

KINETICIST LEVEL 1

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 1

CG Small humanoid (human)

Init +3; **Senses** Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 15 (1d8+7)

Fort +5, **Ref** +5, **Will** +1; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee club +0 (1d4-1)

Ranged light crossbow +4 (1d6/19-20)

Special Attacks kinetic blast

Kineticist Wild Talents Known

Infusions—fan of flames (DC 13)

Kinetic Blasts—fire blast +4 (1d6+1)

Utility—basic pyrokinesis

STATISTICS

Str 8, **Dex** 16, **Con** 17, **Int** 12, **Wis** 13, **Cha** 10

Base Atk +0; **CMB** -2; **CMD** 11

Feats Spell Penetration, Toughness*

Skills Acrobatics +7, Diplomacy +5, Intimidate +4, Knowledge (nature) +2, Perception +5, Stealth +11

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

Languages Common, Hwan, Tien

SQ burn (1 point/round, maximum 6), gather power

Combat Gear *potion of cure light wounds*, thunderstone; **Other**

Gear leather armor, club, light crossbow with 10 bolts, backpack, Gom-Gom (owlbear doll), inkpen, ink (2 vials), sheet paper, sunrod, trail rations (2), waterskin, 10 gp

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

SPECIAL ABILITIES

Burn Yoon can accept 1 point of burn to use her fan of flames infusion wild talent, which modifies her fire blast. She can accept only 1 point of burn per round (maximum 6 points total). For each point of burn she accepts, Yoon takes 1 point of nonlethal damage. This damage can be healed only by a full night's rest, and it can't be reduced or redirected.

Gather Power If she has both hands free, Yoon can gather power as a move action. This creates a loud display in a 20-foot radius centered on Yoon, and it allows her to reduce the burn cost of her fan of

flames wild talent to 0 (as long as she uses fan of flames in the same round). If Yoon takes damage during or after gathering power but before she releases her fan of flames, she must succeed at a concentration check (1d20+4) or lose the gathered energy. The DC is equal to 11 + the amount of damage Yoon took. If she fails, Yoon must accept 1 point of burn.

Infusions The following infusion alters Yoon's fire blast.

Fan of Flames: If she accepts 1 point of burn, Yoon's fire blast damages all creatures in a 15-foot cone (Reflex DC 13 half). This does not require an attack roll.

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

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

Spell Penetration Yoon gains a +2 bonus on caster level checks (1d20+3 total) to overcome a creature's spell resistance. Yoon's kinetic blasts are subject to spell resistance.

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

Utility Yoon has the following utility wild talent.

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

Combat Gear Yoon's combat gear is described below.

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

Yoon's short life has been filled with tragedy and adventure. Hailing from Minkai's Oda province in distance Tian Xia, Yoon lost her adventurer mother at the age of five to a battle with an aquatic threat. 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 to meet with fellow Desnan dissidents, who were unhappy with Minkai's harsh imperial regency. Just when the imperial soldiers moved to cut them down, Yoon's grandmother unleashed her pyrokinetic power to allow Yoon to escape. Yoon fled the city, intent on reaching Hwanggot, her mother's homeland. Along the way, Yoon met a kind traveler, who helped her unlock her own pyrokinetic abilities. Yoon still 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.



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

KINETICIST **LEVEL 4**

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 4

CG Small humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 armor, +1 deflection, +3 Dex, +1 size)

hp 47 (4d8+24)

Fort +9, **Ref** +8, **Will** +3; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee club +3 (1d4-1)

Ranged light crossbow +4 (1d6/19-20)

Special Attacks elemental overflow +1, kinetic blast

Kineticist Wild Talents Known

Defense—searing flesh (1 point)

Infusions—burning infusion (DC 16), fan of flames (DC 15)

Kinetic Blasts—fire blast +8 (2d6+2)

Utility—basic pyrokinesis, fire's fury, searing flame (2 rounds)

STATISTICS

Str 8, **Dex** 16, **Con** 18, **Int** 12, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** 1; **CMD** 14

Feats Greater Spell Penetration, Spell Penetration, Toughness*

Skills Acrobatics +10, Diplomacy +8, Intimidate +4, Knowledge (nature) +5, Linguistics +2, Perception +8, Stealth +12, Use Magic Device +7

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

Languages Common, Hwan, Ignan, Tien

SQ burn (1 point/round, maximum 7), gather power

Combat Gear *oil of daylight*, *potions of cure light wounds* (2), *potion of lesser restoration* (Str), *silversheen*, *wand of cure light wounds* (9 charges), *wand of magic missile* (CL 3rd, 4 charges), thunderstone;

Other Gear masterwork studded leather armor, club, light crossbow with 10 bolts, *cloak of resistance* +1, *ring of protection* +1, *universal solvent*, backpack, Gom-Gom (owlbear doll), inkpen, ink (2 vials), sheet paper, sunrod, trail rations (2), waterskin, 10 gp

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

SPECIAL ABILITIES

Burn Yoon can accept 1 point of burn to use her infusion wild talents, which modify her fire blast. She can accept only 1 point of burn per round and a maximum of 7 points of burn total. For each point of burn she accepts, Yoon takes 4 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 +1). She also receives double that bonus on her fire blast's damage rolls.

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+8) 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 bonus on caster level checks (1d20+8 total) to overcome a creature's spell resistance. Yoon's kinetic blasts are subject to spell resistance.

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

Burning Infusion (substance): If she accepts 1 point of burn, Yoon's fire blast can cause creatures to catch fire (Reflex DC 16 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 on fire from this infusion.

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

Kinetic Blasts As a ranged touch attack, Yoon can unleash a fire blast at a single target up to a range of 30 feet. She must have one



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Don'tcha, Gom?”

hand free to aim the blast. The blast is considered magical for the purposes of overcoming damage reduction.

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.

Searing Flame: When a creature is on fire because of Yoon's burning infusion, its fire resistance decreases for 2 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 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.

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 Cure Light Wounds: Yoon's wand heals 1d8+1 points of damage by touch. She must succeed at a DC 20 Use Magic Device check to use the wand herself.

Wand of Magic Missile: Yoon's wand shoots two missiles at a target or targets within 130 feet. The missiles each deal 1d4+1 points of force damage.

Yoon always loved fire—its warmth, its color, its brilliant blaze. Fire is always changing, and so is everything around it. But Yoon never liked the water. Not long after she could walk, she learned to climb, so she could climb up to the rooftops of Oda. Once, when she was climbing, Yoon fell off and into the water, and Appa had to fish her out. Yoon coughed out water, and later she got sick.

Then the water took Eomma away. Eomma was a brave warrior, like normal for a Tian-Hwan woman, and she used to tell Yoon tales of adventure. One time, Eomma brought back a stuffed owlbear named Gom-Gom. But then Eomma went up to Hiyosai to fight the siyokoys. The money was good, and Appa needed it to continue training to become a court painter, so he wouldn't have to be a farmer like most immigrants in Oda province. But that time, Eomma never came back. Even the money stopped coming, and Appa had to go back to farming.

Yoon locked herself in her room. She wouldn't answer to anything but Eomma's name, her family name, Yoon. Yoon had another name before that, but she doesn't any more. Gom-Gom was the first to accept Yoon's new name. Things were never the same without Eomma, but at least they could be happy for a time. Until the day Yoon's world changed again, like the tinder darkening within the fire.

Yoon was watching the fireworks in the city in honor of the Lady of the North Star. At first Yoon was curious about the bonfire just after the fireworks, so she leapt from roof to roof to get closer. But it wasn't a bonfire. The place where Appa and his friends were meeting had gone up in flames! And it was surrounded by soldiers. "In the name of Nigankona-taishou, come out now and we will show you mercy," their words said, but their blades said something else, as they cut down a pair of men who fled the burning building.

Yoon was full of fear for Appa, and she was thinking of climbing into the building to find him, but Halmoni found her first. "Child, you must go," Halmoni said, "If you ever listen to me once in your life, you beautiful stubborn girl, you must go—and go now!" Yoon thought about it. Halmoni was always strange, but Yoon had always thought the old woman was weak. She was a only servant, not a warrior like Eomma.

A few soldiers began to advance, and others drew bows. "Run!" Halmoni shouted, and then waves of black flame shot forth from the old woman's hands and engulfed the soldiers. After Yoon was out of the city limits, something inside her broke like a floodgate. Her fear, her sorrow, her anger—it all spilled out of her in black flame, a fire she couldn't control. It hurt her. Yoon always loved the fire. But this time, it was cold. It frightened her.

She wouldn't have survived if she hadn't met the traveler. The traveler took Yoon as an apprentice of sorts. He didn't mind the black flame. Yoon and Gom-Gom joined the traveler and his bat for a long journey to the north. As they reached the summit of the great mountain, the traveler called upon the kami of the mountain, a kami who could bring about an eruption if he was angered. Fire leapt out at her. The mountain's fire surged within her, into her body and her very being. The dark flame blasted out. Not just a little, but an enormous black plume of flame. She lost consciousness.

When she woke up, the traveler was gone. But he had left behind plenty of food, a nocked wooden walking stick sized just right for Yoon, and maps Yoon had never seen before that showed the way to Hwanggot. The fire inside her distracted her. She realized it wasn't the black flame any more. The volcano had purged her, and she was born anew. As pure red fire danced from her hand, she truly smiled for the first time in weeks. She could barely control it, but it wasn't killing her; it was part of her. She was one with the fire. They were changing together.

Yoon descended the mountain and began a new life, just her and Gom-Gom. She would reach Hwanggot, and she would become an adventurer. Eomma had been Yoon the adventurer, a brave warrior. And so was she.



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

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.

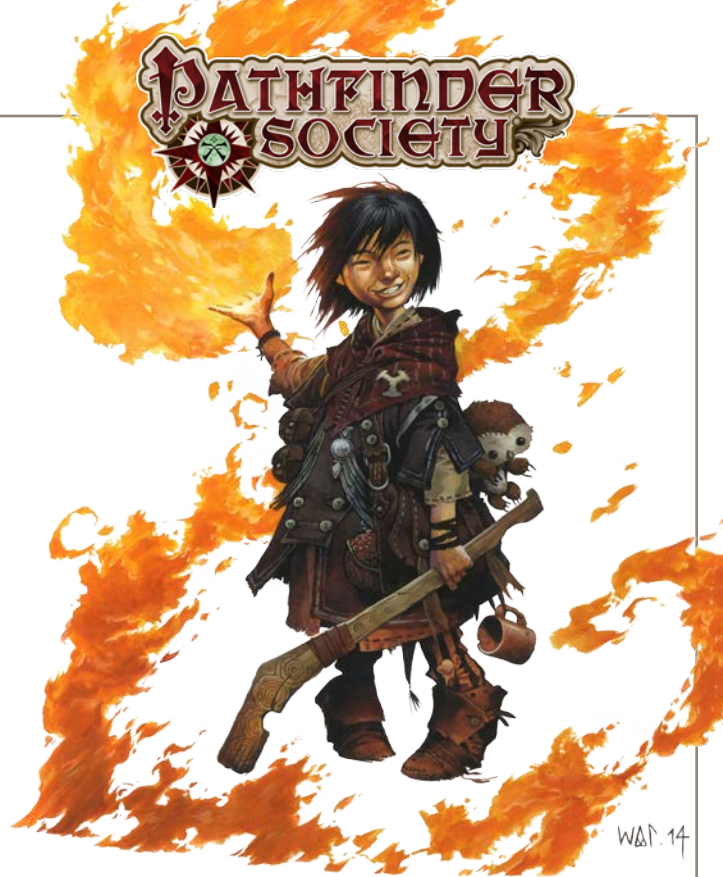
Elemental Overflow When Yoon accepts burn, she glows with a fiery nimbus. She receives a bonus on attack rolls equal to the amount of burn she has accepted (maximum +2). She also receives double that bonus on her fire blast's damage rolls. Whenever Yoon has at least 3 points of burn, she gains a +2 size 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.

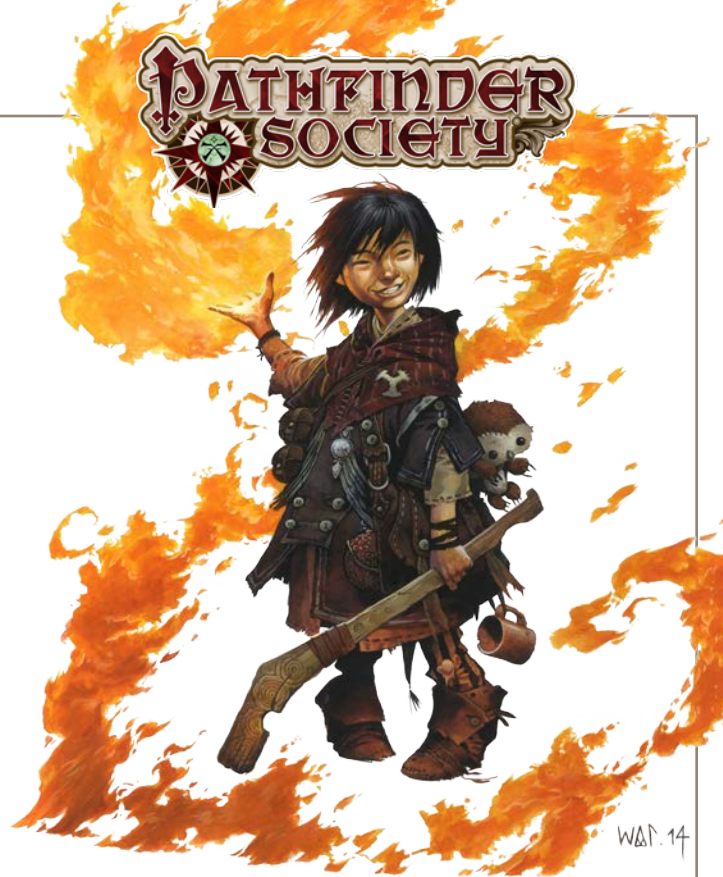
Scroll of See Invisibility: Yoon's scroll allows her to see any objects or beings within her sight range that are invisible or ethereal. They appear as translucent shapes. Yoon must make a successful DC 23 Use Magic Device check to activate this scroll.

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



**"Gom-Gom likes it when the fire burns.
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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.