

YOON

KINETICIST



ANCESTRY	HUMAN (SKILLED)	BACKGROUND	NOMAD
SPEED	25 FEET	PERCEPTION	+7 (TRAINED)
LANGUAGES	COMMON, TIEN, PYRIC	CLASS DC	21

STRENGTH	DEXTERITY	CONSTITUTION
STR +0	DEX +4	CON +4
INTELLIGENCE	WISDOM	CHARISMA
INT +2	WIS +0	CHA +2

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	68	21
FORTITUDE	REFLEX	WILL
+13	+13	+9

STRIKES

MELEE	<ul style="list-style-type: none"> elemental blast +12 [+7/+2] (fire), 2d6 fire elemental blast +12 [+7/+2] (fire), 2d8+4 fire +1 dagger +12 [+8/+4] (agile, finesse, versatile S), 1d4 piercing
RANGED	<ul style="list-style-type: none"> elemental blast +12 [+7/+2] (fire), 2d6 fire elemental blast +12 [+7/+2] (fire), 2d8+4 fire

* All of Yoon's elemental blasts deal 1d6+1 persistent fire damage on a critical hit

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+11 ●	+6	+4
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+6	+6	+9 ●
INTIMIDATION (CHA)	MOUNTAIN LORE (INT)	LORE (OTHER; INT)
+11 ●●	+9 ●	+4
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+4	+7 ●	+6
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+6	+4	+6
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+11 ●	+7 ●	+13 ●●

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Clever Improviser, Natural Ambition* (Eternal Torch)
CLASS FEATS	Burning Jet, Eternal Torch, Flying Flame, Safe Elements, Scorching Column, Thermal Nimbus, Voice of Elements
GENERAL FEATS	Incredible Initiative*
SKILL FEATS	Assurance (Survival), Dirty Trick, Intimidating Glare, Untrained Improvisation
CLASS ABILITIES	base kinesis, elemental blast*, extract element, gate junction (critical blast), gate's threshold (expand the portal)*, kinetic aura, kinetic element (fire)*, kinetic gate (single gate)*

* Abilities with an asterisk have already been calculated into Yoon's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Worn: 2, 6 L; Stowed: 6 L
WORN	backpack, +1 dagger, gate attenuator, padded armor, smoke veil
STOWED	bedroll, chalk (10 pieces), doll (Gom-Gom), flint and steel, glowing lantern fruit, lesser healing potion (2), invisibility potion, marvelous miniature (ladder), rations (2 weeks), rope (50 feet), soap, thieves' toolkit, torch (5), versatile tinderbox, waterskin
WEALTH	18 gp, 1 sp



WHAT IS A KINETICIST?

A kinetic gate inextricably tied to your body channels power directly from the elemental planes, causing elements to leap to your hand, whirl around your body, and blast foes at your whim.

EQUIPMENT

The following rules apply to Yoon's equipment.

Agile (trait) The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

Doll Yoon carries a plush doll named Gom-Gom, made of an amalgam of different animals.

Finesse (trait) You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

☐ **Gate Attenuator** (invested, magical) This grants you a +1 item bonus to your impulse attack modifier (but not to your impulse DC; this bonus has already been added to Yoon's elemental blasts). Additionally, once per day, you can cast a 1st-rank *dehydrate* with a spell DC of 21.

Dehydrate ♦♦ (concentrate, fire, manipulate) **Range** 30 feet; **Area** 5-foot burst; **Defense** Fortitude; **Duration** 1 minute; **Effect** You stir the inner fire of all things within the area, driving out moisture. All creatures in the area take 1d6 persistent fire damage with a basic Fortitude save; creatures with the water or plant traits get a result one degree of success worse than they rolled. The spell ends for a creature when its persistent damage ends.

A creature affected by *dehydrate* attempts an additional Fortitude save at the end of each of its turns, before rolling to recover from the persistent damage. It can forgo this additional save if it consumed water or a similar hydrating liquid within the last round (drinking typically requires a single action).

Success The creature takes no additional effect.

Failure The creature is enfeebled 1 until the end of its next turn.

Critical Failure The creature is enfeebled 2 until the end of its next turn.

☐ **Glowing Lantern Fruit** (consumable, magical, wood) The flesh of this fruit pod resembles a stylized paper lantern, with a woody, geometric structure and thin layers of flesh, complete with a glow coming from the interior.

Activate—Lantern Light ♦ (manipulate) **Effect** The *glowing lantern fruit* sheds bright light in a 60-foot radius (and dim light for the next 60 feet) for 8 hours. While the light is shining, you can Interact with the *glowing lantern fruit* to open or close some of its reflective leaves, making the light directional like a bull's-eye lantern or a hooded lantern.

Activate—Fire Fruit 10 minutes (manipulate) **Effect** You plant the *glowing lantern fruit* in the ground upside down. The petals of the lantern peel away, while the fruit inside glows hotter. For the next 8 hours, the *glowing lantern fruit* emits as much light and heat as a bonfire, giving all creatures within 15 feet immunity to the effects of mild and severe cold temperatures for as long as they're within the area.

☐ ☐ **Healing Potion, Lesser** (consumable, healing, magical, vitality) A *healing potion* is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *lesser healing potion*, you regain 2d8+5 Hit Points.

☐ **Invisibility Potion** (consumable, illusion, magical) An *invisibility*

potion is colorless and oddly lightweight. Upon drinking it, you gain the effects of a 2nd-rank *invisibility* spell.

☐ **Marvelous miniature, ladder** (consumable, expandable, magical) Every *marvelous miniature* is an exceptionally small replica of a real creature or object. When activated, this miniature transforms permanently into a 20-foot-long wooden ladder.

Smoke Veil (fire, invested, magical) *Smoke veils* are wigs or headdresses made of flame and ash, giving the wearer a burning coil of fiery hair and concealing their face behind a smoldering, omnipresent haze of smoke and sparking embers. You can use the veil to go unrecognized by hiding your face so that you can attempt Deception checks to Impersonate without needing a disguise kit. When you do so, it takes you only 1 minute to create the disguise, and you gain a +1 item bonus to the check. You still need a disguise kit and the full time if you're using cosmetics and other props to change other aspects of your disguise, or if Impersonating a specific person.

Activate—Blazing Stare ♦ (concentrate) **Requirements** You dealt fire damage to a target you can see within 30 feet with your most recent action this turn; **Effect** You set your fiery gaze on your target, eyes burning within a cloud of ash and cinder. Roll an Intimidation check to Demoralize the target. Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language.

Thieves' Toolkit You need a thieves' toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill. If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks appropriate to your toolkit; this doesn't require using the Repair action. If you wear your thieves' toolkit, you can draw and replace it as part of the action that uses it.

Versatile Tinderbox (magical, wood) A fine case carved from elegant wood, this tinderbox holds twigs and strips of wood in a selection of six colors. In a typical *versatile tinderbox*, these colors are black, blue, green, magenta, yellow, and violet. When used in lighting a fire, colored tinder alters the flames' color and smoke to match. The box is perfectly carved and constructed to hold tinder, keeping it completely dry, but is incapable of closing if used to hold anything else. The tinderbox replenishes itself; it's never out of tinder when its owner is in need, but it never produces a surplus of tinder either.

Versatile (trait) A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

FEATS AND ABILITIES

Yoon's feats and abilities are described below.

Assurance - Survival (fortune) Even in the worst circumstances, you can perform basic tasks. You can forgo rolling a skill check for Survival checks to instead receive a result of 10 + your proficiency bonus without any other bonuses, penalties, or modifiers (13 in most cases).

Base Kinesis ♦♦ (impulse, primal) It's trivial for you to create some of your element (fire) or alter a portion of it that already exists. This impulse has a range of 45 feet, and the Bulk of the target must be 1 or less (GM determines). You can't affect an element that's magical or attended by a creature unwilling to let you.

Choose one of the following options. Base Kinesis can't deal damage or cause conditions unless otherwise noted.

- **Generate** You bring an ordinary, non-magical piece of the chosen element from its elemental plane. The element can be used for any of its normal uses. For example, fire casts light and can ignite flammable substances.
- **Move** Move an existing piece of the element up to 20 feet in any direction. If you bring it into your space, you can catch it in an open hand. You can Sustain the impulse to keep moving the element.
- **Suppress** You destroy an existing piece of element, such as snuffing out a flame.

Burning Jet ♦♦ (fire, impulse, primal) A condensed burst of flame shoots behind you, propelling you forward with its sheer force. Stride up to 40 feet in a straight line. Movement from this impulse ignores difficult terrain and doesn't trigger reactions.

Channel Elements ♦ (aura, fire, primal) **Requirements** Your kinetic gate isn't active.

You tap into your kinetic gate to make elements flow around you. Your kinetic aura activates, and as a part of this action, you can use a 1-action Elemental Blast or a 1-action stance impulse. Your kinetic aura is a 10-foot emanation where pieces of your kinetic element flow around you. The kinetic aura can't damage anything or affect the environment around you unless another ability allows it to.

Your kinetic aura automatically deactivates if you're knocked out, you use an impulse with the overflow trait, or you Dismiss the aura. Though you can't use new impulses while your kinetic aura is deactivated, ones you already used remain, and you can still Sustain any that can be sustained. Stance impulses are linked to your kinetic aura and end when the aura deactivates.

Dirty Trick ♦ (attack, manipulate) **Requirements** You have a hand free and are within melee reach of an opponent **Effect** You hook a foe's bootlaces together, pull their hat over their eyes, loosen their belt, or otherwise confound their mobility through an underhanded tactic. Attempt a Thievery check against the target's Reflex DC.

Critical Success The target is clumsy 1 until they use an Interact action to end the impediment

Success As critical success, but the condition ends automatically after 1 round.

Critical Failure You fall prone as your attempt backfires.

Eternal Torch ♦ (fire, impulse, light, manipulate, primal) You create a magical, torch-like flame within 120 feet in any color. It's as bright and hot as a torch. You can have it orbit a target willing creature or emit from a target object that's unattended or attended by a willing creature. If you create a flame on a weapon, you still need to use it as an improvised weapon to attack with the flame, just as with a torch.

The flame has an unlimited duration. You can have a maximum of four Eternal Torches and can Dismiss each torch individually.

Extract Element ♦ (fire, impulse, primal) You extract elemental matter from a creature's body to weaken it and take its power for your own. Target a creature within 30 feet that has the fire trait or is made of fire. The target takes 3d4 damage (with no damage type) and becomes susceptible to your impulses, depending on its Fortitude save against your class DC.

Critical Success The creature is unaffected

Success The creature takes half damage, and you add some of its elemental matter to your kinetic aura. Your impulses bypass any immunity the creature has to their elemental trait or traits, and the target takes a -1 circumstance penalty to its saves and AC

against your impulses. If the target normally has a resistance that would apply to damage from one of your impulses, ignore that resistance; if it normally would be immune to that damage type, it instead has resistance equal to its level to damage from the impulse. You can't target a creature with Extract Element if elemental matter you extracted from it is already in your kinetic aura. These effects last for 5 minutes or until your kinetic aura ends, whichever comes first

Failure As success, but the creature takes full damage.

Critical Failure As failure, but the creature takes double damage.

Flying Flame ♦♦ (fire, impulse, primal) A Tiny shape of flame appears, taking a form of your choice—such as a bird, an arrow, or a simple sphere. It Flies from you up to 30 feet in a path you choose. Each creature it passes through takes 3d6 fire damage with a basic Reflex save against your class DC. A creature attempts only one save, even if the flame passes through it multiple times.

Intimidating Glare: You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you doesn't take a penalty if the creature doesn't understand your language.

Demoralize ♦ (auditory, concentrate, emotion, fear, mental, rage): You attempt to frighten a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against the target's Will DC. If the target doesn't understand the language you are speaking, or you're not speaking a language, you take a -4 circumstance penalty to the check. No matter the result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

Critical Success The target becomes frightened 2.

Success The target becomes frightened 1.

Pacifying Infusion ♦ (infusion) If your next action is an impulse, it gains the nonlethal trait. If it has an area, you can exclude creatures you've designated with Safe Elements from its effects.

Safe Elements Elements are wild and dangerous, but you've found ways to reduce their risk. When you Channel Elements or use a stance impulse that affects your kinetic aura, you can designate up to 4 creatures. Choose whether they are immune to the benefits of your kinetic aura or immune to its damage and drawbacks. You don't have to be able to see a creature to designate it, nor does it need to be in your kinetic aura, but you can't designate a creature that's unnoticed by you.

Scorching Column ♦♦ (fire, impulse, overflow, primal) With an upward gesture, you shape a vertical column of extreme heat. The cylinder is 10 feet in diameter and 30 feet high, and the bottom must be within 60 feet of you. Each creature in the area takes 2d6 fire damage with a basic Reflex save against your class DC.

The flame remains briefly, making all squares in the column hazardous terrain until the end of your next turn, and you can Sustain the impulse up to 1 minute. A creature takes 3 fire damage each time it moves into one of these squares.

Thermal Nimbus ♦ (fire, impulse, primal, stance) You direct waves of warmth into or out of your kinetic gate to drastically shift the temperature around you. Choose cold or fire. You and allies in your kinetic aura gain resistance 5 to damage of that type. Any creature that starts its turn in your kinetic aura or moves into your aura during its turn takes 2 damage of the chosen type.

Untrained Improvisation: You've learned how to handle situations when you're out of your depth. Your proficiency bonus to untrained skill checks is equal to your level -1 (already incorporated into Yoon's statistics).

Clever Improviser: You can attempt skill actions that normally require you to be trained, even if you are untrained.

Voice of Elements: You can speak with the secret tones of elements you channel, finding words in the crackle of flame, the grinding of stone. While your Kinetic Aura is active, you can communicate with mindless elementals on a basic level if they have the fire trait or are made of fire. This allows you to use Diplomacy to Make an Impression on them and to make very simple Requests. You also gain a +2 circumstance bonus to Charisma-based skill checks you attempt against fire elementals.