

Rina Lhorn

Female merfolk hydrokineticist 7

NG Medium humanoid (aquatic)

Init +6; **Senses** darkvision 60 ft., light sensitivity;
Perception +12

Languages Aquan, Common

DEFENSE

AC 23, touch 16, flat-footed 17 (+4 armor, +6 Dex, +3 shield)

hp 79 (7 HD)

Fort +9, **Ref** +11, **Will** +4

OFFENSE

Speed 15 ft. (3 squares), swim 30 ft.; or just 30 ft. with
fins to feet

Melee water blade +5 (4d6+8) or
cold blade +5 touch (4d6+2 cold) or
ice blade +5 (8d6+12 bludgeoning and cold)

Ranged water blast +11 (4d6+8) or
cold blast +11 touch (4d6+2 cold) or
ice blast +11 (8d6+12 bludgeoning and cold)

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

Spell-like Abilities (CL 7th; Concentration +9)

At will – *speak with animals* (aquatic animals only)

1/day – *fins to feet*^{ARG} (self only), *hydraulic push*^{APG}

Kineticist Wild Talents Known (CL 7th; Concentration +11)

Defense – shroud of water (+5 armor, +3 shield)

Infusions – entangling infusion (2 burn, DC 17), extended range (1 burn), kinetic blade (1 burn), snake (2 burn)

Kinetic Blasts – cold blast, ice blast (2 burn), water blast

Utility – basic hydrokinesis, kinetic healer (1 burn, cures 4d6+8), silent image (DC 16), slick (DC 17), water manipulator

STATISTICS

Abilities Str 10 (+0), Dex 22 (+6), Con 18 (+4), Int 10 (+0), Wis 14 (+2), Cha 14 (+2)

Base Atk +5; **CMB** +5; **CMD** 21

Feats Extra Wild Talent, Kinetic Invocation, Point Blank Shot, Precise Shot

Skills Heal +12, Perception +12, Stealth +16, Swim +18 (may take 10; +10 in humanoid form)

SQ amphibious, basic hydrokinesis, burn (2 points/round, maximum 7), expanded element (water), gather power, infusion specialization, internal buffer 1, secret magic, strongtail

Gear *belt of incredible dexterity* +4, jewelry (pearls and seashells worth 400gp), mithral shirt, *seafoam shawl*

Encumbrance light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 12 lb. (excluding tender)



Rina Lhorn (with elemental overflow)

As above, except as follows...

Init +7; **Senses** darkvision 60 ft., light sensitivity; **Perception** +12

DEFENSE

AC 24, touch 16, flat-footed 18 (+4 armor, +6 Dex, +4 shield)

hp 87 plus 3 burn (7 HD)

Fort +10, **Ref** +12, **Will** +4

Defensive Abilities fortification (15%)

OFFENSE

Melee water blade +8 (4d6+9) or

cold blade +8 touch (4d6+2 cold) or

ice blade +8 (8d6+13 bludgeoning and cold)

Ranged water blast +15 (4d6+13) or

cold blast +15 touch (4d6+6 cold) or

ice blast +15 (8d6+17 bludgeoning and cold)

Kineticist Wild Talents Known (CL 7th; Concentration +12)

Defense – shroud of water (base +5 armor or +3 shield)

Infusions – entangling infusion (2 burn, DC 18), extended range (1 burn), kinetic blade (1 burn), snake (2 burn)

Kinetic Blasts – cold blast, ice blast (2 burn), water blast

Utility – basic hydrokinesis, kinetic cover (14 hp, limit 7 at a time), kinetic healer (1 burn, cures 4d6+9), slick (DC 18), water manipulator

STATISTICS

Abilities Str 10 (+0), Dex 24 (+7), Con 20 (+5), Int 10 (+0), Wis 14 (+2), Cha 14 (+2)

Base Atk +5; **CMB** +5; **CMD** 22

Skills Heal +12, Perception +12, Stealth +17, Swim +18 (may take 10; +10 in humanoid form)

SQ amphibious, basic hydrokinesis, burn (2 points/round, maximum 8), expanded element (water), gather power, infusion specialization, internal buffer 1, secret magic

SPECIAL ABILITIES

Burn (Ex) Some of your wild talents allow you to accept burn in exchange for a greater effect, while others require you to accept a certain amount of burn to use that talent at all. For each point of burn you accept, you take 1 point of nonlethal damage per character level. This damage can't be healed by any means other than getting a full night's rest, which removes all burn and associated nonlethal damage. Nonlethal damage from burn can't be reduced or redirected, and if you are incapable of taking nonlethal damage then you can't accept burn. You can accept only 2 points of burn per round. You can't choose to accept burn if it would put your total number of points of burn higher than 3 + your Constitution modifier (though you can be forced to accept more burn from a source outside your control). Whilst you possess burn you can never benefit from abilities that allow you to ignore or alter the effects you receive from nonlethal damage.

Elemental Defense (Su) You have the following defense wild talent.

Shroud of Water: You surround yourself with a shroud of water, ice, or both that protects you from harm. The shroud can either cover your body, functioning as armor, or float around you and block attacks, functioning as a shield. It grants either a +5 armor bonus to AC or a +3 shield bonus to AC, and you can change the type of bonus as a standard action. By accepting 1 point of burn, you can increase the bonus by 1 until the next time your burn is removed. You can increase the bonus multiple times in this way, but it can't be increased by more than 50% of its starting value. When you change the shroud to grant a shield bonus, any bonus in excess of this limit doesn't apply, but it remains if you change the shroud's bonus type again. Whenever you accept burn while using a water wild talent, the water



coalescing around you allows your shroud to grant both the armor bonus and the shield bonus for 1 round. You can dismiss or restore this effect as an immediate action.

Elemental Overflow (Ex) Your body surges with energy from your element whenever you accept burn, causing you to glow with a nimbus of fire, weep water from your pores, or experience some other thematic effect. You receive a bonus on your attack rolls with kinetic blasts equal to the total number of points of burn you currently possess, to a maximum bonus of +1 for every 3 kineticist levels you possess. You also receive a bonus on damage rolls with your kinetic blast equal to double the bonus on attack rolls. You can suppress the visual effects of elemental overflow by concentrating for 1 full round, but doing so suppresses all of this ability's other benefits, as well. The next time you use any wild talent, the visual effects and benefits return instantly. As your body becomes more and more suffused with your element, you begin to gain more powerful benefits. Whenever you possess at least 3 points of burn, you gain a +2 size bonus to two physical ability scores of your choice. You also gain a chance to ignore the effects of a critical hit or sneak attack equal to $5\% \times$ your current number of points of burn.

Gather Power (Su) If you have both hands free you can gather energy or elemental matter as a move action. Gathering power creates an extremely loud, visible display in a 20-foot radius centered on you, as the energy or matter swirls around you. Gathering power in this way allows you to reduce the total burn cost of a blast wild talent you use in the same round by 1 point. You can instead gather power for 1 full round in order to reduce the total burn cost of a blast wild talent used on your next turn by 2 points (to a minimum of 0 points). If you do so, you can also gather power as a move action during your next turn to reduce the burn cost by a total of 3 points. If you take damage during or after gathering power and before using the kinetic blast that releases it, you must succeed at a concentration check ($DC = 10 +$ damage taken + effective spell level of your kinetic blast) or lose the energy in a wild surge that forces you to accept a number of points of burn equal to the number of points by which your gathered power would have reduced the burn cost. This ability can never reduce the burn cost of a wild talent below 0 points.

Infusion Specialization (Ex) Whenever you use one or more infusions with a blast, you reduce the combined burn cost of the infusions by 1. This can't reduce the total cost of the infusions used below 0.

Infusions (Su) The following infusions alter your blasts. You can apply at most one form infusion and one substance infusion to your blasts.

Entangling Infusion (substance): Whenever a blast with this infusion deals damage to a foe, that foe becomes entangled for 1 minute. The foe can remove this condition as a standard action with a successful Escape Artist or Strength check (with the same DC as for saves against your kinetic blast) or by dealing an amount of damage to the entangling matter equal to double your kineticist level (the matter has hardness 0). If the foe was already entangled by this infusion and fails its save against a second instance of this infusion, the increased amount of elemental matter fuses to the ground, causing the foe to be rooted in place as though anchored to an immobile object.

Extended Range (form): Your kinetic blast can strike any target within 120 feet.

Kinetic Blade (form): You create a non-reach, light or one-handed weapon in your hand formed of pure energy or elemental matter. (If you're a telekineticist, you instead transfer the power of your kinetic blast to any object held in one hand.) The kinetic blade's shape is purely cosmetic and doesn't affect the damage dice, critical threat range, or critical multiplier of the kinetic blade, nor does it grant the kinetic blade any weapon special features. The object held by a telekineticist for this form infusion doesn't prevent her from using gather power.

You can use this form infusion once as part of an attack action, a charge action, or a full-attack action in order to make melee attacks with your kinetic blade. Since it's part of another action (and isn't an action itself), using this wild talent doesn't provoke any additional attacks of opportunity. The kinetic blade deals your kinetic blast damage on each hit (applying any modifiers to your kinetic blast's damage as normal, but not your Strength modifier). The blade disappears at the end of your turn. The weapon deals the same damage type that your kinetic blast deals, and it interacts with Armor Class and spell resistance as normal for a blast of its type. Even if a telekineticist uses this power on a magic weapon or another unusual object, the attack doesn't use any of the magic weapon's bonuses or effects and simply

deals the telekineticist's blast damage. The kinetic blade doesn't add the damage bonus from elemental overflow.

Snake (form): You have fine control over your kinetic blast, allowing you to alter its path to avoid obstacles. You can trace out any path no more than 120 feet long for your blast, potentially allowing you to avoid cover (even total cover). You can choose a path that leads into squares you cannot see.

Internal Buffer (Su) You possess an internal buffer with which to store extra energy. The buffer starts empty and doesn't replenish each day, but you can accept 1 point of burn to add 1 point to the buffer as a full-round action, to a maximum of 1 point total. Once you add points to your buffer, they remain indefinitely until you spend them. When you would otherwise accept burn, you can spend 1 point from your buffer to avoid accepting 1 point of burn. You cannot spend more than 1 point from your buffer in this way for a single wild talent. Points spent from the internal buffer don't activate elemental overflow or add to its effects. Similarly, this buffer can be used to exceed the limit on the number of points of burn you can accept in a single turn.

Kinetic Blast (Sp) As a standard action, you can unleash a kinetic blast at a single target up to a range of 30 feet. You must have at least one hand free to aim the blast. All damage from a kinetic blast is treated as magic for the purpose of bypassing damage reduction. Kinetic blasts count as a type of weapon for the purpose of feats such as Weapon Focus. You are never considered to be wielding or gripping the kinetic blast (regardless of effects from form infusions), and you can't use Vital Strike feats with kinetic blasts. Even the weakest kinetic blast involves a sizable mass of elemental matter or energy, so kinetic blasts always deal full damage to swarms of any size (though only area blasts deal extra damage to swarms). A readied kinetic blast can be used to counterspell any spell of equal or lower level that shares its descriptor. A kinetic blast that deals energy damage of any type (including force) has the corresponding descriptor.

Metakinesis (Su) You gain the ability to alter your kinetic blasts as if with metamagic feats by accepting burn. By accepting 1 point of burn, you can empower your kinetic blast (as if using Empower Spell).

Utility (Sp) You have the following utility wild talents.

Basic Hydrokinesis: You can create water as the cantrip *create water*, purify water as if using *purify food and drink*, and dry wet creatures and objects as if using *prestidigitation*. While you cannot lift water into the air using this ability, you can create mild currents in a body of water by concentrating. These currents are strong enough to run a water mill as if the mill were being turned manually by a creature with a Strength score equal to your Constitution score.

Kinetic Cover: You call up elemental matter to defend yourself and your allies from attacks. As a standard action, you can select one face of a square within 30 feet of you and move elemental matter to block that face, providing total cover from that direction. The face you select must be supported by the ground, and the kinetic cover cannot support more than 5 pounds of weight. Water, ice, and telekinetic force are translucent, but earth, metal, mud, and the like are opaque and block line of sight. A creature who strikes the cover can easily destroy it. Regardless of its composition, the cover has hardness 0, AC 5, and 2 hit points per kineticist level you possess. You can have a number of kinetic covers in existence equal to your Constitution modifier + ½ your kineticist level.

Kinetic Healer: With a touch, you can heal a willing living creature of an amount of damage equal to your kinetic blast's damage. Instead of paying the burn cost yourself, you can cause the recipient to take 1 point of burn. If you do so, the recipient takes 1 point of nonlethal damage per Hit Die he possesses, as usual for burn; this damage can't be healed by any means until the recipient takes a full night's rest.

Slick: As a standard action, you call forth slippery water or ice, creating any of the effects of the *grease* spell for 1 round. You can accept 1 point of burn at the start of your next turn to extend the duration to 1 minute per kineticist level you possess.

Water Manipulator: You can manipulate massive quantities of water. As a standard action, you can raise or lower the level of water as if using *control water*, or move an amount of water equal to 1/1,000th the amount controlled by that spell to a different location in range. The water remains where you placed it for as long as you remain motionless and take a standard action each round to concentrate on this effect. This wild talent causes a *slow* effect on creatures made of water, just like *control water* (Will negates). When you cease concentrating, the water flows normally unless you accept 1 point of burn to

extend the duration and hold the water in its current position for 10 minutes per kineticist level you possess.