

KINETICIST LEVEL 7

Prone to fits of giggling and goofiness, Yoon is a joyful child despite the terrible tragedies she's endured. With the help of Gom-Gom, her stuffed owlbear, she plans to become a brave adventurer just like her late mother.

YOON

Female human pyrokineticist 7

CG Small humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 21, touch 16, flat-footed 17 (+4 armor, +1 deflection, +4 Dex, +1 natural, +1 size)

hp 87 (7d8+49)

Fort +11, **Ref** +10, **Will** +5; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee club +10 (1d4-1)

Ranged light crossbow +10 (1d6/19-20)

Special Attacks elemental overflow +2, kinetic blast, metakinesis (empower)

Kineticist Wild Talents Known

Defense—searing flesh (1 point)

Infusions—burning infusion (DC 18), eruption (DC 17), extended range, fan of flames (DC 17), kinetic blade

Kinetic Blasts—fire blast +8 (4d6+2), blue flame blast +10 (8d6+2)

Utility—basic pyrokinesis, fire's fury, flame jet, heat adaptation, searing flame (3 rounds)

STATISTICS

Str 8, **Dex** 18, **Con** 20 **Int** 12, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** 3; **CMD** 17

Feats Extra Wild Talent^{OA, *}, Greater Spell Penetration, Spell Penetration, Toughness^{*}, Weapon Finesse^{*}

Skills Acrobatics +13, Diplomacy +8, Intimidate +4, Knowledge (nature) +8, Linguistics +4, Perception +11, Stealth +16, Use Magic Device +10

Traits courageous^{UCA, *}, trustworthy^{UCA}

Languages Common, Hwan, Ignan, Minkaian, Senzar, Tien

SQ basic pyrokinesis, burn (2 points/round, maximum 8), expanded element^{*} (fire), gather power, infusion specialization, internal buffer 1

Combat Gear oil of daylight, potions of cure light wounds (2), potion of cure serious wounds, potion of lesser restoration (Str), scroll of see invisibility, silversheen, wand of haste (2 charges), wand of magic missile (CL 5th, 5 charges); **Other Gear** +1 studded leather armor, club, light crossbow with 10 bolts, amulet of natural armor +1, belt of physical might +2 (Dex and Con), cloak of resistance +2, ring of protection +1, universal solvent, backpack, Gom-Gom (owlbear doll), inkpen, ink (2 vials), sheet paper, sunrod, trail rations (2), waterskin

* The effects of this ability have already been calculated into Yoon's statistics.

SPECIAL ABILITIES

Burn Yoon can choose to accept 1 point of burn to use her infusion wild talents, which can modify her fire blast or blue flame blast. She can accept only 2 points of burn per round and a maximum of 8 points of burn total. For each point of burn she accepts, Yoon takes 7 points of nonlethal damage. This damage can be healed only by a full night's rest, and it can't be reduced or redirected.

Defense Yoon has the following defense wild talent.

Searing Flesh: A creature that strikes Yoon with a natural attack or unarmed strike takes 1 point of fire damage. A creature grappling Yoon takes 2 points of fire damage. Seven times per day, Yoon can accept 1 point of burn to increase the damage by 1 point (2 points for grappling creatures) until the next time she heals her nonlethal damage from burn. When Yoon accepts burn while using a fire wild talent, her searing flesh talent deals double the normal damage for 1 round (or a total of four times the normal damage to creatures grappling Yoon). Searing flesh can be dismissed or restored as an immediate action.

Elemental Overflow When Yoon accepts burn, she glows with a fiery nimbus. She receives a bonus on attack rolls equal to the amount of burn she has accepted (maximum +2). She also receives double that bonus on her fire blast's damage rolls. Whenever Yoon has at least 3 points of burn, she gains a +2 size bonus to two physical ability scores of her choice. She also gains a chance to ignore the effects of a critical hit or sneak attack equal to 5% × her current number of points of burn.

Gather Power If she has both hands free, Yoon can gather power as a move action. This creates a loud, visible display in a 20-foot radius centered on Yoon, and it allows her to reduce the burn cost of her infusion wild talents by 1 point (as long as she uses the talent in the same round). If she gathers power for a full round, she can reduce the cost by 2 points (minimum 0). If she does this, she can also gather power as a move action during her next turn to reduce the cost by 3.

If Yoon takes damage during or after gathering power but before she releases her infused fire blasts, she must succeed at a concentration check (1d20+12) or lose the gathered energy. The DC is equal to 11 + the amount of damage Yoon took. If she fails this check, Yoon must accept 1 point of burn.

Greater Spell Penetration Yoon gains a +4 bonus on caster level checks (1d20+11 total) to overcome a creature's spell resistance. Yoon's kinetic blasts are subject to spell resistance.

Infusion Specialization Whenever Yoon uses one or more infusions with her fire blast, she reduces their combined burn cost by 1.



“Gom-Gom likes it when the fire burns.
Don'tcha, Gom?”

Infusions The following infusions alter Yoon's fire blast. Yoon can apply at most to 1 form infusion and 1 substance infusion to her fire blast or blue flame blast.

Burning Infusion (substance): If Yoon accepts 1 point of burn, her fire blast can cause creatures to catch fire (Reflex DC 18 negates). Foes on fire take 1d6 points of fire damage each round until the fire is extinguished. Yoon receives a +2 bonus on attack rolls, to the DCs of her abilities, and on caster level checks to overcome spell resistance against creatures that are on fire from this infusion.

Eruption (form): If Yoon accepts 2 points of burn, her fire blast or blue flame blast erupts from the ground in a pillar centered anywhere within 120 feet of her, affecting all creatures and objects in a 10-foot-radius cylinder that extends 40 feet above the ground (Reflex DC 17 half).

Extended Range (form): If Yoon accepts 1 point of burn, her fire blast can strike any target within 120 feet.

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Fan of Flames (form): If Yoon accepts 1 point of burn, her fire blast or blue flame blast damages all creatures in a 15-foot cone (Reflex DC 17 half). This does not require an attack roll.

Kinetic Blade (form): As part of an attack action, a charge action, or a full-attack action, Yoon can accept 1 point of burn to form a non-reach, light or one-handed weapon of pure fire. The blade deals the same amount of fire damage as her fire blast or blue flame blast. Holding a kinetic blade does not prevent Yoon from gathering power. The blade disappears at the end of Yoon's turn. Yoon does not add her elemental overflow to damage rolls with her kinetic blade.

Internal Buffer As a full-round action, Yoon can accept 1 point of burn to add 1 point to her buffer. When she would otherwise accept burn, she can spend this point to avoid accepting 1 point of burn. Points spent from Yoon's buffer do not activate or augment her elemental overflow.

Kinetic Blast As a ranged touch attack, Yoon can unleash a fire blast at a single target up to a range of 30 feet. If she accepts 2 points of burn, she can unleash a blue flame blast. She must have one hand free to aim the blast. The blast is considered magical for the purposes of overcoming damage reduction.

Metakinesis By accepting 1 point of burn, Yoon can increase the damage her fire blast deals by half (as per the Empower Spell metamagic feat).

Small Because of Yoon's age, she is Small, and her statistics reflect the appropriate size adjustments.

Trustworthy Yoon gains a +1 bonus on Bluff checks to fool someone.

Utility Yoon has the following utility wild talents.

Basic Pyrokinesis: Yoon can reproduce the effects of the *flare*, *light*, and *spark* cantrips (*Pathfinder RPG Core Rulebook* 284 and 304, *Pathfinder RPG Advanced Player's Guide* 246); *light* creates heat like a normal flame.

Fire's Fury: Yoon adds her elemental overflow bonus to her fire blast's damage.

Flame Jet: As a standard action, Yoon can shoot a flame burst behind her that propels her 60 feet in a straight line, including into the air. Upward movement costs double. If she ends her turn in midair, Yoon falls on her next turn unless she uses flame jet again.

Heat Adaptation: Yoon is constantly protected by *endure elements* against hot temperatures only (*Core Rulebook* 277). She has an amount of fire resistance equal to twice her current amount of burn.

Searing Flame: When a creature is on fire because of Yoon's burning infusion, its fire resistance decreases for 3 rounds. The decrease is equal to the unmodified amount of fire damage Yoon initially rolled when the creature caught fire.

Combat Gear Yoon's combat gear is described below.

Oil of Daylight: When smeared on an object, Yoon's oil creates bright light for 60 feet and raises the light by one step for the next 60 feet for 50 minutes. If there is magical darkness in that area, the overlapping area is unaffected by either spell.

Potion of Cure Light Wounds: Yoon's potion heals the drinker of 1d8+1 points of damage.

Potion of Cure Serious Wounds: Yoon's potion heals the drinker of 3d8+5 points of damage.

Potion of Lesser Restoration: This potion heals 1d4 points of ability damage to any ability score or eliminates most magical effects reducing ability scores. The imbiber is no longer fatigued, and if she was exhausted, she is fatigued instead.

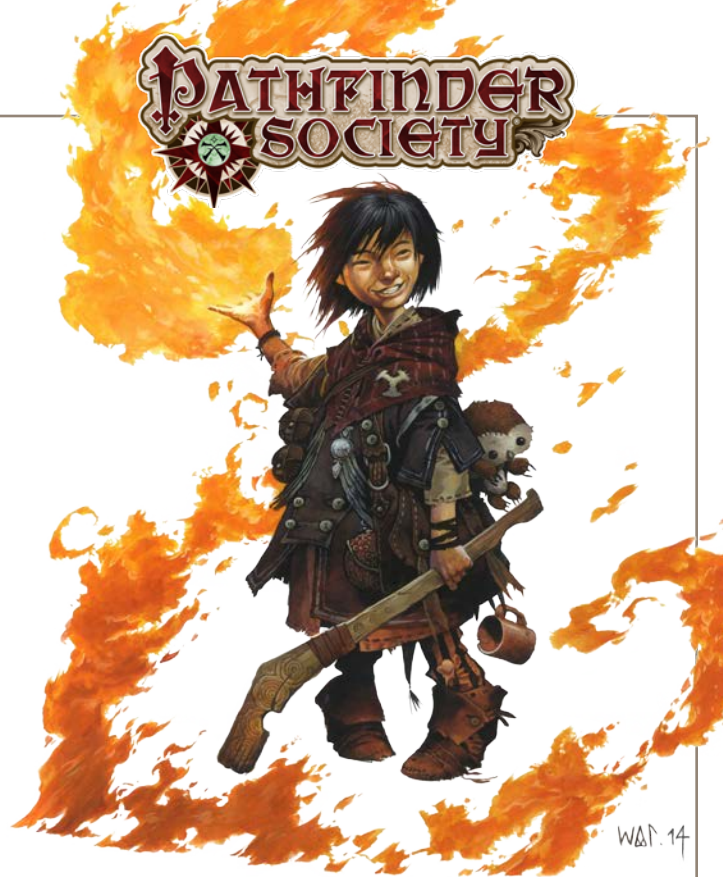
Scroll of See Invisibility: Yoon's scroll allows her to see any objects or beings within her sight range that are invisible or ethereal. They appear as translucent shapes. Yoon must make a successful DC 23 Use Magic Device check to activate this scroll.

Silversheen: This shimmering substance can be applied to a weapon as a standard action. It gives the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial coats a single melee weapon or 20 units of ammunition.

Wand of Haste: Yoon's wand casts *haste* on up to five creatures, allowing them to make one extra attack, granting them a +1 bonus on attack rolls and a +1 dodge bonus to AC and on Reflex saves, and increasing their movement speeds by up to 30 feet (maximum twice normal speed). This effect lasts for 5 rounds.

Wand of Magic Missile: Yoon's wand shoots three missiles at a target or targets within 150 feet. The missiles each deal 1d4+1 points of force damage.

Yoon's short life has been filled with tragedy and adventure. Hailing from Minkai's Oda province in distance Tian Xia, Yoon loved fire from a young age. She was fascinated by its ever-changing colors, its eternal hunger, and its warmth. She hated water almost as much as she loved fire, especially after she almost drowned after falling off a roof while climbing. Though the plunge didn't kill her, the water in her lungs made her very sick. Her dislike of water proved prophetic when she lost her adventurer mother at the age of five to a battle with an aquatic threat. It took some time for the family to recover, but they were able to find happiness again. Then, just before her eighth birthday, Yoon's father and grandmother took her to Oda for a fireworks festival that honored Desna. As the fireworks faded, though, Yoon saw flames shooting from the building where her father had gone



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to meet with fellow Desnan dissidents, who were unhappy with Minkai's harsh imperial regency. Just when the imperial soldiers moved to cut Yoon and her grandmother down, Yoon's grandmother unleashed her pyrokinetic power to allow Yoon to escape. Haunted by her family's deaths and unable to control the cold, black fire that burst from her hands whenever she was in the grip of strong emotion, Yoon fled the city, intent on reaching Hwanggot, her mother's homeland. Along the way, she met a kind traveler who believed the black flame was a curse that struck the survivors of the palace massacre—including Yoon's grandmother. The traveler took her to the top of a volcano to beseech the spirit there to help her. The volcano spirit bathed Yoon in renewing flame and taught her to unlock her own pyrokinetic abilities. Still accompanied by her stuffed owlbear, Gom-Gom, Yoon hopes to one day reach Hwanggot—via an overland route, of course, since she despises water. However, she is also eager to see the world and use her newfound abilities to help those in need.