, Ricard Highwind. His father was particularly active, but died while Kain was still young, sprouting rumors that he may have been assassinated. Kain was later taken in by the king of Baron. Kain is a calm, sometimes sarcastic young man, driven by his dream of following his father's footsteps of becoming a Dragoon, and shunning the King of Baron's wish for Kain to follow Cecil's profession of a Dark Knight.

Kain is incredible strong, as well as agile. In combat, he deals leaping blows, staying close to foes, but still maintaining some space for his lance.

### **Kain Highwind**

**CR 1**

**XP 400**

Male Hume Dragoon 1

LN Medium Humanoid  
**Init** +2; **Senses** Perception +5

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### Defense

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**AC** 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)  
**HP** 13 (1d10+3)  
**Fort** +4, **Reflex** +4, **Will** +1

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### Offense

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**Speed** 20 ft.  
**Melee** Lance +6 (1d8+6/x3, reach)  
**Special Attacks** [Deadly Lancer](#) (+1d6)  
**Limit Breaks** [Falling Meteor](#) (20-ft.-radius within 60 ft., 2d6 damage, DC 15 Reflex halves), [Lancet](#) (+1d6)

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### Tactics

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Kain likes to fight in semi-close quarters, usually keeping 5 feet between himself and his target. Kain will make jumping attacks as often as possible, as long as it won't endanger him.

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### Statistics

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**Str** 19, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 10  
**Base Atk** +1; **CMB** +5; **CMD** 17  
**Feats** Weapon Focus (Lance), Power Attack  
**Skills** Acrobatics +3, Knowledge (Dungeoneering) +5, Knowledge (Local) +5, Perception +5, Survival +5  
**Languages** Common, one more  
**SQ** [Jump](#), [Shaft Trip](#)  
**Combat Gear** Lance, Breastplate; **Other Gear** Backpack, Bedroll, 1-Pint Flask, Trail Rations x3, 50 gil.

\*Kain puts all of his favored class bonus into Hit Points.

\*\*If playing in a game that allows traits, Kain gains the "Armor Expert" and "Acrobat" traits.

## Kain Highwind

CR 5

### XP 1,600

Male Hume Dragoon 5  
LN Medium Humanoid  
**Init** +3; **Senses** Perception +9

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### Defense

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**AC** 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 deflect)  
**HP** 49 (5d10+15)  
**Fort** +6, **Reflex** +7, **Will** +2

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### Offense

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**Speed** 30 ft.  
**Melee** +1 Lance +13 (1d8+9/x3, reach)  
**Special Attacks** [Deadly Lancer](#) (+2d6)

**Special Abilities** [Pole Fighting](#), [Hardy Landing](#) (20 ft.), [Dragoon Training](#) +1

**Limit Breaks** [Falling Meteor](#) (20-ft.-radius within 60 ft., 4d6 damage, DC 17 Reflex halves), [Lancet](#) (+2d6)

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### Tactics

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Kain likes to fight in semi-close quarters, usually keeping 5 feet between himself and his target. Kain will make jumping attacks as often as possible, as long as it won't endanger him.

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### Statistics

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**Str** 20, **Dex** 16, **Con** 14, **Int** 12, **Wis** 12, **Cha** 10

**Base Atk** +5; **CMB** +10; **CMD** 24

**Feats** Weapon Focus (Lance), Power Attack, Skill Focus (Acrobatics), Acrobatic

**Skills** Acrobatics +15, Knowledge (Dungeoneering) +9, Knowledge (Local) +9, Perception +9, Survival +9

**Languages** Common, one more

**SQ** [Jump](#), [Armor Training](#) +1, [Steadfast Pike](#) +1, [Acrobatic Talent](#) (Flexible Flanker, Step Aside), [Shaft Trip](#), [Balanced Stride](#), [Vault](#), [Pike Charge](#)

**Combat Gear** +1 Lance, +1 Breastplate, Belt of Incredible Dexterity +2, Cure Potion x4; **Other Gear** Backpack, Bedroll, 1-Pint Flask, Trail Rations x3, Ring of Protection +1.

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## Kain Highwind

CR 10

**XP** 9,600

Male Hume Dragoon 10

LN Medium Humanoid

**Init** +3; **Senses** Perception +14

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### Defense

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**AC** 24, touch 15, flat-footed 21 (+9 armor, +3 Dex, +2 deflect)

**HP** 100 (10d10+40)

**Fort** +10, **Reflex** +10, **Will** +4

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### Offense

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**Speed** 30 ft.

**Melee** +3 Lance +22/+17 (1d8+14/x3, reach)

**Special Attacks** [Deadly Lancer](#) (+4d6), [Tail Sweep](#) (DC 21 Reflex negates prone, 9/day)

**Special Abilities** [Pole Fighting](#), [Hardy Landing](#) (30 ft.), [Dragoon Training](#) +2, [Sweeping Fend](#)

**Limit Breaks** [Falling Meteor](#) (20-ft.-radius within 60 ft., 6d6 damage, DC 21 Reflex halves), [Lancet](#) (+3d6)

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### Tactics

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Kain likes to fight in semi-close quarters, usually keeping 5 feet between himself and his target. Kain will make jumping attacks as often as possible, capitalizing on his vital strike feat. Kain will help flank when possible, using his flexible flanker talent.

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### Statistics

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**Str** 23, **Dex** 16, **Con** 16, **Int** 12, **Wis** 12, **Cha** 10

**Base Atk** +10/+5; **CMB** +16; **CMD** 31

**Feats** Weapon Focus (Lance), Power Attack, Skill Focus (Acrobatics), Acrobatic, Vital Strike, Combat

Reflexes

**Skills** Acrobatics +26, Knowledge (Dungeoneering) +14, Knowledge (Local) +14, Perception +14, Survival +14

**Languages** Common, one more

**SQ** [Jump](#), [Armor Training](#) +2, [Steadfast Pike](#) +2, [Acrobatic Talent](#) (Flexible Flanker, Step Aside, Predatory Pounce, Pole Vault, Crater), [Fighter Training](#), [Shaft Trip](#), [Balanced Stride](#), [Vault](#), [Pike Charge](#), [Spinning Lance](#)  
**Combat Gear** +3 Lance, +3 Breastplate, Belt of Physical Perfection +2, X-Potion x3, Phoenix Down x2, Baccus Wine; **Other Gear** Backpack, Bedroll, 1-Pint Flask, Trail Rations x3, Hemp Rope (50 ft.), Ring of Protection +2, 700 gil.

## Kain Highwind

CR 15

**XP 9,600**

Male Hume Dragoon 15

LN Medium Humanoid

**Init** +3; **Senses** Perception +20

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### Defense

**AC** 28, touch 16, flat-footed 25 (+12 armor, +3 Dex, +3 deflect)

**HP** 157 (15d10+70)

**Fort** +14, **Reflex** +12, **Will** +7

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### Offense

**Speed** 30 ft.

**Melee** +5 Lance +33/+28/+23 (1d8+23/x3, reach)

**Special Attacks** [Deadly Lancer](#) (+5d6), [Tail Sweep](#) (DC 26 Reflex negates prone, 12/day)

**Special Abilities** [Pole Fighting](#), [Hardy Landing](#) (70 ft.), [Dragoon Training](#) +3, [Sweeping Fend](#)

**Limit Breaks** [Falling Meteor](#) (20-ft.-radius within 60 ft., 8d6 damage, DC 26 Reflex halves), [Lancet](#) (+4d6)

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### Tactics

Kain likes to fight in semi-close quarters, usually keeping 5 feet between himself and his target. Kain will make jumping attacks as often as possible, capitalizing on his improved vital strike feat. Kain will help flank when possible, using his flexible flanker talent.

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### Statistics

**Str** 28, **Dex** 16, **Con** 20, **Int** 12, **Wis** 14, **Cha** 10

**Base Atk** +15/+10/+5; **CMB** +24; **CMD** 40

**Feats** Weapon Focus (Lance), Power Attack, Skill Focus (Acrobatics), Acrobatic, Vital Strike, Combat Reflexes, Nimble Moves, Weapon Specialization (Lance), Improved Vital Strike

**Skills** Acrobatics +31, Knowledge (Dungeoneering) +19, Knowledge (Local) +19, Perception +20, Survival +20

**Languages** Common, one more

**SQ** [Jump](#), [Armor Training](#) +4, [Steadfast Pike](#) +4, [Acrobatic Talent](#) (Flexible Flanker, Step Aside, Predatory Pounce, Pole Vault, Crater), [Fighter Training](#), [Springing Charge](#), [Advanced Acrobatic Talent](#) (Shellbreaker [10/day], Super Jump), [Shaft Trip](#), [Balanced Stride](#), [Vault](#), [Pike Charge](#), [Spinning Lance](#), [Agile Charger](#), [Piercing Lance](#)

**Combat Gear** +5 Lance, +5 Field Plate, Champion Belt, Nimble Bracer, X-Potion x4, Phoenix Down x2, Baccus Wine x2; **Other Gear** Backpack, Bedroll, 1-Pint Flask, Trail Rations x3, Hemp Rope (50 ft.), Ring of Protection +3, 50 gil.