

Everyman Iconics

Kyr'shin Unchained



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ABOUT THE AUTHOR

Alexander Augunas is best known as the writer of Know Direction's blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. Alex is a known kitsune aficionado and hopes to be writing well past his death.

Follow Alexander Augunas's exploits as well as upcoming products and previews from Everyman Gaming, LLC **on Facebook**.

Author Anecdotes

EVERYMAN ICONICS is a very different product line from anything that's currently on the market (for now), and its a product series that I'm super excited to talk about. Traditionally, NPC stat block products don't cater to roughly 4/5th of players because they don't offer anything particularly new for players to dig into, so to speak. *EVERYMAN ICONICS* isn't different in that regard; it focuses on using material that's already part of the *PATHFINDER ROLEPLAYING GAME* for its builds.

What it makes it different is the emphasis on functionality, the emphasis on creating a PC-quality builds for characters and placing those into the hands of consumers. Perhaps you're the kind of player who wants something cool and exciting to play with, but you don't have the time to do a lot of research on different builds and tactics.

EVERYMAN ICONICS is for you.

Perhaps you're a GM who wants a fundamentally different NPC to place into your game, but you don't have time to do tons of research building your character.

EVERYMAN ICONICS is for you.

Maybe you just want a portfolio with all of the rules required to play your new character in one place with an easy-to-read format, or maybe you're looking for ideas on how to create a background for a character.

EVERYMAN ICONICS is for you.

I'm hoping that this product line speaks to you, and that you find it as satisfying to read and tinker with as I found making it to be.

— Alexander Augunas

Table of Contents

EVERYMAN ICONICS: KYR'SHIN YILENZO is broken down into the following sections.

Character Background (pgs. 4–5): This section introduces the Everyman Iconic and includes the character's age, race, and birthday. It also includes a detailed account of the character's history and motivations.

Character Build (pgs. 6–11): This section includes a comprehensive guide to building the Everyman Iconic at any level, 1st through 20th. It includes the character's archetypes, base classes, feats, racial traits, and character traits, as well as any special rules or abilities that the Everyman Iconic uses. Full text for all rules elements has been included in this section for convenience.

Stat Blocks (pgs. 12–17): This section presents stat blocks intended for GMs to use to introduce the character into their campaigns. The stat blocks range from 1st level through 20th level, and use heroic NPC wealth and ability scores. The section also includes a number of pregenerated characters for players to use at 1st, 4th, and 7th levels.

Did You Know?

Among Everyman Gaming's cast of characters, the character of Kyr'shin Yilenzo stands out somewhat as a character of "firsts." Kyr'shin was the first character kitsune character Everyman Gaming author and owner Alexander Augunas ever played, the first character illustrated for an Everyman Gaming product (*PSYCHOLOGICAL COMBAT*, 2014), the first character to be featured in the Everyman Iconics series (*EVERYMAN ICONICS: KYR'SHIN YILENZO*, 2016), and subsequently, the first character to be featured twice as an Everyman Iconic. Kyr'shin Yilenzo is also the only Everyman Gaming character to be illustrated outside of an Everyman Gaming product (*GRIMOIRE OF LOST SOULS*, 2016)

The incarnation of Kyr'shin presented herein is heavily built using Third-Party options from Everyman Gaming LLC's *EVERYMAN UNCHAINED: FIGHTERS*, as well as *EVERYMAN OPTIONS: UNCHAINED FIGHTERS*.



Character Biography

"I'm often asked what the source of my power is, what magic have I harnessed that allows me to do what others call impossible. Allow me to be forthright; I have no magic, friends. I am only a dreamer. Luckily, a dream doesn't become reality through magic, even for mages. Bringing a dream into this world takes sweat, determination, and hard work; it is labor not unlike rearing a child. But as children mature, so too do dreams. Great dreams are always transcended. The dreamer strives to outdo himself, to take what he is wrought and dream bigger. And like that, my 'impossible' dreams become reality, one dream at a time. This is perhaps the greatest magic in our world, the power to keep dreaming and continuously strive to make those dreams real. And unlike magic, the power of dreams isn't limited to those of privilege or ancestry. The power of dreams is an inherent right of all sentient peoples. It is a power that I see blossoming within the heart of every man, woman, and child here today. This is good, for to who else could the future belong than those who believe in the power of their dreams?"

— Kyr'shin Yilenzo

Kyr'shin Yilenzo

Race: Kitsune

Age: 20

Birthday (Adoption): August 8th

Height: 5' 11

Weight: 175 lbs.

Hair/Fur: Red-Orange

Eyes: Brilliant Blue

Code: *Humanity and goodness are not measured by appearances.*

Kindness is the greatest magic and words have the power to change the world. Everyone has the potential for goodness, but not everyone acts upon it. Avoid senseless bloodshed with sincere words when possible, but never compromise the safety and happiness of others merely to avoid conflict. Obey the law when possible, but do not limit yourself to its doctrines because your enemies will not.

Description

As a shapechanging kitsune, Kyr'shin has two forms: his fox like true form and his fair-skinned human form. In both forms, Kyr'shin has a head of blazing red hair and blue eyes that beam like a cloudless day. Standing just under six feet tall and weighing 175 pounds in both forms, Kyr'shin is stout for a kitsune, though he is still leaner than the average human male of his height. In his true form, Kyr'shin has reddish-orange fur, a foxlike face and tail, digitigrade legs, and short, black nails on each of his digits.

Kyr'shin favors cherry blossom pink clothing accented with neutral colors such as brown, white, gold, and black. He wears gleaming mithral armor and carries his katana, a kitsune matriarch's family heirloom, wherever he goes both as a symbol of his status as well as for his own defense. Somewhat stubborn, he eschews traditional katana-wielding conventions in favor of wielding his weapon in conjunction with a steel shield for what he calls, "practical reasons."

Background

Raised in an elven city by two wealthy socialites, very little in Kyr'shin's past is typical for a kitsune. Orphaned on a

northbound ship as an infant, Kyr'shin was discovered by a confused sailor crying within a small basket that had been stowed away in his ship's cargo hold. Although the puzzled sailor initially intended to raise the child as his cabin boy, he changed his mind when a wealthy elven aristocrat offered him a bulging purse of platinum coins to adopt Kyr'shin at the ship's final stop in the frigid north. Kyr'shin's adoptive mother, Duchess Shijimurel, asked few questions and got few answers in return; the only clue that Kyr'shin ever had to his biological family was a simple note scrawled in Sylvan, "This is Kyr'shin. Please send him to a good home."

Kyr'shin's childhood was pleasant, albeit strange. The Yilenzos exuded opulence in everything they did, and they were infamous for their mercurialness, particularly in their sense of style and fashion and their delight in all things rare in exotic. Although the Yilenzo family dotted upon young Kyr'shin at nearly all hours of the day, the attention he received was much like that of a human pet owner upon her beloved dog or cat. Few luxuries were denied the young kitsune as a result, but Kyr'shin was expected to attend all social events and gatherings hosted by the Yilenzo family to be used as a conversation starter and source of entertainment for the family's guests. After all, kitsune were all but unheard of in the frozen tundra where the Yilenzo's city stood, and locals never tired of the kitsune child's shapeshifting abilities, acrobatic prowess, or fluffiness. While this strategy mandated that Kyr'shin be taught all manner of social graces, it wasn't until he was eight years old that Kyr'shin began aspiring for training in his own fields of interest. Kyr'shin's adoptive father was a formally trained samurai, and the first time that he saw his shimmering blade and resplendent armor, Kyr'shin was immediately enchanted with the notion of learning bushido. In agreement that teaching the boy swordplay could only add to his ability to entertain at to his use to them, the Yilenzos hired the greatest elven sensei they could find and paid him handsomely to teach the young kitsune to fight. As his mother herself said, "The only thing better for conversation than having an exotic humanoid for a son would be having an exotic humanoid for a son who could dazzle guests with his swordplay."

Despite his family's opulent wealth, Kyr'shin's childhood wasn't without disappointment. Even as a young child, Kyr'shin was keenly aware that he was a stranger in a strange land, where time seemingly stood still for everyone around him. Young elves that Kyr'shin frolicked with in boyhood watched him with pity as he endured the growing pains of puberty, only to remain blissfully in the throngs of youth themselves. But it wasn't until Kyr'shin's 14th birthday before he truly understood the limitations placed upon him in his home by his race. On his 14th birthday, after nearly six years of bushido training, Kyr'shin's sensei abruptly terminated the Yilenzo's contract, telling a stunned Kyr'shin that teaching one as shortly-lived as he was a waste of the old elf's time and energy, and that it would be impossible for one as shortly-lived as he to learn all that he had to teach him before succumbing to old age, and eventually death. This shattered Kyr'shin's opinion for the elves, making him see most of his elven peers felt similarly, even the Yilenzos themselves.

Kyr'shin continued practicing swordplay without his sensei, often sneaking out late at night to duel petty criminals and repel raiders. For the first few months, Kyr'shin was successful in scaring away vagrants with his silver tongue and practiced moves, but did little actual fighting. When Kyr'shin found himself cornered in his first real fight, however, he was ultimately bested, bloodied, and bedridden for several days after a harrowing defeat. After several weeks of sulking and tending to his wounds, Kyr'shin decided to travel south to a nearby dwarven metropolis to find a new teacher to study under. With his mother's blessing, she arranged for his room, board, and schooling to be paid for and sent the eager kitsune south. Kyr'shin spent two years abroad where he befriended an elven magus named Dyne and his dwarven brother, Galrick. Then one day, Kyr'shin received word from his father of a potentially lucrative settlement in the southern jungles that had recently fallen out of contact, likely due to the ravages of a plague epidemic. When offered the opportunity to investigate for his family, Kyr'shin jumped at the chance for adventure and glory. With Dyne in tow, the duo boarded the first ship south towards a life of adventure and heroism, never once looking back.

Personality

Boisterous and outspoken, Kyr'shin has a keen wit and a keener tongue. He is a go-getter whose first response to any problem is to explore potential solutions from every angle, searching for the best response before he reacts. That he often self-describes as being reckless confuses others, a by product of his formative years being spent in comparatively slow-moving elven society.

Kyr'shin prides himself on his quick thinking and adaptability. Rather than specialize in a single

strategy, Kyr'shin often prevails against insurmountable odds simply by being flexible in his approach. He is an improviser, rapidly adapting his tactics to suit whatever challenges he faces. Perhaps his only consistent tactic both on and off the battlefield is Kyr'shin's willingness to try and resolve conflict peacefully, rather than at the end of a blade. Kyr'shin ultimately loathes violence despite being a skilled swordsman, especially violence that is directed towards the innocent, and is willing to defend almost any who seek his protection. He is an accomplished diplomat, a skilled persuader, and something of a braggart, especially about his martial skills.

Kyr'shin has little magical talent, and he can sometimes be naive towards others. As he sees the potential value in most, he is prone to overexerting himself, and often takes too many responsibilities. He is very expressive, and those who know him best agree that he wears his heart on his sleeve. He is easily impressed by magic, and often professes excitement and admiration for particularly flashy spells. Despite this, Kyr'shin knows where his loyalties lie, and is not afraid to lay his life down for the people and causes he believes in.



Character Build

Kyr'shin Yilenzo is a fighter (*EVERYMAN UNCHAINED: FIGHTERS*) who uses his superior martial abilities and flexible tactics to adapt to whatever situation he finds himself in. In combat, he switches between defensively or uses his Combat Expertise feat to protect himself while using psychological maneuvers to harry opponents, throwing them off-kilter before switching to offensive tactics.

Kyr'shin possesses the following feats, and class options. His full character advancement build is detailed on Table: Kyr'shin Yilenzo, as well as which feats he possesses and his vital statistics, such as his base attack bonus and base save bonuses. All of the content used in Kyr'shin's build stems from other *PATHFINDER ROLEPLAYING GAME* sources, and the complete list of all sources used to build Kyr'shin are listed first in the Section 15 of this product's OGL.

Kyr'shin's base ability scores are **Str** 13, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 15. His racial traits are included in a side bar on page 11.

Kyr'shin's Advanced Armor Trainings

Kyr'shin's build employs the following fighter advanced armor training options.

Shielded Evasion (Ex): The fighter selects one type of shield for which he has the Shield Focus feat. While using the selected type of shield, the fighter gains evasion (as the rogue class ability). The fighter can select this option multiple times. Each time, he selects a different type of shield for which he has the Shield Focus feat to apply its benefits to. The fighter must have Shield Focus with the selected weapon in order to choose this option.

Kyr'shin's Advanced Weapon Trainings

Kyr'shin's build employs the following fighter advanced weapon training options.

Dazzling Intimidation (Ex): When the fighter wields a weapon from a chosen weapon group, he adds his weapon training bonus to Intimidate checks, and he can attempt an Intimidate check to demoralize an opponent as a move action instead of a standard action. If the fighter has the Dazzling Display feat, he can use that feat as a standard action instead of a full-round action.

Versatile Training (Ex): The fighter can use his base attack bonus in place of his ranks in two skills of his choice that are associated with one of his chosen weapon groups (see below). This option functions even when the fighter is not wielding a weapon from a chosen weapon group. When using versatile training, the fighter substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in these skills, but adds the skill's usual ability score modifier and any other bonuses or penalties that would modify those skills. Once the skills have been selected, they cannot be changed and the fighter can immediately retrain all of his skill ranks in the selected skills at no additional cost in money or time. In addition, the fighter adds all skills chosen with this option to his list of class skills. A fighter can choose this option up to two times.

The Bluff and Intimidate skills are associated with all fighter weapon groups. The various fighter weapon groups also have the following associated skills: axes (Climb, Survival), bows (Knowledge [engineering], Perception), close (Sense Motive, Stealth), crossbows (Perception, Stealth), double (Acrobatics, Sense Motive), firearms (Perception, Sleight of Hand), flails (Acrobatics, Sleight of Hand), hammers (Diplomacy, Ride), heavy blades (Diplomacy, Ride), light blades (Diplomacy, Sleight of Hand), monk (Acrobatics, Escape Artist), natural (Climb, Fly, Swim), polearms (Diplomacy, Sense Motive), siege engines (Disable Device, Profession [driver]), spears (Handle Animal, Ride), and thrown (Acrobatics, Perception).

Weapon Training Maneuver (Ex): When the fighter wields a weapon from a chosen weapon group, the fighter can perform a dirty trick, disarm, drag, reposition, steal, sunder, or trip combat maneuver or attempt to antagonize, demoralize, or feint an opponent in place of a melee attack that he makes during a full attack or attack of opportunity. Combat maneuver made using this ability provoke attacks of opportunity as normal unless the fighter has an ability that allows him to make those checks without provoking. Conditions created by these combat maneuvers and psychological maneuvers do not stack to create more serious conditions, even if the fighter has another ability that would normally allow them to do so.

Kyr'shin's Fighter Training Options

Kyr'shin's build employs the following fighter training options.

Adaptable Training (Ex): The fighter can use his base attack bonus in place of his ranks in one skill of his choice from the following list: Acrobatics, Climb, Disguise, Escape Artist, Intimidate, Knowledge (engineering), Profession (soldier), Ride, or Swim. When using adaptable training, the fighter substitutes his total base attack bonus (including his base attack bonus gained through levels in other classes) for his ranks in this skill, but adds the skill's usual ability score modifier and any other bonuses or penalties that would modify that skill. Once a skill has been selected, it cannot be changed and the fighter can immediately retrain all of his ranks in the selected skill at no additional cost in money or time. In addition, the fighter adds all skills chosen with this option to his list of class skills. A fighter can choose this option up to four times.

Greater Martial Spontaneity (Ex): The fighter can use martial spontaneity to gain the benefit of two combat feats at the same time. He may select one feat as a swift action or two feats as a move action. He may use one of these feats to meet a

Table: Kyr'shin Yilenzo

Level	Class	Base Attack	Fort	Ref	Will	Advancement	Special
1st	FTR 1	+1	+2	+0	+0	Improved Antagonize	Bonus feat (Power Attack), stamina, weapon training (heavy blades)
2nd	FTR 2	+2	+3	+0	+0	—	Bravery, bonus feat (Weapon Focus [katana])
3rd	FTR 3	+3	+3	+1	+1	Combat Reflexes	Armor training (medium), second wind (swift)
4th	FTR 4	+4	+4	+1	+1	+1 Intelligence	Bonus feat (fighter training option [adaptable training, Acrobatics]), martial spontaneity
5th	FTR 5	+5	+4	+1	+1	Fighter training option (mount)	Advanced weapon training (weapon training maneuver), weapon training +1
6th	FTR 6	+6	+5	+2	+2	—	Bonus feat (Advanced Weapon Training [versatile training; Bluff and Diplomacy])
7th	FTR 7	+7	+5	+2	+2	Weapon Specialization (katana)	Advanced armor training (fighter training option [mount]), armor training (heavy)
8th	FTR 8	+8	+6	+2	+2	+1 Charisma	Bonus feat (Combat Expertise)
9th	FTR 9	+9	+6	+3	+3	Fighter training option (greater martial spontaneity)	Advanced weapon training (parry), weapon training +2
10th	FTR 10	+10	+7	+3	+3	—	Bonus feat (fighter training option [versatile militant])
11th	FTR 11	+11	+7	+3	+3	Greater Weapon Focus (katana)	Advanced armor training (fighter training option [versatile athletics]), second wind (immediate)
12th	FTR 12	+12	+8	+4	+4	+1 Strength	Bonus feat (Improved Critical [katana])
13th	FTR 13	+13	+8	+4	+4	Fighter training option (true martial spontaneity)	Advanced weapon training (mounted weapon training), weapon training +3
14th	FTR 14	+14	+9	+4	+4	—	Bonus feat (Critical Focus)
15th	FTR 15	+15	+9	+5	+5	Shield Focus	Advanced armor training (shielded evasion)
16th	FTR 16	+16	+10	+5	+5	+1 Charisma	Bonus feat (Greater Weapon Specialization [katana])
17th	FTR 17	+17	+10	+5	+5	Social Bravery	Advanced weapon training (dazzling intimidation), weapon training +4
18th	FTR 18	+18	+11	+6	+6	—	Bonus feat (Bleeding Critical)
19th	FTR 19	+19	+11	+6	+6	Toughness	Armor mastery, second wind (free)
20th	FTR 20	+20	+12	+6	+6	+1 Charisma	Bonus feat (Blinding Critical), weapon mastery

Kyr'shin's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (local)*, Knowledge (nobility)*, Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str). Skills marked with an asterisk (*) are gained from one of Kyr'shin's character traits rather than his 1st-level class.

At 4th level, Kyr'shin adds Acrobatics (Dex) to his list of class skills via the adaptable training fighter training option. At 6th level, Kyr'shin adds Bluff (Cha) and Diplomacy (Cha) to his list of class skills via the versatile training advanced weapon training option.

prerequisite of the second feat; doing so means that he cannot replace a feat currently fulfilling another's prerequisites without also replacing those feats that require it. Each time he uses martial spontaneity to gain the benefit of a feat or replace a previously selected feat, the fighter must spend 3 stamina points per feat selected. The fighter must be at least 9th level and have the martial spontaneity ability to select this option.

Mount (Ex): The fighter gains a loyal steed that can carry him into battle. This ability functions as a cavalier's mount, using the fighter's level –4 as his effective druid level.

A fighter can select this option twice. The second time he chooses this option, he calculates his effective druid level as if his fighter level were 4 levels higher, to a maximum druid level equal to his fighter level.

True Martial Spontaneity (Ex): The fighter can use martial spontaneity to gain the benefit of three combat feats at the same time. He may select one feat as a free action, two feats as a swift action, or three feats as a move action. He may

use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each time he uses martial spontaneity to gain the benefit of a feat or replace a previously selected feat, the fighter must spend 3 stamina points per feat selected. The fighter must be at least 13th level and have the martial spontaneity ability and the greater martial spontaneity fighter training option to select this option.

Versatile Militant (Ex): The fighter can use his bonus in Profession (soldier) in place of his bonus in the following skills: Perception, Sense Motive, and on Knowledge (history) and Knowledge (local) checks to answer questions about military groups and tactics, historic battles, and similar questions relating to professional militaries. When substituting in this way, the fighter uses his total Profession (soldier) skill bonus, including class skill bonus, in place of the associated skills' bonuses, whether or not he has ranks in that skill or if it is a class skill.

Versatile Athletics (Ex): The fighter chooses one of the following skills: Acrobatics, Climb, or Swim. He can use his bonus in that skill in place of his bonus in the remaining two skills. When substituting in this way, the fighter uses his total skill bonus, including class skill bonus, in place of his skill bonus in the remaining skills, whether or not he has ranks in that skill or if it is a class skill.

Kyr'shin's Character Traits

Kyr'shin's build employs the following character traits, which are tied to his upbringing (see page 4).

Adopted (Social): Kyr'shin was adopted by elves, and raised in an elven society. As a result, Kyr'shin has picked up a race trait from his elven parents and society, and may immediately select a race trait from his adoptive parents' race.

Cultured Upbringing (Elf): The elven culture to which Kyr'shin was adopted is world-renowned for their diplomats, and as a member of this family he was expected from a young age to act accordingly, least he ruin sensitive negotiations by mistake. Kyr'shin gains Knowledge (local) and Knowledge (nobility) as class skills.

Reactionary (Combat): Over the course of five years, Kyr'shin was drilled tirelessly by an elven samurai. Although Kyr'shin's training was halted when his instructor unceremoniously dropped him, Kyr'shin still has a knack for quickly responding to trouble. Kyr'shin gains a +2 trait bonus on initiative checks.

Kyr'shin's Feats

Kyr'shin's build employs the following feats. Any combat tricks associated with Kyr'shin's feats are noted in the feat's description.

Bleeding Critical (Combat, Critical)

Your critical hits cause opponents to bleed profusely.

Prerequisites: Critical Focus, base attack bonus +11.

Benefit: Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage (see Conditions) each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

Trick: When you deal bleed damage with this feat, you can spend up to 3 stamina points to increase the amount of bleed damage dealt by double the number of stamina points you spent.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Blinding Critical (Combat, Critical)

Your critical hits blind your opponents.

Prerequisites: Critical Focus, base attack bonus +15.

Benefit: Whenever you score a critical hit, your opponent is permanently blinded. A successful Fortitude save reduces this to dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect

on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by heal, regeneration, remove blindness, or similar abilities.

Trick: When you confirm a critical hit and attempt to blind an opponent with this feat, you can spend up to 5 stamina points to increase the DC of this feat's saving throw by an amount equal to the number of stamina points you spent.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Combat Expertise (Combat)

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Trick: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefit of this feat only as long as you have at least 1 stamina point in your stamina pool. If you spend stamina points to raise an attack roll using the Combat Stamina feat's benefits, ignore an amount of your Combat Expertise penalty equal to the number of stamina points you spent.

Combat Reflexes (Combat)

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Trick: When you miss with an attack of opportunity, you can spend 5 stamina points to make a second attack for the same provoking action. That second attack of opportunity takes a -5 penalty on the attack roll and costs one of your attacks of opportunity for the round.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Critical Focus (Combat)

You are trained in the art of causing pain.

Prerequisites: Base attack bonus +9.

Benefit: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Trick: If your successful critical confirmation roll is a natural 19 or 20, you can spend 2 stamina points to roll another confirmation roll. If this confirmation roll also succeeds, increase your critical

multiplier by 1 for this attack, and you can roll again. If you continue to roll 19 or 20, you can continue to spend stamina points for additional rolls, and the increases to the critical multiplier stack.

Extra Weapon Training (Combat)

You have furthered your training with your chosen weapons.

Prerequisites: Advanced weapon training class feature, fighter level 5th.

Benefit: You gain one additional advanced weapon training option. You must meet the prerequisites for this advanced weapon training option.

Special: This feat can be taken multiple times, up to one time per 5 fighter levels you possess.

Greater Weapon Focus (Combat)

Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +1, 8th-level fighter.

Benefit: You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Trick: Once per round, you can spend 2 stamina points to gain your Greater Weapon Focus bonus on attack rolls with another weapon. This bonus lasts until the start of your next turn.

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Greater Weapon Specialization (Combat)

Choose one type of weapon (including unarmed strike or grapple) for which you possess the Weapon Specialization feat. Your attacks with the chosen weapon are more devastating than normal.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, 12th-level fighter.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.

Trick: Once per round, you can spend 2 stamina points to gain your Greater Weapon Specialization bonus on damage rolls with another weapon. This bonus lasts until the start of your next turn.

Special: You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Improved Antagonize (Combat)

You can quickly unleash scathing quips and jeers even under the most dire of circumstances.

Kyr'shin's Racial Traits

- » **+2 Dexterity, +2 Charisma, –2 Strength:** Kyr'shin is naturally agile and companionable, but is physically weaker than other characters with his build.
- » **Medium:** Kyr'shin is a Medium creature and has no bonuses or penalties due to his size.
- » **Kitsune:** Kyr'shin is a humanoid with the kitsune and shapechanger subtypes.
- » **Normal Speed:** Kyr'shin has a base speed of 30 feet.
- » **Low-Light Vision (Ex):** Kyr'shin can see twice as far as humans in conditions of dim light.
- » **Change Shape (Su):** Kyr'shin can assume the appearance of a specific single human form of the same sex. He always takes this specific form when she uses this ability. In human form, Kyr'shin cannot use his bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as alter self, except that the kitsune does not adjust his ability scores and can remain in this form indefinitely.
- » **Agile (Ex):** Kyr'shin receives a +2 racial bonus on Acrobatics checks.
- » **Duplicitous (Ex):** Kyr'shin grew up wanting to avoid the attention he often attracted from elven neighbors and attempted to convince all around him that he was human. Kyr'shin gains a +2 racial bonus on Bluff and Disguise checks. This racial trait replaces kitsune magic.
- » **Natural Weapons (Ex):** In his natural form, Kyr'shin has a bite attack that deals 1d4 points of damage.
- » **Languages:** Kitsune begins play speaking Common and Sylvan. Kitsune with high Intelligence scores can choose from the following: any human language, Aklo, Celestial, Elven, Gnome, and Tengu.

Prerequisites: Bluff, Diplomacy, or Intimidate 1 rank.

Benefit: You can antagonize a foe as a move action.

Trick: When you are the target of an antagonize attempt, you can spend a number of stamina points up to your Charisma bonus. Your Psychology DC against that demoralize attempt increases by that number.

Normal: Making an antagonize attempt is a standard action.

Power Attack (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you

are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Trick: When using this feat, you can spend 2 stamina points to gain the benefits and the hindrances of that feat until the end of your turn, instead of until your next turn.

Shield Focus (Combat)

You are skilled at deflecting blows with your shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: Increase the AC bonus granted by any shield you are using by 1.

Trick: When an attack is made against you while you are using a shield, you can spend up to 2 stamina points. If you do, the shield's bonus to AC against that attack increases by an amount equal to the number of stamina points you spent.

Social Bravery (Combat)

Even the most stressful social situations don't daunt you, and you weather them as easily as a battle with a dragon.

Prerequisites: Cha 13, bravery class feature.

Benefit: In social situations, your bravado protects you and makes you harder to read. Add your bravery bonus to the DCs of checks to demoralize you, feint against you, change your attitude, or convince you to perform a request (this also applies against Cutting Humiliation^{III} and Intoxicating Flattery^{III}). Additionally, add a morale bonus equal to your bravery bonus on Bluff and Intimidate checks.

Toughness

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Weapon Focus (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Trick: Once per round, you can spend 2 stamina points to gain your Weapon Focus bonus on attack rolls with a weapon with which you don't have Weapon Focus. This bonus lasts until the start of your next turn.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialization (Combat)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Trick: Once per round, you can spend 2 stamina points to gain your Weapon Specialization bonus on damage rolls with a weapon with which you don't have Weapon Specialization. This bonus lasts until the start of your next turn.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Tsume's Advancement

Kyr'shin's relationship with a local tribe of jungle-dwelling elves allows him to bond with a jungle megaraptor named Tsume (use the statistics for an allosaurus) as a mount despite it not being a normally available option for a cavalier. If the GM considers Tsume to be inappropriate for the campaign, replace Tsume with a horse named Sovereign.

Starting Statistics: Size Medium, Speed 40 ft.; AC +4 natural armor; Attack bite (1d6), 2 claws (1d4); Ability Scores Str 14, Dex 16, Con 10, Int 2, Wis 15, Cha 10; Special Qualities low-light vision, scent.

7th-Level Advancement: Size Large; AC +2 natural armor; Attack bite (1d8), 2 claws (1d6); Ability Scores Str +8, Dex -2, Con +4; Special Qualities grab, pounce.

Tsume's Feats

Tsume's build employs the following feats.

Charge Through (Combat)

You can overrun enemies when charging.

Prerequisites: Str 13, Improved Overrun, Power Attack, base attack bonus +1.

Benefit: When making a charge, you can attempt to overrun one creature in the path of the charge as a free action. If you successfully overrun that creature, you can complete the charge. If the overrun is unsuccessful, the charge ends in the space directly in front of that creature.

Normal: You must have a clear path toward the target of your charge.

Following Step (Combat)

You can repeatedly close the distance when foes try to move away, without impeding your normal movement.

Prerequisites: Dex 13, Step Up.

Benefit: When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using

Table: Tsume

Master	Nat Str/Dex Bonus										Special	
Level	HD	BAB	Fort	Ref	Will	Skills	Feats	AC	Bonus	Tricks	Advancement	
1st	2	+1	+3	+3	+0	2	1	+0	+0	1	Combat Reflexes	Light armor proficiency, link
2nd	3	+2	+3	+3	+1	3	2	+0	+0	1	Power Attack	—
3rd	3	+2	+3	+3	+1	3	2	+2	+1	2	—	Evasion
4th	4	+3	+4	+4	+1	4	2	+2	+1	2	+1 Str	—
5th	5	+3	+4	+4	+1	5	3	+2	+1	2	Improved Overrun	—
6th	6	+4	+5	+5	+2	6	3	+4	+2	3	—	Devotion
7th	6	+4	+5	+5	+2	6	3	+4	+2	3	Companion advancement	—
8th	7	+5	+5	+5	+2	7	4	+4	+2	3	Charge Through	—
9th	8	+6	+6	+6	+2	8	4	+6	+3	4	+1 Str	Multiattack
10th	9	+6	+6	+6	+3	9	5	+6	+3	4	Greater Overrun	—
11th	9	+6	+6	+6	+3	9	5	+6	+3	4	—	—
12th	10	+7	+7	+7	+3	10	5	+8	+4	5	—	—
13th	11	+8	+7	+7	+3	11	6	+8	+4	5	Step Up	—
14th	12	+9	+8	+8	+4	12	6	+8	+4	5	+1 Str	—
15th	12	+9	+8	+8	+4	12	6	+10	+5	6	—	Improved evasion
16th	13	+9	+8	+8	+4	13	7	+10	+5	6	Following Step	—
17th	14	+10	+9	+9	+4	14	7	+10	+5	6	—	—
18th	15	+11	+9	+9	+5	15	8	+12	+6	7	Step Up and Strike	—
19th	15	+11	+9	+9	+5	15	8	+12	+6	7	—	—
20th	16	+12	+10	+10	+5	16	8	+12	+6	7	—	—

Tsume's class skills are Acrobatics* (Dex), Climb* (Str), Escape Artist (Dex), Fly* (Dex), Intimidate (Cha), Perception* (Wis), Stealth* (Dex), Survival (Wis), and Swim* (Str).

this feat does not subtract any distance from your movement during your next turn.

Normal: You can only take a 5-foot step to follow an opponent using Step Up.

Greater Overrun (Combat)

Enemies must dive to avoid your dangerous move.

Prerequisites: Improved Overrun, Power Attack, base attack bonus +6, Str 13.

Benefit: You receive a +2 bonus on checks made to overrun a foe. This bonus stacks with the bonus granted by Improved Overrun. Whenever you overrun opponents, they provoke attacks of opportunity if they are knocked prone by your overrun.

Normal: Creatures knocked prone by your overrun do not provoke an attack of opportunity.

Improved Overrun (Combat)

You are skilled at running down your foes.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

Normal: You provoke an attack of opportunity when performing an overrun combat maneuver.

Step Up (Combat)

You can close the distance when a foe tries to move away.

Prerequisite: Base attack bonus +1.

Benefit: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Step Up and Strike (Combat)

When a foe tries to move away, you can follow and attack.

Prerequisites: Dex 13, Following Step, Step Up, base attack bonus +6.

Benefit: When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a single melee attack against that foe at your highest base attack bonus. This attack counts as one of your attacks of opportunity for the round. Using this feat does not count toward the number of actions you can usually take each round.

Normal: You can usually only take one standard action and one 5-foot step each round.

Stat Blocks

The following stat blocks allow GMs to use Kyr'shin Yilenzo as an NPC at all tiers of gameplay, from 1st level all the way up to 20th level. The stat blocks included in these sections are designed using heroic NPC wealth, as noted in Chapter 14 of the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. PC Pregens for Kyr'shin at 1st level, 4th level, and 7th level can be found at the end of this section, and possess PC equivalent wealth.

NPC Tactics: Kyr'shin quickly engages in melee combat and uses combat and psychological maneuvers to control and impair his opponents' actions while his mount goes on the offensive. Kyr'shin uses his abilities to enhance the likelihood that he will effectively impair his enemies while minimizing the damage he takes in return.

KYR'SHIN YILENZO CR 1/2

XP 200

Male kitsune fighter 1

NG Medium humanoid (kitsune, shapechanger)

Init +5; **Senses** low-light vision; Perception +0

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 shield)

hp 6 (1d10+1)

Fort +4, **Ref** +3, **Will** +0

OFFENSE

Speed 30 ft.

Melee katana +2 (1d8+1/19-20) or bite +2 (1d4+1),

katana +2 (1d8+1/19-20) and bite -3 (1d4)

Ranged shortbow +4 (1d6/x3)

Special Attacks stamina (2/day)

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +1; **CMB** +2; **CMD** 15

Feats Improved Antagonize, Power Attack

Skills Acrobatics +4, Bluff +3, Diplomacy +3, Disguise +4 (+14 to appear human using change shape), Intimidate +3, Knowledge (local) +5; **Racial Modifiers** Acrobatics +2, Bluff +2, Disguise +2; **Armor Check Penalty** -4

Languages Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*); weapon training (heavy blades)

Traits adopted (cultured upbringing), reactionary

Combat Gear arrows (10), *potion of cure light wounds*; **Other Gear** heavy steel shield, katana, shortbow, steel lamellar armor

KYR'SHIN YILENZO CR 3

XP 1,200

Male kitsune fighter 4

NG Medium humanoid (kitsune, shapechanger)

Init +5; **Senses** low-light vision; Perception +0

DEFENSE

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 shield)

hp 26 (4d10+4)

Fort +5, **Ref** +4, **Will** +1; +1 vs. fear effects

OFFENSE

Speed 30 ft.

Melee katana +6 (1d8+1/19-20) or bite +5 (1d4+1), katana +6 (1d8+1/19-20) and bite +0 (1d4)

Ranged shortbow +8 (1d6/x3)

Special Attacks martial spontaneity, second wind (3/1d10+4; swift), stamina (6/day)

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 14, **Wis** 10, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 18

Feats Combat Reflexes, Improved Antagonize, Power Attack, Weapon Focus (katana)

Skills Acrobatics +12, Bluff +8, Diplomacy +6, Disguise +4 (+14 to appear human using change shape), Intimidate +6, Knowledge (local) +8, Knowledge (nobility) +8, Profession (soldier) +7; **Racial Modifiers** Acrobatics +2, Bluff +2, Disguise +2; **Armor Check Penalty** -3

Languages Common, Elven, Sylvan

SQ adaptable training (Acrobatics), armor training (medium), change shape (specific human appearance; *alter self*), weapon training (heavy blades)

Traits adopted (cultured upbringing), reactionary

Combat Gear arrows (10), *potion of cure moderate wounds*;

Other Gear +1 *light steel shield*, mwk katana, mwk shortbow, mwk steel lamellar armor, pouch (40 gp)

KYR'SHIN YILENZO CR 6

XP 3,200

Male kitsune fighter 7

NG Medium humanoid (kitsune, shapechanger)

Init +5; **Senses** low-light vision; Perception +0

DEFENSE

AC 23, touch 13, flat-footed 20 (+7 armor, +3 Dex, +3 shield)

hp 45 (7d10+7)

Fort +7, **Ref** +5, **Will** +2; +2 vs. fear effects

OFFENSE

Speed 30 ft.

Melee +1 *katana* +11/+6 (1d8+5/19-20) or bite +8 (1d4+1), +1 *katana* +11/+6 (1d8+5/19-20) and bite +3 (1d4)

Ranged shortbow +11/+6 (1d6/x3)

Special Attacks martial spontaneity, second wind (3/1d10+7; swift), stamina (8/day), weapon training maneuver

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 14, **Wis** 10, **Cha** 15

Base Atk +7; **CMB** +8; **CMD** 21

Feats Combat Reflexes, Improved Antagonize, Power Attack, Weapon Focus (katana), Weapon Specialization (katana)

Skills Acrobatics +13, Bluff +12, Diplomacy +12, Disguise +4 (+14 to appear human using change shape), Intimidate +12, Knowledge (engineering) +12, Knowledge (local) +12, Knowledge (nobility) +12, Profession (soldier) +10, Ride +13; **Racial Modifiers** Acrobatics +2, Bluff +2, Disguise +2; **Armor Check Penalty** -3

Languages Common, Elven, Sylvan

SQ adaptable training (Acrobatics), armor training (heavy), change shape (specific human appearance; *alter self*), mount (2), versatile training (Bluff, Diplomacy), weapon training (heavy blades +1)

Traits adopted (cultured upbringing), reactionary

Combat Gear arrows (10), *potion of cure moderate wounds* (2);

Other Gear +1 heavy shield, +1 katana, +1 steel lamellar, mwk shortbow

Tsume

CR -

Effective Druid Level 7

N Large animal

Init +3; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 24, touch 12, flat-footed 21 (+4 armor, +3 Dex, +8 natural armor, -1 size)

hp 39 (6d8+12)

Fort +7, **Ref** +8, **Will** +4; +4 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +9 (1d8+7 plus grab), 2 claws +9 (1d6+7)

Special Attacks pounce

STATISTICS

Str 24, **Dex** 16, **Con** 14, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +11 (+13 with overrun); **CMD** 25 (27 vs. overrun)

Feats Combat Reflexes, Improved Overrun, Power Attack

Skills Acrobatics +8, Climb +11, Perception +6, Stealth +7, Swim +11; **Armor Check Penalty** -1

SQ tricks (attack [all creatures], come, defend, down, flank, guard, heel, stay)

Other Gear exotic saddle, mwk chain shirt

Kyr'shin Yilenzo

CR 9

XP 6,400

Male kitsune fighter 10

NG Medium humanoid (kitsune, shapechanger)

Init +5; **Senses** low-light vision; **Perception** +13

DEFENSE

AC 23, touch 13, flat-footed 20 (+7 armor, +3 Dex, +3 shield)

hp 75 (10d10+20)

Fort +8, **Ref** +6, **Will** +3; +3 vs. fear effects

Defensive Abilities parry

OFFENSE

Speed 30 ft.

Melee +1 katana +15/+10 (1d8+6/19-20) or bite +11 (1d4+1), +1 katana +15/+10 (1d8+6/19-20) and bite +6 (1d4)

Ranged shortbow +14/+9 (1d6/x3)

Special Attacks greater martial spontaneity, second wind (3/1d10+10; swift), stamina (12/day), weapon training maneuver

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +10; **CMB** +11; **CMD** 24

Feats Combat Expertise, Combat Reflexes, Improved Antagonize, Power Attack, Weapon Focus (katana), Weapon Specialization (katana)

Skills Acrobatics +16, Bluff +18, Diplomacy +16, Disguise +5 (+15 to appear human using change shape), Intimidate +16, Knowledge (engineering) +15, Knowledge (local) +15, Knowledge (nobility) +15, Profession (soldier) +13, Ride +16; **Racial Modifiers** Acrobatics +2, Bluff +2, Disguise +2; **Armor Check Penalty** -3

Languages Common, Elven, Hobgoblin, Sylvan

SQ adaptable training (Acrobatics), armor training (heavy), change shape (specific human appearance; *alter self*), mount (2), versatile militant, versatile training (Bluff, Diplomacy), weapon training (heavy blades +2)

Traits adopted (cultured upbringing), reactionary

Combat Gear arrows (10), *potion of cure moderate wounds* (2);

Other Gear +1 heavy steel shield, +1 katana, +1 steel lamellar, belt of mighty constitution +2, mwk shortbow, pouch (40 gp)

Tsume

CR -

Effective Druid Level 10

N Large animal

Init +3; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural armor, -1 size)

hp 58 (9d8+18)

Fort +6, **Ref** +6, **Will** +3; +4 vs. enchantments

OFFENSE

Speed 40 ft.

Melee bite +14 (1d8+8 plus grab), 2 claws +14 (1d6+8)

Special Attacks pounce

Defensive Abilities evasion

STATISTICS

Str 27, **Dex** 17, **Con** 14, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +6; **CMB** +14; **CMD** 28

Feats Charge Through, Combat Reflexes, Greater Overrun, Improved Overrun, Power Attack

Skills Acrobatics +11, Climb +12, Perception +6, Stealth +7, Swim +12; **Armor Check Penalty** -1

SQ tricks (attack [all creatures], come, defend, down, flank,

guard, heel, stay, track
Other Gear exotic saddle, mwk chain shirt

KYR'SHIN YILENZO**CR 13****XP 25,600**

Male kitsune fighter 14

NG Medium humanoid (kitsune, shapechanger)

Init +5; **Senses** low-light vision; Perception +17**DEFENSE****AC** 27, touch 14, flat-footed 24 (+8 armor, +1 deflection, +3 Dex, natural armor +1, +4 shield)**hp** 105 (14d10+28)**Fort** +11, **Ref** +7, **Will** +4; +4 vs. fear effects**Defensive Abilities** parry**OFFENSE****Speed** 30 ft.**Melee** +2 *katana* +21/+16/+11 (1d8+9/15-20) or bite +16 (1d4+2), +2 *katana* +19/+16/+11 (1d8+9/15-20) and bite +11 (1d4+1)**Ranged** mwk shortbow +18/+13 (1d6/x3)**Special Attacks** mounted weapon training, second wind (3/1d10+10 or 5/2d10+14; immediate), stamina (16/day), true martial spontaneity, weapon training maneuver**STATISTICS****Str** 14, **Dex** 16, **Con** 14, **Int** 14, **Wis** 10, **Cha** 16**Base Atk** +14; **CMB** +16; **CMD** 29**Feats** Combat Expertise, Combat Reflexes, Critical Focus, Greater Weapon Focus, Improved Antagonize, Improved Critical (katana), Power Attack, Weapon Focus (katana), Weapon Specialization (katana)**Skills** Acrobatics +25, Bluff +22, Diplomacy +20, Disguise +5 (+15 to appear human using change shape), Intimidate +20, Knowledge (engineering) +19, Knowledge (local) +19, Knowledge (nobility) +19, Profession (soldier) +17, Ride +20; **Racial Modifiers** Acrobatics +2, Bluff +2, Disguise +2; **Armor Check Penalty** -1**Languages** Common, Elven, Hobgoblin, Sylvan**SQ** adaptable training (Acrobatics), armor training (heavy), change shape (specific human appearance; *alter self*), mount (2), versatile athletics, versatile militant, versatile training (Bluff, Diplomacy), weapon training (heavy blades +3)**Traits** adopted (cultured upbringing), reactionary**Combat Gear** arrows (10), *potion of cure moderate wounds* (2);**Other Gear** +2 *heavy steel shield*, +2 *katana*, +2 *mithral lamellar armor*, *amulet of natural armor* +1, *belt of mighty constitution* +2, *boots of elvenkind*, *ring of protection* +1, mwk shortbow**T-SUME****CR -****Effective Druid Level** 14

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +6**DEFENSE****AC** 27, touch 13, flat-footed 24 (+4 armor, +4 Dex, +10 natural armor, -1 size)**hp** 78 (12d8+24)**Fort** +10, **Ref** +12, **Will** +5; +4 vs. enchantments**Defensive Abilities** evasion**OFFENSE****Speed** 40 ft.**Melee** bite +19 (1d8+10 plus grab), 2 claws +19 (1d6+10)**Special Attacks** pounce**STATISTICS****Str** 29, **Dex** 18, **Con** 14, **Int** 2, **Wis** 15, **Cha** 10**Base Atk** +9; **CMB** +14; **CMD** 28**Feats** Charge Through, Combat Reflexes, Greater Overrun, Improved Overrun, Power Attack, Step Up**Skills** Acrobatics +16, Climb +13, Perception +6, Stealth +8, Swim +13; **Armor Check Penalty** -1**SQ** tricks (attack [all creatures], come, defend, down, flank, guard, heel, seek, stay, track)**Other Gear** +1 *chain shirt*, *amulet of mighty fists* +1, exotic saddle**KYR'SHIN YILENZO****CR 16****XP 102,400**

Male kitsune fighter 17

NG Medium humanoid (kitsune, shapechanger)

Init +5; **Senses** low-light vision; Perception +20**DEFENSE****AC** 31, touch 14, flat-footed 28 (+9 armor, +1 deflection, +3 Dex, +1 natural armor, +6 shield)**hp** 122 (17d10+34)**Fort** +11, **Ref** +8, **Will** +5; +4 vs. fear effects**Defensive Abilities** parry, shielded evasion**OFFENSE****Speed** 30 ft.**Melee** +3 *katana* +28/+23/+18/+13 (1d8+13/15-20) or bite +19 (1d4+2), +3 *katana* +28/+23/+18/+15 (1d8+13/15-20) and bite +14 (1d4+2)**Ranged** shortbow +20/+15/+10 (1d6/x3)**Special Attacks** dazzling intimidation, mounted weapon training, second wind (3/1d10+10 or 5/2d10+17; immediate), stamina (19/day), true martial spontaneity, weapon training maneuver**STATISTICS****Str** 14, **Dex** 16, **Con** 14, **Int** 14, **Wis** 10, **Cha** 19**Base Atk** +17; **CMB** +19; **CMD** 31**Feats** Combat Expertise, Combat Reflexes, Critical Focus, Greater Weapon Focus, Greater Weapon Specialization (katana), Improved Antagonize, Improved Critical (katana), Power Attack, Shield Focus (heavy steal shield), Social Bravery, Weapon Focus (katana), Weapon Specialization (katana)**Skills** Acrobatics +28, Bluff +30, Diplomacy +24, Disguise +6 (+16 to appear human using change shape), Intimidate +28 (+32 to demoralize), Knowledge (engineering) +22, Knowledge (local) +22, Knowledge (nobility) +22, Profession (soldier) +20, Ride +23; **Racial Modifiers** Acrobatics +2, Bluff +2, Disguise +2; **Armor Check Penalty** -1**Languages** Common, Elven, Hobgoblin, Sylvan**SQ** adaptable training (Acrobatics), armor training (heavy),

change shape (specific human appearance; *alter self*), mount (2), versatile athletics, versatile militant, versatile training (Bluff, Diplomacy), weapon training (heavy blades +4)

Traits adopted (cultured upbringing), reactionary

Combat Gear arrows (10), *potion of cure moderate wounds* (2);

Other Gear +3 heavy steel shield, +3 katana, +3 mithral lamellar armor, *amulet of natural armor* +1, *belt of mighty constitution* +2, *boots of elvenkind*, *headband of alluring charisma* +2, *ring of protection* +1, mwk shortbow, pouch (40 gp)

TSUME

CR –

Effective Druid Level 17

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 30, touch 13, flat-footed 27 (+ armor, +4 Dex, +12 natural armor, –1 size)

hp 84 (14d8+28)

Fort +11, **Ref** +13, **Will** +6; +4 vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 40 ft.

Melee bite +20 (1d8+10 plus grab), 2 claws +20 (1d6+10)

Special Attacks pounce

STATISTICS

Str 30, **Dex** 19, **Con** 14, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +10; **CMB** +14; **CMD** 28

Feats Charge Through, Combat Reflexes, Following Step, Greater Overrun, Improved Overrun, Power Attack, Step Up

Skills Acrobatics +18, Climb +14, Perception +8, Stealth +8, Swim +14; **Armor Check Penalty** –1

SQ tricks (attack [all creatures], come, defend, down, flank, guard, heel, seek, stay, track, work)

Other Gear +1 *mithral chain shirt*, *amulet of mighty fists* +1, exotic saddle

KYR'SHIN YILENZO

CR 19

XP 204,800

Male kitsune fighter 20

NG Medium humanoid (kitsune, shapechanger)

Init +5; **Senses** low-light vision; Perception +23

DEFENSE

AC 32, touch 15, flat-footed 29 (+10 armor, +3 Dex, +2 deflection, +1 natural armor, +6 shield)

hp 164 (20d10+60)

Fort +13, **Ref** +9, **Will** +6; +5 vs. fear effects

Defensive Abilities parry, shielded evasion; **DR** 5/–

OFFENSE

Speed 30 ft.

Melee +3 *holy katana* +31/+26/+21/+16 (1d8+12/15-20x3) or bite +21 (1d4+3), +3 *holy katana* +31/+26/+21/+16 (1d8+12/15-20x3) and bite +16 (1d4+3)

Ranged shortbow +23/+18/+13/+8 (1d6/x3)

Special Attacks dazzling intimidation, mounted weapon

training, second wind (3/ 1d10+10 or 5/2d10+17; free), stamina (22/day), true martial spontaneity, weapon mastery (katana), weapon training maneuver

STATISTICS

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

Base Atk +20; **CMB** +22; **CMD** 35

Feats Combat Expertise, Combat Reflexes, Critical Focus, Greater Weapon Focus, Greater Weapon Specialization (katana), Improved Antagonize, Improved Critical (katana), Power Attack, Shield Focus (heavy steal shield), Social Bravery, Weapon Focus (katana), Weapon Specialization (katana)

Skills Acrobatics +31, Bluff +34, Diplomacy +28, Disguise +7 (+17 to appear human using change shape), Intimidate +32 (+36 to demoralize), Knowledge (engineering) +25, Knowledge (local) +25, Knowledge (nobility) +25, Profession (soldier) +23, Ride +26; **Racial Modifiers** Acrobatics +2, Bluff +2, Disguise +2; **Armor Check Penalty** –4

Languages Common, Elven, Hobgoblin, Sylvan

SQ adaptable training (Acrobatics), armor training (heavy), change shape (specific human appearance; *alter self*), mount (2), versatile athletics, versatile militant, versatile training (Bluff, Diplomacy), weapon training (heavy blades +4)

Traits adopted (cultured upbringing), reactionary

Combat Gear arrows (10), *potion of cure moderate wounds* (2);

Other Gear +4 heavy steel shield, +3 *holy katana*, +4 *mithral lamellar armor*, *amulet of natural armor* +1, *belt of physical prowess* (Str, Con) +2, *boots of elvenkind*, *headband of alluring charisma* +2, *ring of protection* +2, mwk shortbow, pouch (40 gp)

TSUME

CR –

Effective Druid Level 20

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 31, touch 14, flat-footed 26 (+6 armor, +5 Dex, +12 natural armor, –1 size)

hp 104 (16d8+32)

Fort +12, **Ref** +15, **Will** +7; +4 vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 40 ft.

Melee bite +22 (1d8+10 plus grab), 2 claws +22 (1d6+10)

Special Attacks pounce

STATISTICS

Str 31, **Dex** 20, **Con** 14, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +12; **CMB** +14; **CMD** 28

Feats Charge Through, Combat Reflexes, Following Step, Greater Overrun, Improved Overrun, Power Attack, Step Up

Skills Acrobatics +22, Climb +14, Perception +8, Stealth +9, Swim +14; **Armor Check Penalty** –1

SQ tricks (attack [all creatures], come, defend, down, flank, guard, heel, seek, stay, track, work)

Other Gear +2 *mithral chain shirt*, *amulet of mighty fists* +1, exotic saddle

Fueled by a burning ambition to carve out a homeland for his people, Kyr'shin seeks fame and glory as a means to establish himself.

KYR'SHIN YILENZO

Male kitsune fighter 1 (*EVERYMAN UNCHAINED: FIGHTERS*)

NG Medium humanoid (kitsune, shapechanger)

Init +5; **Senses** low-light vision; Perception +0

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 shield)

hp 11 (1d10+1)

Fort +4, **Ref** +3, **Will** +0

OFFENSE

Speed 20 ft.

Melee katana +2 (1d8+1/19-20) or bite +2 (1d4+1), katana +2 (1d8+1/19-20) and bite -3 (1d4)

Ranged shortbow +4 (1d6/x3)

Special Attacks stamina (2/day)

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +1; **CMB** +2; **CMD** 15

Feats Improved Antagonize, Power Attack

Skills Acrobatics +4, Bluff +3, Diplomacy +3, Disguise +4 (+14 to appear human using change shape), Intimidate +3, Knowledge (local) +5; **Racial Modifiers** Acrobatics +2, Bluff +2, Disguise +2; **Armor Check Penalty** -4

Languages Common, Elven, Sylvan

SQ change shape (specific human appearance; *alter self*); weapon training (heavy blades)

Traits adopted (cultured upbringing), reactionary

Combat Gear arrows (20), *potion of cure light wounds*; **Other**

Gear heavy steel shield, katana, pouch (40 gp), shortbow, steel lamellar armor

SPECIAL ABILITIES

Change Shape (Su) Kyr'shin can assume the form of a red-haired, fair-skinned male human or return to his true form as a standard action. While in human form, he loses his bite attack but gains a +10 racial bonus on Disguise checks to appear human. This otherwise functions as *alter self*, except Kyr'shin does not adjust his ability scores and he can remain in this form indefinitely.

Improved Antagonize Kyr'shin can jeer a foe into attacking him as a move action. When doing so, he makes a Bluff, Diplomacy, or Handle Animal attempt against his target. (DC equals 10 + the target's Hit Dice + the target's Wisdom modifier). If he succeeds, that target must target Kyr'shin

with its attacks for 1 round, plus 1 round for every 5 by which Kyr'shin beats this DC. The target can attempt a Sense Motive check to end the condition early.

Stamina (Ex) Kyr'shin begins each day with 2 stamina points. He can spend these stamina points on any of the combat tricks listed below, or that are associated with his combat feats. Kyr'shin cannot spend stamina points while unconscious, fatigued, or exhausted, and dropping to 0 stamina points causes him to become fatigued until he has 1 or more stamina points. Kyr'shin can regain stamina at a rate of 1 per minute provided that he doesn't exert himself, and isn't suffering from the confused, cowering, dazed, dead, disabled, exhausted, fascinated, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, or stunned conditions.

Power Attack Kyr'shin can spend 2 stamina points to gain Power Attack's benefits and penalties until the end of his turn, rather than until his next turn.

Weapon Training (Ex) Kyr'shin can spend up to 5 stamina points to gain a competence bonus on an attack with a heavy blades weapon equal to the number of points spent.

Gear Kyr'shin's gear is described below.

Cure Light Wounds Kyr'shin's *potion* heals 1d8+1 of damage to its imbiber.

Although being adopted by and raised in the affluent Yilenzo household might be a dream for some, young Kyr'shin dreamed of agency. Adopted as a mewling babe by elven parents, as he grew Kyr'shin was made painfully aware of the limitations his shortly-lived lifespan placed upon his social status within elven lands. Worse, Kyr'shin aged without having ever met another of his kind, and was often relegated to the role of 'exotic pet' by the many elven house guests that his parents entertained. After begging his father to allow him to learn swordplay, Kyr'shin was formally trained as an elven samurai for nearly five years before his sensei abandoned him, frustrated that his pupil could never hope to learn all that he had to teach before growing old and frail. Flustered and fed up, Kyr'shin gathered what few possessions he could truly claim as his own and left, determined to find others like him and build himself a place in the world.

Kyr'shin is kind and good spirited, though other kitsune often view him as something of an eccentric. He is outspoken, showy, and willing to fight for what he believes to be right, especially when the livelihood of the meek is on the line. His tastes are also

somewhat gaudy—he considers pink his 'signature color' and favors a magical katana that sheds ephemeral petals of pink light when wielded. Kyr'shin also has a soft spot for children, and he is ever an optimist who always encourages his friends and allies to think optimistically, asserting that things aren't always as bad as they seem.

In his human form, Kyr'shin appears as a biracial fair-skinned human with flaming red hair.



Fueled by a burning ambition to carve out a homeland for his people, Kyr'shin seeks fame and glory as a means to establish himself.

KYR'SHIN YILENZO

Male kitsune fighter 4 (*EVERYMAN UNCHAINED: FIGHTERS*)

NG Medium humanoid (kitsune, shapechanger)

Init +5; **Senses** low-light vision; Perception +0

DEFENSE

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 shield)

hp 32 (4d10+4)

Fort +5, **Ref** +4, **Will** +1; +1 vs. fear effects

OFFENSE

Speed 30 ft.

Melee +1 *katana* +7 (1d8+2/19-20) or bite +5 (1d4+1), +1

katana +7 (1d8+2/19-20) and bite +0 (1d4)

Ranged shortbow +8 (1d6/x3)

Special Attacks martial spontaneity, second wind (3/1d10+4; swift), stamina (6/day)

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 14, **Wis** 10, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 18

Feats Combat Reflexes, Improved Antagonize, Power Attack, Weapon Focus (*katana*)

Skills Acrobatics +12, Bluff +8, Diplomacy +6, Disguise +4 (+14 to appear human using change shape), Intimidate +6, Knowledge (local) +8, Knowledge (nobility) +8, Profession (soldier) +7; **Racial Modifiers** Acrobatics +2, Bluff +2, Disguise +2; **Armor Check Penalty** -2

Languages Common, Elven, Sylvan

SQ adaptable training (Acrobatics), armor training (medium), change shape (specific human appearance; *alter self*), weapon training (heavy blades)

Traits adopted (cultured upbringing), reactionary

Combat Gear arrows (20), *potion of cure moderate wounds*;

Other Gear +1 *katana*, +1 *light steel shield*, mwk shortbow, mwk steel lamellar armor, pouch (40 gp)

SPECIAL ABILITIES

Change Shape (Su) Kyr'shin can assume the form of a red-haired, fair-skinned male human or return to his true form as a standard action. While in human form, he loses his bite attack but gains a +10 racial bonus on Disguise checks to appear human. This otherwise functions as *alter self*, except Kyr'shin does not adjust his ability scores and he can remain in this form indefinitely.

Improved Antagonize Kyr'shin can jeer a foe into

attacking him as a move action. When doing so, he makes a Bluff, Diplomacy, or Handle Animal attempt against his target. (DC equals 10 + the target's Hit Dice + the target's Wisdom modifier). If he succeeds, that target must target Kyr'shin with its attacks for 1 round, plus 1 round for every 5 by which Kyr'shin beats this DC. The target can attempt a Sense Motive check to end the condition early.

Stamina (Ex) Kyr'shin begins each day with 2 stamina points. He can spend these stamina points on any of the combat tricks listed below, or that are associated with his combat feats. Kyr'shin cannot spend stamina points while unconscious, fatigued, or exhausted, and dropping to 0 stamina points causes him to become fatigued until he has 1 or more stamina points. Kyr'shin can regain stamina at a rate of 1 per minute provided that he doesn't exert himself, and isn't suffering from the confused, cowering, dazed, dead, disabled, exhausted, fascinated, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, or stunned conditions.

Combat Reflexes When Kyr'shin makes an attack of opportunity and misses, he can spend 5 stamina points to make a second attack of opportunity for the same provoking an action at a -5 penalty. This costs against the total number of attacks of opportunity he can make for the round.

Martial Spontaneity Kyr'shin can spend 3 stamina points to gain the benefit of a combat feat whose prerequisites he meets for 1 minute. He can use this ability before its duration ends to change the combat feat.

Power Attack Kyr'shin can spend 2 stamina points to gain Power Attack's benefits and penalties until the end of his turn, rather than until his next turn.

Second Wind As an immediate action, Kyr'shin can spend 3 stamina points to gain 1d10+4 temporary hit points. These hit points last 1 minute, and he cannot have more hit points from this ability than hit point damage taken.

Weapon Focus Kyr'shin can spend 2 stamina points once per round to gain +1 on attack rolls with a weapon with which he doesn't have Weapon Focus. This bonus lasts until the start of his next turn.

Weapon Training (Ex) Kyr'shin can spend up to 5 stamina points to gain a competence bonus on an attack with a heavy blades weapon equal to the number of points spent.

Gear Kyr'shin's gear is described below.

Cure Moderate Wounds Kyr'shin's *potion* heals 2d8+3 of damage to its imbiber.

Although being adopted by and raised in the affluent Yilenzo household might be a dream for some, young Kyr'shin dreamed of agency. Adopted as a mewling babe by elven parents, as he grew Kyr'shin was made painfully aware of the limitations his shortly-lived lifespan placed upon his social status within elven lands. Worse, Kyr'shin aged without having ever met another of his kind, and was often relegated to the role of 'exotic pet' by the many elven house



guests that his parents entertained. After begging his father to allow him to learn swordplay, Kyr'shin was formally trained as an elven samurai for nearly five years before his sensei abandoned him, frustrated that his pupil could never hope to learn all that he had to teach before growing old and frail. Flustered and fed up, Kyr'shin gathered what few possessions he could truly claim as his own and left, determined to find others like him and build himself a place in the world.

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KYR'SHIN YILENZO

Male kitsune fighter 4 (*EVERYMAN UNCHAINED: FIGHTERS*)

NG Medium humanoid (kitsune, shapechanger)

Init +5; **Senses** low-light vision; Perception +0

DEFENSE

AC 26, touch 14, flat-footed 23 (+8 armor, +1 deflection, +3 Dex, +1 natural armor, +3 shield)

hp 60 (7d10+14)

Fort +8, **Ref** +5, **Will** +2; +2 vs. fear effects

OFFENSE

Speed 30 ft.

Melee +1 katana +11/+6 (1d8+5/19-20) or bite +8 (1d4+1),
+1 katana +11/+6 (1d8+5/19-20) and bite +3 (1d4)

Ranged shortbow +11/+6 (1d6/x3)

Special Attacks martial spontaneity, second wind (3/1d10+7; swift), stamina (9/day), weapon training maneuver

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 14, **Wis** 10, **Cha** 15

Base Atk +7; **CMB** +8; **CMD** 21

Feats Combat Reflexes, Improved Antagonize, Power Attack, Weapon Focus (katana), Weapon Specialization (katana)

Skills Acrobatics +13, Bluff +15, Diplomacy +15, Disguise +7 (+17 to appear human using change shape), Intimidate +15, Knowledge (engineering) +12, Knowledge (local) +12, Knowledge (nobility) +12, Profession (soldier) +10, Ride +13; **Racial Modifiers** Acrobatics +2, Bluff +2, Disguise +2; **Armor Check Penalty** -0

Languages Common, Elven, Sylvan

SQ adaptable training (Acrobatics), armor training (heavy), change shape (specific human appearance; *alter self*), mount (2), versatile training (Bluff, Diplomacy), weapon training (heavy blades +1)

Traits adopted (cultured upbringing), reactionary

Combat Gear arrows (20), *potion of cure moderate wounds* (1);

Other Gear +1 heavy shield, +1 katana, +1 mithral lamellar, amulet of natural armor +1, belt of mighty constitution +2, circlet of persuasion, mwk shortbow, ring of protection +1

SPECIAL ABILITIES

Change Shape (Su) Kyr'shin can assume the form of a red-haired, fair-skinned male human or return to his true form as a standard action. While in human form, he loses his bite attack but gains a +10 racial bonus on Disguise checks

to appear human. This otherwise functions as *alter self*, except Kyr'shin does not adjust his ability scores and he can remain in this form indefinitely.

Improved Antagonize Kyr'shin can jeer a foe into attacking him as a move action. When doing so, he makes a Bluff, Diplomacy, or Handle Animal attempt against his target. (DC equals 10 + the target's Hit Dice + the target's Wisdom modifier). If he succeeds, that target must target Kyr'shin with its attacks for 1 round, plus 1 round for every 5 by which Kyr'shin beats this DC. The target can attempt a Sense Motive check to end the condition early.

Mount Kyr'shin has a mount that functions as a cavalier's mount, using his fighter level as his effective druid level. As a result of a pact with a tribe of jungle elves, Kyr'shin adds 'megaraptor' to the list of mounts available to him. (Use the statistics of an allosaurus.)

Stamina (Ex) Kyr'shin begins each day with 2 stamina points. He can spend these stamina points on any of the combat tricks listed below, or that are associated with his combat feats. Kyr'shin cannot spend stamina points while unconscious, fatigued, or exhausted, and dropping to 0 stamina points causes him to become fatigued until he has 1 or more stamina points. Kyr'shin can regain stamina at a rate of 1 per minute provided that he doesn't exert himself, and isn't suffering from the confused, cowering, dazed, dead, disabled, exhausted, fascinated, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, or stunned conditions.

Combat Reflexes When Kyr'shin makes an attack of opportunity and misses, he can spend 5 stamina points to make a second attack of opportunity for the same provoking an action at a -5 penalty. This costs against the total number of attacks of opportunity he can make for the round.

Martial Spontaneity Kyr'shin can spend 3 stamina points to gain the benefit of a combat feat whose prerequisites he meets for 1 minute. He can use this ability before its duration ends to change the combat feat.

Power Attack Kyr'shin can spend 2 stamina points to gain Power Attack's benefits and penalties until the end of his turn, rather than until his next turn.

Second Wind As an immediate action, Kyr'shin can spend 3 stamina points to gain 1d10+7 temporary hit points. These hit points last 1 minute, and he cannot have more hit points from this ability than hit point damage taken.

Weapon Focus Kyr'shin can spend 2 stamina points once per round to gain +1 on attack rolls with a weapon with which he doesn't have Weapon Focus. This bonus lasts until the start of his next turn.

Weapon Specialization Kyr'shin can spend 2 stamina points once per round to gain +2 on damage rolls with a weapon with which he doesn't have Weapon Specialization.



This bonus lasts until the start of his next turn.

Weapon Training (Ex) Kyr'shin can spend up to 5 stamina points to gain a competence bonus on an attack with a heavy blades weapon equal to the number of points spent.

Weapon Training Maneuver Whenever Kyr'shin makes a full attack or an attack of opportunity, he can choose to perform a dirty trick, disarm, drag, reposition, steal, sunder, or trip combat maneuver or attempt to antagonize, demoralize, or feint an opponent in place of a melee attack. Combat maneuvers made in this manner provoke attacks of opportunity as normal, and conditions created by these actions do not stack to create more serious conditions, even if Kyr'shin has another ability that would normally allow them to do so.

Gear Kyr'shins gear is described below.

Cure Moderate Wounds Kyr'shin's potion heals 2d8+3 of damage to its imbiber.

Tsume

Effective Druid Level 7

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 24, touch 12, flat-footed 21 (+4 armor, +3 Dex, +8 natural armor, -1 size)

hp 39 (6d8+12)

Fort +7, **Ref** +8, **Will** +4; +4 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +9 (1d8+7 plus grab), 2 claws +9 (1d6+7)

Special Attacks pounce

STATISTICS

Str 24, **Dex** 16, **Con** 14, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +11 (+13 with overrun); **CMD** 25 (27 vs. overrun)

Feats Combat Reflexes, Improved Overrun, Power Attack

Skills Acrobatics +8, Climb +11, Perception +6, Stealth +7, Swim +11; **Armor Check Penalty** -1

SQ tricks (attack [all creatures], come, defend, down, flank, guard, heel, stay)

Other Gear exotic saddle, mwk chain shirt

SPECIAL ABILITIES

Evasion If Tsume is required to make a Reflex saving throw

against an effect that deals partial damage on a successful save, she instead takes no damage if she succeeds on her saving throw.

Although being adopted by and raised in the affluent Yilenzo household might be a dream for some, young Kyr'shin dreamed of agency. Adopted as a mewling babe by elven parents, as he grew Kyr'shin was made painfully aware of the limitations his short-lived lifespan placed upon his social status within elven lands. Worse, Kyr'shin aged without having ever met another of his kind, and was often relegated to the role of 'exotic pet' by the many elven house guests that his parents entertained. After begging his father to allow him to learn swordplay, Kyr'shin was formally trained as an elven samurai for nearly five years before his sensei abandoned him, frustrated that his pupil could never hope to learn all that he had to teach before growing old and frail. Flustered and fed up, Kyr'shin gathered what few possessions he could truly claim as his own and left, determined to find others like him and build himself a place in the world.

Kyr'shin is kind and good spirited, though other kitsune often view him as something of an eccentric. He is outspoken, showy, and willing to fight for what he believes to be right, especially when the livelihood of the meek is on the line. His tastes are also somewhat gaudy—he considers pink his 'signature color' and favors a magical katana that sheds ephemeral petals of pink light when wielded. Kyr'shin also has a soft spot for children, and he is ever an optimist who always encourages his friends and allies to think optimistically, asserting that things aren't always as bad as they seem.

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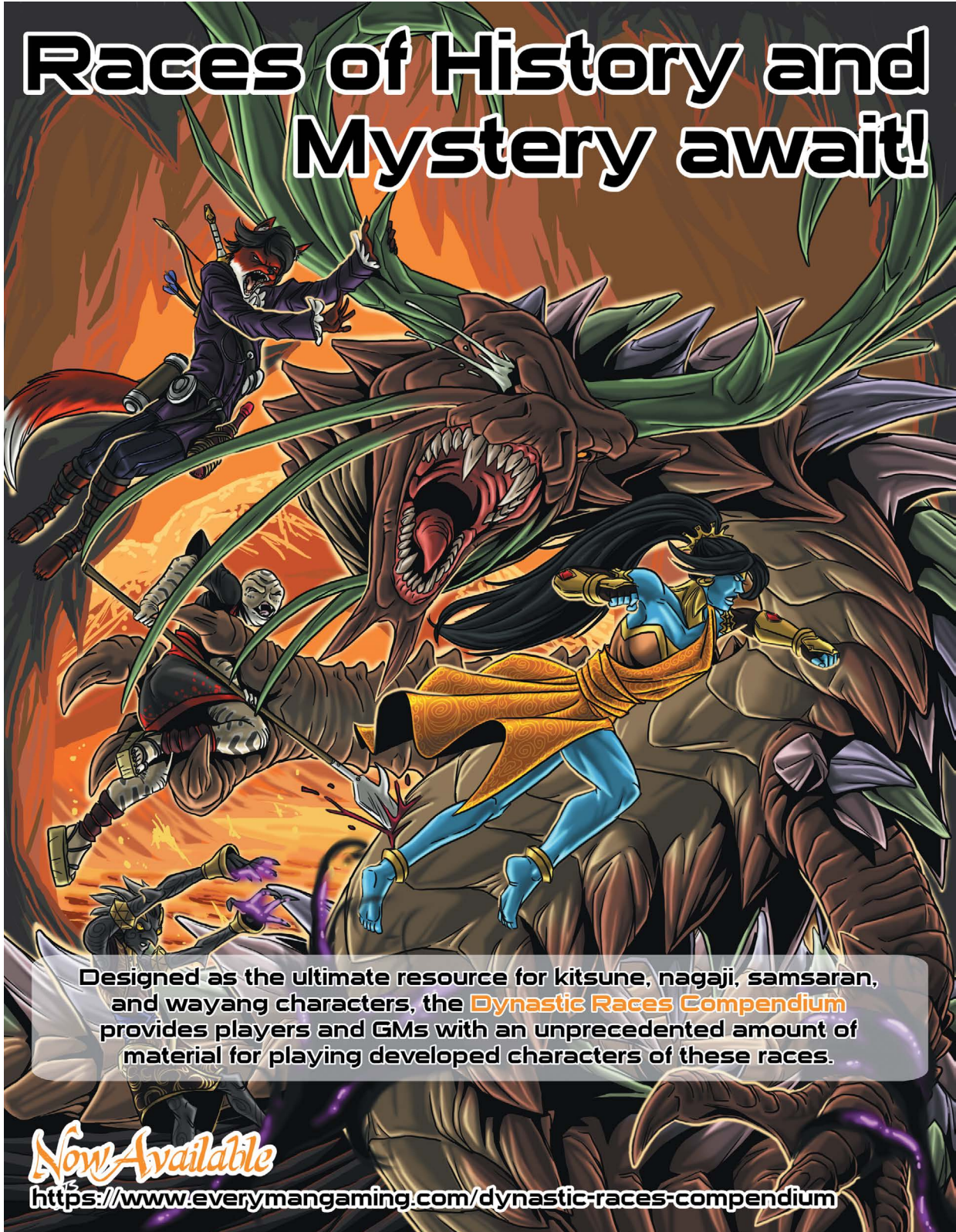
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