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Alexander Augunas



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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**.

Character Biography

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?

Author Alexander Augunas is well-known for his cast of kitsune characters, but did you know that Kyr'shin Yilenzo was the first of them? In addition to being the first kitsune ever illustrated for an Everyman Gaming product (*PsychologicAL COMBAT*, 2014), Kyr'shin was the first kitsune character that Alex ever played. Hailing from a home game that included Everyman Gaming freelancer Justin Whitley and Alex's younger brother, Kyr'shin Yilenzo's exploits include assuming control over an army of hobgoblin soldiers, saving a town of kitsune from thralldom, and getting blasted out of a castle keep. For these reasons and more, Kyr'shin is a common sight in Everyman Gaming products, especially in pieces where something bad happens to the depicted character.

Kyr'shin is also the only Everyman Iconic to be featured in a product outside of Everyman Gaming, LLC. (PACT MAGIC UNBOUND: GRIMOIRE OF LOST SOULS, 2016) Character

Build

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"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 had of blazing red hair and violet eyes that shimmer like amethyst. 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 kitsune form, Kyr'shin has reddish-orange fur, a fox like face and tail, digitigrade legs, and short, black nails on his digits.

Kyr'shin favors cherry blossom pink clothing accented with neutral colors such as brown, white, 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 practical reasons. 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 cared for by the confused sailor who discovered him crying inside a basket stowed away within the ship's cargo hold. Although the puzzled sailor originally 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, abet strange. The Yilenzos were a decadently wealthy family who were infamous for their mercurial senses of style and fashion, particularly relishing that which is rare and exotic. As a result, the Yilenzo family dotted upon Kyr'shin nearly all hours of the day, much as a human might dot upon a beloved dog or cat. Few luxuries were denied him, but he was also expected to attend the Yilenzo family's social gatherings as a conversation starter, as kitsune were all but unheard of in the tundra where the elven family resided. As Kyr'shin grew, his adoptive family formerly trained his social graces to prevent him from ruining their reputation at such gatherings. It wasn't until he was eight, however, that Kyr'shin began asking for training of his own. Kyr'shin's adoptive father was an elven samurai, and the first time that he saw his father fully garbed in his do-maru armor and brandishing his katana left him enchanted with the idea of learning bushido. Urged by Kyr'shin's father, Duchess Shijimurel sought the best martial arts instructor that she could find and paid handsomely for him to teach Kyr'shin to fight; as she said herself, "The only thing better for conversation than having an exotic humanoid for a son is having an exotic humanoid for a son who could dazzle guests with his swordplay."

Despite the luxury that he was adopted into, however, Kyr'shin's childhood wasn't without disappointments. Even from an early age, young Kyr'shin understood that he was a stranger in a strange land, a world where time seemingly stood still for everyone except him. Young elves that Kyr'shin played with in boyhood watched him with pity as he felt the growing pains of puberty, while they remained in the blissful throngs of youth. But it wasn't until Kyr'shin's 14th birthday, when his martial arts sensei ended his contract with Kyr'shin's mother, that Kyr'shin truly learned how the elven community saw him. Kyr'shin's sensei claimed that his time and energy was wasted teaching martial arts to a member of a shortlylived race, as he believed that it was impossible for Kyr'shin to learn all that he had to teach him before the kitsune succumbed to old age. With this revelation, Kyr'shin began to see that the elves' found virtually everything that he did to be too recklessly fast for their tastes, including simple tasks such as sipping wine or thinking.

Even without his sensei, Kyr'shin continued practicing swordplay by himself, heading out of the city to duel petty criminals and repel raiders. But even with several years of self-teaching himself to fight, Kyr'shin was bested in combat by an experienced vagrant in his first real duel, and so he returned home sullen. After several days of sulking, he asked

his mother's permission to venture south to a nearby dwarven settlement to find a new teacher to study martial arts under. Agreeing that the experience away from home would be good for him, Kyr'shin's mother gave him her blessing and arranged for his room, board, and instruction to be paid for. While abroad, Kyr'shin befriended Dyne, an elven magus, and his dwarven brother Galrick.

After two years of training in the dwarven lands, Kyr'shin received word from his father of a potentially lucrative settlement in the southern jungles that had recently fallen out of contact with its neighbors, likely as the result of a plague. Kyr'shin jumped at the chance to investigate the matter on his father's behalf, thirsting for a chance at adventure and glory, and with Dyne in tow the duo boarded the first southbound vessel towards a new life of adventure and heroism, never once looking back.

Personality

Boisterous and outspoken, Kyr'shin possesses a keen wit and a keener tongue. He is a go-getter and when faced with adversary, his first response is to explore the problem from all angles to try and find the best response before reacting to the situation. Despite this, he often self-describes himself as being reckless, though this most likely due to the company he keeps. Having grown up in elven society and kept mostly elven companions even as an adult, Kyr'shin views his actions through their eyes and sees himself as someone who reacts too quickly. And to an elf, Kyr'shin is somewhat brash. But so are nearly all members of shortly-lived races. In truth, Kyr'shin is no more reckless or rash than any other kitsune.

Kyr'shin prides himself on adaptability. Rather than

focus on a single strategy, Kyr'shin often prevails against all odds simply by being flexible. He is an improviser, rapidly adapting his tactics to suit whatever challenges he is presented with. Perhaps the only constant in Kyr'shin's behavior, both on and off the battlefield, is his willingly to try and result conflict peacefully rather than at the point of a sword. Although far from naive and something of a braggart about his combat skills, Kyr'shin loathes violence, especially when directed towards the innocent, and uses his martial arts to protect and defend those who seek his protection. He is an accomplished diplomat and a skilled persuader, often able to rouse others to his side or cause without need for force or thinly veiled threats. As a result, diplomacy is nearly always Kyr'shin's first response to conflict, but he never hesitates to draw his sword when words are getting him nowhere.

Despite having no magical talent to speak of, Kyr'shin swears by its potency and admires spellcasting skill as much as he does martial talent. He often exclaims in admiration of the audible and visual components of spellcasting in combat, often to the surprise and confusion of allies and enemies alike.

Character Elography

Character Build

Stat Blocks





Character Build

Kyr'shin Yilenzo is a multiclass cavalier/fighter who uses his superior martial abilities and flexible tactics to adapt to whatever situation he finds himself in. In combat, he uses the Combat Expertise to protect himself and harry his opponents while his allies do the heavy lifting. When encountered alone, he effortlessly switches between offense and defense to whittle his foes down.

Kyr'shin possesses the following archetypes, 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, and **Cha** 15. His racial traits are included in a side bar on page 11.

Kyr'shin's Archetypes

Kyr'shin's base classes are modified with the following archetypes.

Gendarme (Cavalier)

Caring little for tactical teamwork, Kyr'shin has trained to be self-sufficient on the battlefield, able to handle even the most dangerous foes with powerful attacks.

Bonus Feats: A gendarme trains to be a mounted terror, almost to the exclusion of all other abilities. He gains bonus feats at 1st level, 5th level, and then every three levels thereafter, but must select these bonus feats from the following list: Improved Bull Rush, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Spring Attack, and Unseat. If the gendarme has already selected all of the listed feats, then he may select his bonus feats from those feats listed as combat feats. This ability replaces tactician, greater tactician, master tactician, and the standard cavalier's selection of bonus feats.

Transfixing Charge (Ex): At 20th level, a gendarme represents the epitome of mounted combat. Whenever he makes a charge attack while mounted, he deals triple the normal damage (quadruple if using a lance); this damage includes all increases from the Spirited Charge feat and from the use of a lance. In addition, if the gendarme confirms a critical hit on a charge attack while mounted, the attack deals maximum damage for the weapon wielded. Additional damage from weapon properties, magic effects, precision-based bonuses, or other increases are rolled normally. This ability replaces supreme charge.

Honor Guard (Cavalier)

Kyr'shin's sense of justice and morality compels him to defend innocents and allies,

Sworn Defense (Ex): At 1st level, whenever an honor guard issues a challenge, he can select one ally as his ward for the duration of the challenge. Whenever the honor guard is adjacent to his ward, he takes a -1 penalty to Armor Class, and the ward receives a +1 dodge bonus to AC. This modifies the challenge ability.

Intercept (Ex): At 3rd level, an honor guard learns to better disrupt the attacks of his enemies. He gains Bodyguard (Advanced Player's Guide 151) as a bonus feat, even if he does not meet the prerequisite. In addition, whenever the honor guard uses the aid another action to increase an ally's Armor Class, the bonus to Armor Class granted by the aid another action increases by +1. This ability replaces cavalier's charge.

Warding Charge (Ex): At 11th level, an honor guard can flash across the battlefield to protect his ward against the target of his challenge. Whenever the target of the honor guard's challenge makes an attack against his ward, the honor guard can move up to his speed and make a single melee attack against the target of his challenge as an immediate action. This movement and attack can be made as a charge if the movement qualifies. This ability replaces mighty charge.

Defensive Challenge (Ex): At 12th level, whenever an honor guard declares a challenge, his target must pay particular attention to him and his ability to intercept attacks. As long as the target is within the threatened area of the cavalier, it takes a -2 penalty on attack rolls against anyone other than the honor guard. This ability replaces demanding challenge.

Lore Warden (Fighter)

Rather than rely on brute strength, Kyr'shin uses his intellect and silver tongue to outsmart and out maneuver his foes.

Scholastic (Ex): Lore wardens gain 2 additional skill ranks each level. These ranks must be spent on Intelligencebased skills. All Intelligence-based skills are class skills for lore wardens. This ability replaces the lore warden's proficiency with medium armor, heavy armor, and shields.

Expertise (Ex): At 2nd level, a lore warden gains Combat Expertise as a bonus feat, even if he would not normally qualify for this feat. This ability replaces bravery.

Maneuver Mastery (Ex): At 3rd level, a lore warden gains a +2 bonus on all CMB checks and to his CMD. This bonus increases to +4 at 7th level, +6 at 11th level, and +8 at 15th level. This ability replaces armor training 1.

Know Thy Enemy (Ex): At 7th level, a lore warden can take a standard action to study a specific target in sight. He must



Character Biography

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> Stat Blocks

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Table: Kyr'shin Yilenzo

Level	CLASS	BASE ATTACK	Fort	Ref	WILL	Advancement	Special
1st	Cav 1	+1	+2	+0	+0	Improved Antagonize	Challenge 1/day, bonus feat (Power Attack), mount
							order of the dazzling lotus
2nd	Cav 2	+2	+3	+0	+0	_	Order ability: scathing tirade
3rd	Ftr 1	+3	+5	+0	+0	Exotic Weapon Proficiency: katana	Bonus feat (Combat Reflexes), scholastic
4th	Ftr 2	+4	+6	+0	+0	+1 Intelligence	Bonus feat (Improved Trip), expertise
5th	Cav 3	+5	+6	+1	+1	Steadfast Personality	Intercept
6th	Cav 4	+6/+1	+7	+1	+1		Challenge 2/day, expert trainer
7th	Ftr 3	+7/+2	+7	+2	+2	Horse Master	Maneuver master +2
8th	Ftr 4	+8/+3	+8	+2	+2	+1 Charisma	Bonus feat (Combat Stamina)
9th	Ftr 5	+9/+4	+8	+2	+2	Dirty Fighting	Martial flexibility
10th	Ftr 6	+10/+5	+9	+3	+3		Bonus feat (Dodge)
11th	Ftr 7	+11/+6/+1	+9	+3	+3	Extra Martial Flexibility	Know thy enemy, maneuver master +4
12th	Ftr 8	+12/+7/+2	+10	+3	+3	+1 Strength	Bonus feat (Improved Critical [katana])
13th	Ftr 9	+13/+8/+3	+10	+4	+4	Weapon Focus: katana	Martial flexibility (swift action)
14th	Ftr 10	+14/+9/+4	+11	+4	+4		Bonus feat (Weapon Specialization: katana)
15th	Ftr 11	+15/+10/+5	+11	+4	+4	Greater Weapon Focus: katana	Hair's breadth, maneuver master +6
16th	Ftr 12	+16/+11/+6/+1	+12	+5	+5	+1 Charisma	Bonus feat (Extra Stamina)
17th	Ftr 13	+17/+12/+7/+2	+12	+5	+5	Extra Stamina	Martial flexibility (free action)
18th	Ftr 14	+18/+13/+8/+3	+13	+5	+5		Bonus feat (Critical Focus)
19th	Ftr 15	+19/+14/+9/+4	+13	+6	+6	Improved Shield Bash	Maneuver master +8, swift lore
20th	Ftr 16	+20/+15/+10/+5	+14	+6	+6	+1 Charisma	Bonus feat (Extra Stamina)

Kyr'shin's class skills are Acrobatics (Dex)*, Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Perform (Cha), Ride (Dex), Sense Motive (Wis), and Swim (Str). Skilled marked with an asterisk (*) are gained from one of Kyr'shin's character traits rather than his 1st level class.

At 3rd level, Kyr'shin adds Appraise (Int), Craft (Int), Knowledge (all) (Int), Profession (Wis), and Survival (Wis) to his list of class skills.

make a Knowledge check to determine the target's abilities and weaknesses as part of this standard action. If successful, the lore warden not only notes the appropriate abilities and weaknesses, as detailed under the Knowledge skill on page 100 of the Pathfinder RPG Core Rulebook, but also gains a +2 competence bonus on all attack rolls and weapon damage rolls made against that enemy. Note that this bonus on attack and damage rolls applies only to that specific creature. This bonus lasts for the duration of an encounter, or until the lore warden attempts a new Knowledge check to use this ability on a different target. This ability replaces armor training 2.

Hair's Breadth (Ex): At 11th level, a lore warden can attempt an Acrobatics check as an immediate action to negate a confirmation role for a critical hit. The critical hit confirmation is negated (though the attack still hits and deals normal damage) if the Acrobatics check is greater than the opponent's confirmation roll. This ability replaces armor training 3.

Swift Lore (Ex): At 15th level, a lore warden can use his know thy enemy ability as a swift action. This ability replaces armor training 4.

Know Weakness (Ex): At 19th level, a lore warden can automatically confirm a critical hit once per round when he threatens a critical hit. This ability replaces armor mastery.

Martial Master (Fighter)

Rather than focus on a single weapon or combat style, Kyr'shin

uses quick thinking and creative wit in order to swap between multiple fighting styles almost effortlessly.

Martial Flexibility (Ex): At 5th level, the martial master can use a move action to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The martial master must meet the chosen feat's prerequisites. He can use this ability a number of times per day equal to 3 + 1/2 his fighter level.

The martial master can use this ability again before the duration expires in order to replace his previously chosen combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit. At higher levels, when he gains multiple feats through this ability, the martial master can use those feats to meet the prerequisites of other feats he gains with this ability. Doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

At 9th level, a martial master can use this ability to gain the benefit of two combat feats at the same time. He can select one feat as a swift action or two feats as a move action.

At 14th level, a martial master can use this ability to gain the benefit of three combat feats at the same time. He can select one feat as a free action, two feats as a swift action, or three feats as a move action.

At 17th level, a martial master can use this ability to gain

the benefit of one combat feat as an immediate action or three combat feats as a swift action.

At 20th level, a martial master can use this ability to gain the benefit of any number of combat feats as a swift action. This ability replaces weapon training and weapon mastery.

Kyr'shin's Class Options

Kyr'shin gains the following optional class abilities from his base classes.

Order of the Dazzling Lotus

Cavaliers of the Dazzling Lotus are heroes in the truest sense of the word, seeking to inspire common folk by extolling their accomplishments. Members of this order are leaders, not followers, and once devoted to an idea, they lead by example, hoping to coerce like-minded folk into following their ideals.

Edicts: The cavalier must love, support, and defend his country and its people. The cavalier must act with honor and righteousness and protect others from wickedness and injustice. The cavalier must extol his heroic deeds whenever possible with the intent of inspiring his people to live up to their potential.

Challenge: Whenever an order of the dazzling lotus cavalier issues a challenge, he receives a +1 morale bonus on damage rolls against an opponent who has wronged or shamed the cavalier, his country, or his country's people in the past hour. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the dazzling cavalier adds Perform to his list of class skills. The cavalier can use his ranks in Perform (oratory) to determine the bonus he receives on performance combat checks; and if he is trained in either Perform (act), Perform (comedy), Perform (dance), or Perform (oratory), he gains a bonus on performance combat checks equal to 1/2 his cavalier level (minimum 1).

Order Abilities: An order of the dazzling lotus cavalier gains the following abilities as he increases in level.

Scathing Tirade (Ex): At 2nd level, an order of the dazzling lotus cavalier can spend a standard action to harshly criticize his opponent's honor and stature. He gains Dazzling Display as a bonus feat. He does not need a weapon in hand in order to use this ability. The cavalier receives a +2 morale bonus on attack rolls against demoralized targets.

Heroic Resolve (Ex): At 8th level, an order of the dazzling lotus cavalier can shrug off effects that would cripple a lesser hero. The cavalier gains the resolve class feature as the samurai class feature, using half his cavalier level to determine the number of times per day that he can use his resolve. A samurai who belongs to this order can use resolve one additional time per day for every four samurai levels he possesses.

Onward to Victory (Ex): At 15th level, an order of the dazzling cavalier uses his opponents' weakness to end combats quickly. The cavalier doubles the critical threat range of his weapon when he attacks a shaken, frightened, or panicked

opponent. This benefit doesn't stack with any other effects that expand the threat range of a weapon. In addition, the cavalier gains a morale bonus on critical confirmation rolls against shaken, frightened, and panicked opponents equal to his Charisma bonus (if any).

Kyr'shin's Feats

Kyr'shin gains the following feats as he advances in level. Some of these feats are gained as class abilities rather than from advancement, as noted on Table: Kyr'shin Yilenzo.

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.

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.

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

Combat Stamina (Combat)

You stop at nothing to drive your attack home.

Prerequisites: Base attack bonus +1.

Benefit: You gain a stamina pool. After you make an attack roll with a manufactured weapon, unarmed strike, or natural weapon attack with which you are proficient, but before the results are revealed, you can spend up to 5 stamina points. If you do, you gain a competence bonus on the attack roll equal to the number of stamina points you spent. If you miss with the attack, the stamina points you spent are still lost.

Special: Since you have a stamina pool, you can spend your stamina points to use any combat tricks associated with combat feats you possess.

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.

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Dazzling Display (Combat)

Your skill with your favored weapon can frighten enemies.

Prerequisite: Weapon Focus, proficiency with the selected weapon.

Benefit: While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Dirty Fighting (Combat)

You can take advantage of a distracted foe.

Benefit: When you attempt a combat maneuver check against a foe you are flanking, you can forgo the +2 bonus on your attack roll for flanking to instead have the combat maneuver not provoke an attack of opportunity. If you have a feat or ability that allows you to attempt the combat maneuver without provoking an attack of opportunity, you can instead increase the bonus on your attack roll for flanking to +4 for the combat maneuver check.

Special: This feat counts as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of the various improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

Dodge (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Extra Martial Flexibility (Combat)

You are extremely versatile in a fight.

Prerequisite: Martial flexibility class feature.

Benefit: You can use your martial flexibility ability three additional times per day.

Extra Stamina (Combat)

You can push yourself to higher limits.

Prerequisites: Combat Stamina, base attack bonus +5. **Benefit**: Your stamina pool increases by 3 points.

Special: You can select this feat up to three times. Each time you do, your stamina pool grows by 3 points.

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

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.

using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

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.

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.

Prerequisites: Bluff, Diplomacy, or Intimidate 1 rank.

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

Normal: Making an antagonize attempt is a standard action.

Improved Critical (Combat)

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8. **Benefit**: When using the weapon you selected, your threat range is doubled.

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

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Trip (Combat)

You are skilled at sending your opponents to the ground. **Prerequisites**: Int 13, Combat Expertise.

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

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

Horse Master (Combat)

You blend horsemanship skills from disparate traditions into a seamless mounted combat technique.

Prerequisites: Expert trainer class feature, Ride 6 ranks.

Benefit: Use your character level to determine your effective druid level for determining the powers and abilities of your mount.

Normal: You use your cavalier level to determine your effective druid level for determining the powers and abilities of your mount.

Steadfast Personality (Combat)

You rely on your assuredness and sense of self to help keep your mind clear.

Benefit: Add your Charisma modifier instead of your Wisdom bonus on Will saves against mind-affecting effects. If you have a Wisdom penalty, you must apply both your Wisdom penalty and your Charisma modifier.

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

Third-Party Options

Kyr'shin Yilenzo is built using several options from other Everyman Gaming, LLC products.

Psychological Maneuvers: Kyr'shin's build makes use of the Psychological Maneuvers rules from *ULTIMATE CHARISMA*. Specifically, his build uses the antagonize rules as well as the Improved Antagonized feat from this source. To use Kyr'shin without *ULTIMATE CHARISMA*, replace his Improved Antagonize feat with the Antagonize feat that is listed below.

Skills: Kyr'shin uses the standard Pathfinder skill system as detailed in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, but he uses the suggested rules in *EVERYMAN UNCHAINED*: *SKILLS* and Options that increases the fighter class's base number of skill ranks per level from 2 + Int to 4 + Int. To use Kyr'shin in conjunction with the Pathfinder skill system, reduce the number of skills per level that Kyr'shin has by 2 per fighter level he possesses; be careful not to remove any skills that Kyr'shin needs to qualify for his feats, such as Horse Lord.

Antagonize

Whether with biting remarks or hurtful words, you are adept at making creatures angry with you.

Benefit: You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10+ the target's Hit Dice + the target's Wisdom modifier. You cannot make this check against a creature that does not understand you or has an Intelligence score of 3 or lower. Before you make these checks, you may make a Sense Motive check (DC 20) as a swift action to gain an insight bonus on these Diplomacy or Intimidate checks equal to your Charisma bonus until the end of your next turn. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Diplomacy: You fluster your enemy. For the next minute, the target takes a -2 penalty on all attacks rolls made against creatures other than you and has a 10% spell failure chance on all spells that do not target you or that have you within their area of effect.

Intimidate: The creature flies into a rage. On its next turn, the target must attempt to make a melee attack against you, make a ranged attack against you, target you with a spell, or include you in the area of a spell. The effect ends if the creature is prevented from attacking you or attempting to do so would harm it (for example, if you are on the other side of a chasm or a wall of fire). If it cannot attack you on its turn, you may make the check again as an immediate action to extend the effect for 1 round (but cannot extend it thereafter). The effect ends as soon as the creature attacks you. Once you have targeted a creature with this ability, you cannot target it again for 1 day.





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.

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.

Kyr'shin's Character Traits

Kyr'shin gains the following abilities that are tied to his background and upbringing rather than his race.

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.

Reckless (Combat): Kyr'shin has a tendency for calculated rashness in combat, often disregarding his own safety as he moves across the battlefield. Kyr'shin gains a +1 trait bonus on Acrobatics checks, and Acrobatics is always a class skill for him.

Warrior of Old (Elf): 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 Combat Tricks

Kyr'shin commonly uses the following combat tricks in conjunction with his Combat Stamina feat. See *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED* for more information

about stamina and combat tricks.

Combat Expertise: 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.

Critical Focus: 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.

Dazzling Display: When wielding a melee weapon with which you have Weapon Focus, you can make a single melee attack as a standard action against a foe. If the attack hits, you can select any number of foes within 30 feet who saw the attack, including that foe. Spend 2 stamina points per foe you have selected, then attempt an Intimidate check to demoralize those foes.

Dodge: When you move your speed or farther, you can spend a number of stamina points up to double your Dexterity bonus. If you do, until the start of your next turn, you gain an increase to the dodge bonus granted by the Dodge feat equal to half the number of stamina points you spent.

Horse Master: You can spend 5 stamina points to grant your mount a number of temporary hit points equal to your character level. These temporary hit points last for 1 minute.

Improved Critical: When you hit with an attack and the roll fails to threaten a critical hit by 3 or less, you can spend 5 stamina points to attempt to deal double damage anyway. Roll as if confirming a critical hit. If this confirmation roll succeeds, your attack is still not a critical hit, but it deals double damage.

Stat Elocks

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*. 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 attempts to quickly engage in melee combat. He prefers actions that hamper his enemies (such as demoralize and trip) to attacking outright, choosing to focus on weakening his enemies to allow his allies to strike quickly and without remorse.

Kyr'shin Yilenzo CR 1/2	Base Atk +1; CMB +3; CMD 16
XP 200	Feats Power Attack
Male kitsune cavalier (gendarme, honor guard) 1	Tricks Attack (2), Combat Riding, Come, Defend, Down,
NG Medium humanoid (kitsune, shapechanger)	Guard, Heel
Init +3; Senses low-light vision; Perception +1	Skills Acrobatics +3 (+7 to jump), Perception +6, Stealth +7
DEFENSE AC 10 touch 12 flat factod $16 (\pm 5 \text{ armon} \pm 2 \text{ Day} \pm 1 \text{ shield})$	Kyr'shin Yilenzo CR 2
AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 shield)	Kyr'shin Yilenzo CR 2 XP 600
hp 11 (1d10+1) Fort $+2$ Pof $+2$ Will $+0$	
Fort +3, Ref +3, Will +0 OFFENSE	Male kitsune cavalier (gendarme, honor guard) 2/fighter (lore warden, martial master) 1
Speed 30 ft. (20 ft. in armor)	NG Medium humanoid (kitsune, shapechanger)
Melee longsword +2 (1d8+1/19-20) or bite -3 (1d4)	
Special Attacks challenge 1/day (+1 damage or +2 when no	Init +3; Senses low-light vision; Perception +1 DEFENSE
one else threatens the target)	AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 shield)
Statistics	hp 24 (3d10+3)
Str 13, Dex 16, Con 12, Int 13, Wis 10, Cha 15	Fort +6, Ref +3, Will +0
Base Atk +1; CMB +2; CMD 15	OFFENSE
Feats Improved Antagonize, Power Attack	Speed 30 ft. (20 ft. in armor)
Skills Acrobatics +1 (-3 to jump), Bluff +8, Diplomacy +6,	Melee mwk katana $+5 (1d8+1/18-20)$ or bite $-1 (1d4)$
Disguise +4 (+14 when assuming his specific human form),	Special Attacks challenge 1/day (+2 damage or +3 when no
Perception +1, Ride +2; Racial Modifiers +2 Acrobatics, +2	one else threatens the target), scathing tirade
Bluff, +2 Disguise	STATISTICS
Languages Common, Elven, Sylvan	Str 13, Dex 16, Con 12, Int 13, Wis 10, Cha 15
SQ change shape, mount (allosaurus named Tsume), order of	_
the dazzling lotus, sworn defense	Feats Combat Reflexes, Dazzling Display, Exotic Weapon
Other Gear horn lamellar armor, light steel shield, longsword,	Proficiency (katana), Improved Antagonize, Power Attack
25 gp, 10 sp	Skills Acrobatics +4 (+0 to jump), Bluff +9, Diplomacy +8,
	Disguise +4 (+14 when assuming his specific human form),
TSUME CR –	Handle Animal +6, Intimidate +8, Knowledge (engineering)
Allosaurus	+5, Knowledge (local) +5, Knowledge (nobility) +5,
N Medium animal	Perception +1, Ride +5, Swim +2; Racial Modifiers +2
Init +3; Senses low-light vision, scent; Perception +6	Acrobatics, +2 Bluff, +2 Disguise
DEFENSE	Languages Common, Elven, Sylvan
AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)	SQ change shape, mount (allosaurus named Tsume), order of
hp 10 (2d8)	the dazzling lotus, sworn defense
Fort +3, Ref +6, Will +2	Combat Gear oil of invisibility, potion of barkskin, potion of cure
Offense	light wounds (2); Other Gear mwk do-maru, mwk light steel
Speed 40 ft.	shield, mwk katana, 91 gp
Melee bite +3 (1d6+2), 2 claws +3 (1d4+2)	
STATISTICS	TSUME CR –

N Medium animal

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

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) **hp** 14 (3d8)

Fort +3, **Ref** +6, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +4 (1d6+2), 2 claws +4 (1d4+2)

STATISTICS

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

Base Atk +2; CMB +4 (+6 overrun); CMD 17 (19 vs. over Feats Improved Overrun, Power Attack

Tricks Attack (2), Combat Riding, Come, Defend, D Guard, Heel

Skills Acrobatics +7 (+11 to jump), Perception +6, Stealt

Kyr'shin Yilenzo XP 2,400 CR 6

Male kitsune cavalier (gendarme, honor guard) 4/fighter warden, martial master) 3



AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 shie hp 50 (7d10+7) Fort +8, Ref +5, Will +4 OFFENSE Speed 30 ft. (20 ft. in armor) Melee +1 katana +9/+4 (1d8+2/18-20) or bite +3 (1d4) Ranged mwk composite shortbow +11/+6 (1d6+1/×3) Special Attacks challenge 2/day (+4 damage or +6 when one else threatens the target), scathing tirade STATISTICS Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 15 Base Atk +7; CMB +10 (+12 trip); CMD 23 (25 vs. trip) Feats Bodyguard, Combat Expertise, Combat Reflex Dazzling Display, Exotic Weapon Proficiency (katana), Hoi Master, Improved Antagonize, Improved Trip, Power Attaa Steadfast Personality Skills Acrobatics +7 (+3 to jump), Bluff +14, Climb + Diplomacy +12, Disguise +4 (+14 wh assuming his specific human form), Hand Animal +6, Intimidate +12, Knowledge (arcan +6, Knowledge (engineering) +6, Knowled (hobility) +8, Perception +4, Perform (orator +6, Ride +8, Sense Motive +4, Swim +1; Racc Modifiers +2 Acrobatics, +2 Bluff, +2 Disguise Languages Common, Hobgoblin, Elven, Sylvan SQ change shape, expert trainer +2, intercept,mou (allosaurus named Tsume), order of the dazzling lotus, swo defense Combat Gear potion of barkskin, potion of bull's strength, potior cure moderate wounds, potion of haste; Other Gear +1 do-ma mwk heavy steel shield, +1 katana, mwk composite shortbot (+1 Str), 30 gp TSUME Allosaurus N Large animal Init +3; Senses low-light vision, scent; Perception +7 DEFENSE AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 siz hp 40 (6d8+12) Fort +7, Ref +8, Will +4 (+4 morale bonus vs. enchantme spells and effects) Defensive Abilities evasion	DEFENSE	enses low-light vision; Perception +4
hp 50 (7d10+7) Fort +8, Ref +5, Will +4 OFFENSE Speed 30 ft. (20 ft. in armor) Melee +1 katana +9/+4 (1d8+2/18-20) or bite +3 (1d4) Ranged mwk composite shortbow +11/+6 (1d6+1/×3) Special Attacks challenge 2/day (+4 damage or +6 when one else threatens the target), scathing tirade STATISTICS Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 15 Base Atk +7; CMB +10 (+12 trip); CMD 23 (25 vs. trip) Feats Bodyguard, Combat Expertise, Combat Reflex Dazzling Display, Exotic Weapon Proficiency (katana), Hor Master, Improved Antagonize, Improved Trip, Power Attac Steadfast Personality Skills Acrobatics +7 (+3 to jump), Bluff +14, Climb + Diplomacy +12, Disguise +4 (+14 wh assuming his specific human form), Hand Animal +6, Intimidate +12, Knowledge (arcan +6, Knowledge (engineering) +6, Knowled (history) +7, Knowledge (local) +7, Knowled (nobility) +8, Perception +4, Perform (orator +6, Ride +8, Sense Motive +4, Swim +1; Racc Modifiers +2 Acrobatics, +2 Bluff, +2 Disguise Languages Common, Hobgoblin, Elven, Sylvan SQ change shape, expert trainer +2, intercept,mou (allosaurus named Tsume), order of the dazzling lotus, swed defense Combat Gear potion of barkskin, potion of bull's strength, potior cure moderate wounds, potion of haste; Other Gear +1 do-ma mwk heavy steel shield, +1 katana, mwk composite shortbet (+1 Str), 30 gp TSUME CR – Allosaurus N Large animal Init +3; Senses low-light vision, scent; Perception +7 DEFENSE AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 siz hp 40 (6d8+12) Fort +7, Ref +8, Will +4 (+4 morale bonus vs. enchantme spells and effects) Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.		
Fort +8, Ref +5, Will +4 OFFENSE Speed 30 ft. (20 ft. in armor) Melee +1 katana +9/+4 (1d8+2/18-20) or bite +3 (1d4) Ranged mwk composite shortbow +11/+6 (1d6+1/×3) Special Attacks challenge 2/day (+4 damage or +6 when one else threatens the target), scathing tirade STATISTICS Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 15 Base Atk +7; CMB +10 (+12 trip); CMD 23 (25 vs. trip) Feats Bodyguard, Combat Expertise, Combat Reflex Dazzling Display, Exotic Weapon Proficiency (katana), Hou Master, Improved Antagonize, Improved Trip, Power Attac Steadfast Personality Skills Acrobatics +7 (+3 to jump), Bluff +14, Climb + Diplomacy +12, Disguise +4 (+14 wh assuming his specific human form), Hand Animal +6, Intimidate +12, Knowledg (arcan +6, Ride +8, Sense Motive +4, Swim +1; Rac Modifiers +2 Acrobatics, +2 Bluff, +2 Disguise Languages Common, Hobgoblin, Elven, Sylvan SQ change shape, expert trainer +2, intercept,mot (allosaurus named Tsume), order of the dazzling lotus, swe defense Combat Gear potion of barkskin, potion of bull's strength, potion cure moderate wounds, potion of haste; Other Gear +1 do-ma mwk heavy steel shield, +1 katana, mwk composite shortbe (+1 Str), 30 gp TSUME Allosaurus N Large animal Init +3; Senses low-light vision, scent; Perception +7 DEFENSE AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 siz hp 40 (6d8+12) Fort +7, Ref +8, Will +4 (+4 morale bonus vs. enchantme spells and effects) Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.		
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 Melee +1 katana +9/+4 (1d8+2/18-20) or bite +3 (1d4) Ranged mwk composite shortbow +11/+6 (1d6+1/×3) Special Attacks challenge 2/day (+4 damage or +6 when one else threatens the target), scathing tirade STATISTICS Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 15 Base Atk +7; CMB +10 (+12 trip); CMD 23 (25 vs. trip) Feats Bodyguard, Combat Expertise, Combat Reflex Dazzling Display, Exotic Weapon Proficiency (katana), Hou Master, Improved Antagonize, Improved Trip, Power Attac Steadfast Personality Skills Acrobatics +7 (+3 to jump), Bluff +14, Climb + Diplomacy +12, Disguise +4 (+14 wh assuming his specific human form), Hand Animal +6, Intimidate +12, Knowledge (arcan +6, Knowledge (engineering) +6, Knowled (history) +7, Knowledge (local) +7, Knowled (nobility) +8, Perception +4, Perform (orator +6, Ride +8, Sense Motive +4, Swim +1; Rac: Modifiers +2 Acrobatics, +2 Bluff, +2 Disguise Languages Common, Hobgoblin, Elven, Sylvan SQ change shape, expert trainer +2, intercept,mot (allosaurus named Tsume), order of the dazzling lotus, swidefense Combat Gear potion of barkskin, potion of bull's strength, potion cure moderate wounds, potion of hase; Other Gear +1 do-ma mwk heavy steel shield, +1 katana, mwk composite shortbe (+1 Str), 30 gp TSUME CR – Allosaurus N Large animal Init +3; Senses low-light vision, scent; Perception +7 DEFENSE Ac 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 siz hp 40 (6d8+12) Fort +7, Ref +8, Will +4 (+4 morale bonus vs. enchantme spells and effects) Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft. 	OFFENSE	
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TSUME CR – Allosaurus N Large animal Init +3; Senses low-light vision, scent; Perception +7 DEFENSE AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 siz hp 40 (6d8+12) Fort +7, Ref +8, Will +4 (+4 morale bonus vs. enchantmed spells and effects) Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.		
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Init +3; Senses low-light vision, scent; Perception +7 DEFENSE AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 siz hp 40 (6d8+12) Fort +7, Ref +8, Will +4 (+4 morale bonus vs. enchantme spells and effects) Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.	mwk heav (+1 Str), Tsume	30 gp
DEFENSE AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 siz hp 40 (6d8+12) Fort +7, Ref +8, Will +4 (+4 morale bonus vs. enchantme spells and effects) Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.	mwk heav (+1 Str), Tsume Allosaurus	30 gp CR –
AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 siz hp 40 (6d8+12) Fort +7, Ref +8, Will +4 (+4 morale bonus vs. enchantme spells and effects) Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.	mwk heav (+1 Str), Tsume Allosaurus N Large anit	30 gp CR – mal
hp 40 (6d8+12) Fort +7, Ref +8, Will +4 (+4 morale bonus vs. enchantme spells and effects) Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.	mwk heav (+1 Str), Tsume Allosaurus N Large anit	30 gp CR – mal
Fort +7, Ref +8, Will +4 (+4 morale bonus vs. enchantme spells and effects) Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.	mwk heav (+1 Str), TSUME Allosaurus N Large anii Init +3; Se DEFENSE	30 gp CR – mal enses low-light vision, scent; Perception +7
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Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.	mwk heav (+1 Str), TSUME Allosaurus N Large ani: Init +3; Se DEFENSE AC 22, touc	30 gp CR – mal enses low-light vision, scent; Perception +7 ch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)
Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.	mwk heav (+1 Str), TSUME Allosaurus N Large ani: Init +3; Se DEFENSE AC 22, touc hp 40 (6d8)	30 gp CR – mal enses low-light vision, scent; Perception +7 ch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) +12)
OFFENSE Speed 40 ft. Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.	mwk heav (+1 Str), TSUME Allosaurus N Large anii Init +3; Se <u>DEFENSE</u> AC 22, touc hp 40 (6d8 Fort +7, R	30 gp CR – mal enses low-light vision, scent; Perception +7 ch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) +12) ef +8, Will +4 (+4 morale bonus vs. enchantmen
Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.	mwk heav (+1 Str), TSUME Allosaurus N Large anit Init +3; Se DEFENSE AC 22, touc hp 40 (6d8 Fort +7, R spells and	30 gp CR – mal enses low-light vision, scent; Perception +7 ch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) +12) eff +8, Will +4 (+4 morale bonus vs. enchantmen d effects)
Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) Space 10 ft.; Reach 10 ft.	mwk heav (+1 Str), TSUME Allosaurus N Large anit Init +3; Se DEFENSE AC 22, touc hp 40 (6d8 Fort +7, R spells and	30 gp CR – mal enses low-light vision, scent; Perception +7 ch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) +12) eff +8, Will +4 (+4 morale bonus vs. enchantmen d effects)
Space 10 ft.; Reach 10 ft.	mwk heav (+1 Str), Allosaurus N Large ani: Init +3; Se DEFENSE AC 22, touch hp 40 (6d8 Fort +7, R spells and Defensive OFFENSE	30 gp CR – mal enses low-light vision, scent; Perception +7 ch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) +12) ef +8, Will +4 (+4 morale bonus vs. enchantmen d effects) Abilities evasion
	mwk heav (+1 Str), Allosaurus N Large ani: Init +3; Se DEFENSE AC 22, touc hp 40 (6d8 Fort +7, R spells and Defensive OFFENSE Speed 40 ft	30 gp CR – mal enses low-light vision, scent; Perception +7 ch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) +12) ef +8, Will +4 (+4 morale bonus vs. enchantmen l effects) Abilities evasion
Special Littlens pound	mwk heav (+1 Str), Allosaurus N Large anin Init +3; Se DEFENSE AC 22, touc hp 40 (6d8 Fort +7, R spells and Defensive OFFENSE Speed 40 ft Melee bite	30 gp TCR – mal enses low-light vision, scent; Perception +7 ch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) +12) ef +8, Will +4 (+4 morale bonus vs. enchantmen d effects) Abilities evasion t. +10 (1d8+7 plus grab), 2 claws +10 (1d6+7)
Statistics	mwk heav (+1 Str), Allosaurus N Large anii Init +3; Se DEFENSE AC 22, touc hp 40 (6d8 Fort +7, R spells and Defensive OFFENSE Speed 40 ft Melee bite Space 10 ft	30 gp CR – mal enses low-light vision, scent; Perception +7 ch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) +12) ef +8, Will +4 (+4 morale bonus vs. enchantmen d effects) Abilities evasion t. +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) t.; Reach 10 ft.



Character Build

> Stat Eloeks

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Rebuilding Kyr'shin

GMs and players that want to use Kyr'shin's stat block with a core race can rebuild Kyr'shin into a human by making the following changes:

Human: Increase Kyr'shin's Strength by 2. Decrease his Dexterity by 2, remove his bite attack, change shape, and low-light vision, and reduce his Acrobatics, Bluff, and Disguise bonus by 2. Grant Kyr'shin 1 rank per level in one skill that he possesses no ranks in and grant him Improved Initiative as a bonus feat.

Base Atk +4; CMB +12 (+16 grapple, +14 overrun); CMD 25 (27 vs. overrun)

Feats Charge Through, Improved Overrun, Power Attack

Tricks Attack (2), Combat Riding, Come, Defend, Down, Flank, Guard, Heel, Maneuver (Overrun)

Skills Acrobatics +7 (+11 to jump), Perception +7, Stealth +4, Survival +3

SQ devotion

Kyr'shin Yilenzo

XP 6,400

Male kitsune cavalier (gendarme, honor guard) 4/fighter (lore warden, martial master) 6

CR 9

NG Medium humanoid (kitsune, shapechanger)

Init +3; Senses low-light vision; Perception +6

DEFENSE

AC 23, touch 15, flat-footed 19 (+6 armor, +1 deflection, +3 Dex, +1 dodge, +2 shield)

hp 70 (10d10+10)

Fort +11, Ref +7, Will +6

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 katana +14/+9 (1d8+4/18-20) or bite +8 (1d4+1)

Ranged mwk composite shortbow +14/+9 (1d6 $+1/\times3$)

Special Attacks challenge 2/day (+4 damage or +6 when no one else threatens the target), martial flexibility 6/day, scathing tirade

STATISTICS

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

Base Atk +10; CMB +15 (+17 dirty trick, +17 trip); CMD 30 (32 vs. dirty trick, 32 vs. trip)

- Feats Bodyguard, Combat Expertise, Combat Reflexes, Combat Stamina, Dazzling Display (dazzling Lotus), Dirty Fighting, Dodge, Exotic Weapon Proficiency (katana), Horse Master, Improved Antagonize, Improved Dirty Trick, Improved Trip, Power Attack, Steadfast Personality
- Skills Acrobatics +12 (+8 to jump), Bluff +17, Climb +4, Diplomacy +15, Disguise +4 (+14 when assuming his specific human form), Handle Animal +6, Intimidate +14, Knowledge (arcana) +6, Knowledge (engineering) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge

(nature) +6, Knowledge (nobility) +10, Knowledge (religion) +6, Perception +6, Perform (oratory) +6, Ride +9, Sense Motive +9, Swim +4; Racial Modifiers +2 Acrobatics, +2 Bluff, +2 Disguise

Languages Common, Hobgoblin, Elven, Sylvan

- **SQ** change shape, expert trainer +2, intercept, mount (allosaurus named Tsume), order of the dazzling lotus, sworn defense
- **Combat Gear** potion of barkskin, potion of cure moderate wounds; **Other Gear** +1 do-maru, +1 light steel shield, +1 katana, mwk composite shortbow (+1 Str), belt of giant strength +2, cloak of resistance +1, ring of protection +1

TSUME CR -Allosaurus N Large animal Init +3; Senses low-light vision, scent; Perception +8 DEFENSE AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size) hp 59 (9d8+18) Fort +8, Ref +9, Will +5 (+4 morale bonus vs. enchantment spells and effects) Defensive Abilities evasion OFFENSE Speed 40 ft. Melee bite +13 (1d8+8 plus grab), 2 claws +13 (1d6+8) Space 10 ft.; Reach 10 ft. Special Attacks pounce STATISTICS Str 26, Dex 17, Con 14, Int 3, Wis 15, Cha 10 Base Atk +6; CMB +15 (+19 grapple, +19 overrun); CMD 28 (30 vs. overrun) Feats Charge Through, Combat Reflexes, Greater Overrun, Improved Overrun, Power Attack Tricks Attack (2), Combat Riding, Come, Defend, Down, Flank, Guard, Heel, Maneuver (Overrun) Skills Acrobatics +8 (+12 to jump), Climb +12, Perception +8, Stealth +3, Survival +3, Swim +12 SQ attack any target, combat riding, devotion, flank, maneuver, multiattack / extra attack **SYR'SHIN YILENZO** CR 13

XP 25,600

- Male kitsune cavalier (gendarme, honor guard) 4/fighter (lore warden, martial master) 10
- NG Medium humanoid (kitsune, shapechanger)
- Init +3; Senses low-light vision; Perception +10

DEFENSE

AC 26, touch 15, flat-footed 22 (+6 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural, +4 shield)

hp 96 (14d10+14)

Fort +13, **Ref** +8, **Will** +8

OFFENSE

Speed 30 ft.

Melee +1 cruel katana +19/+14/+9 (1d8+6/15-20) or bite

+12(1d4+1)

Ranged +1 composite shortbow +18/+13/+8 (1d6+3/×3)

Special Attacks challenge 2/day (+4 damage or +6 when no one else threatens the target), martial flexibility 11/day, scathing tirade

STATISTICS

- Str 16, Dex 16, Con 12, Int 14, Wis 10, Cha 16
- Base Atk +14; CMB +21 (+25 dirty trick, +23 trip); CMD 36 (38 vs. dirty trick, 38 vs. trip)
- Feats Bodyguard, Combat Expertise, Combat Reflexes, Combat Stamina, Dazzling Display, Dirty Fighting, Dodge, Exotic Weapon Proficiency (katana), Extra Martial Flexibility, Greater Dirty Trick, Horse Master, Improved Antagonize, Improved Critical (katana), Improved Dirty Trick, Improved Trip, Power Attack, Steadfast Personality, Weapon Focus (katana), Weapon Specialization (katana)
- Skills Acrobatics +17, Appraise +6, Bluff +22, Climb +5, Diplomacy +20, Disguise +5 (+15 when assuming his specific human form), Handle Animal +7, Intimidate +20, Knowledge (arcana) +7, Knowledge (dungeoneering) +6, Knowledge (engineering) +10, Knowledge (geography) +6, Knowledge (history) +8, Knowledge (local) +10, Knowledge (nature) +7, Knowledge (nobility) +15, Knowledge (planes) +6, Knowledge (religion) +6, Perception +10, Perform (oratory) +7, Ride +10, Sense Motive +9, Swim +5; Racial Modifiers +2 Acrobatics, +2 Bluff, +2 Disguise
- Languages Common, Hobgoblin, Elven, Sylvan
- **SQ** change shape, expert trainer +2, intercept, know thy enemy, mount (allosaurus named Tsume), order of the dazzling lotus, sworn defense
- **Combat Gear** oil of keen edge, potion of cure moderate wounds, potion of cure serious wounds, potion of haste, potion of heroism; **Other Gear** +1 mithral do-maru, +2 heavy steel shield, +1 composite shortbow (+2 Str), +1 cruel katana, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +1, feather step slippers, ring of protection +1, 255 gp

TSUMECR –AllosaurusN Large animalInit +4; Senses low-light vision, scent; Perception +10

DEFENSE AC 27, touch 13, flat-footed 23 (+4 Dex, +14 natural, -1 size) hp 79 (12d8+24) Fort +10, Ref +12, Will +6 (+4 morale bonus vs. enchantment spells and effects)

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +17 (1d8+9 plus grab), 2 claws +17 (1d6+9) Space 10 ft.; Reach 10 ft. Special Attacks pounce

STATISTICS

Str 28, Dex 18, Con 14, Int 3, Wis 15, Cha 10

Base Atk +9; **CMB** +19 (+23 grapple, +23 overrun); **CMD** 33 (35 vs. overrun)

- Feats Charge Through, Combat Reflexes, Greater Overrun, Improved Overrun, Power Attack, Step Up
- **Tricks** Aid, Attack (2), Combat Riding, Come, Defend, Down, Flank, Guard, Heel, Hunt, Maneuver (Overrun)
- Skills Acrobatics +10 (+14 to jump), Climb +13, Perception +10, Stealth +4, Survival +3, Swim +13

SQ devotion, multiattack

Kyr'shin Yilenzo

XP 76,800

- Male kitsune cavalier (gendarme, honor guard) 4/fighter (lore warden, martial master) 13
- NG Medium humanoid (kitsune, shapechanger)

Init +3; **Senses** low-light vision; Perception +11

DEFENSE

AC 27, touch 13, flat-footed 25 (+8 armor, +1 deflection, +1 Dex, +1 dodge, +1 natural, +5 shield)

hp 115 (17d10+17)

Fort +15, **Ref** +10, **Will** +10

- OFFENSE
- Speed 30 ft. (20 ft. in armor)
- **Melee** +2 *cruel katana* +24/+19/+14/+9 (1d8+7/15-20) or bite +15 (1d4+1)

Ranged +1 composite shortbow +21/+16/+11/+6(1d6+2/×3)

Special Attacks challenge 2/day (+4 damage, +2 dam while only he threatens), martial flexibility 12/day, scathing tirade STATISTICS

Base Atk +17; CMB +26 (+30 dirty trick, +28 trip); CMD 41 (43 vs. dirty trick, 45 vs. disarm, 45 vs. sunder, 43 vs. trip)

- Feats Bodyguard, Combat Expertise, Combat Reflexes, Combat Stamina, Dazzling Display, Dirty Fighting, Dodge, Exotic Weapon Proficiency (katana), Extra Martial Flexibility, Extra Stamina, Extra Stamina, Greater Dirty Trick, Greater Weapon Focus (katana), Horse Master, Improved Antagonize, Improved Critical (katana), Improved Dirty Trick, Improved Trip, Power Attack, Steadfast Personality, Weapon Focus (katana), Weapon Specialization (katana)
- Skills Acrobatics +16 (+12 to jump), Appraise +6, Bluff +25, Climb +1, Diplomacy +23, Disguise +5 (+15 when assuming his specific human form), Handle Animal +7, Intimidate +23, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +12, Knowledge (geography) +6, Knowledge (history) +8, Knowledge (local) +10, Knowledge (nature) +8, Knowledge (nobility) +15, Knowledge (planes) +8, Knowledge (religion) +8, Perception +11, Perform (oratory) +7, Ride +6, Sense Motive +13, Swim +1; Racial Modifiers +2 Acrobatics, +2 Bluff, +2 Disguise
- Languages Common, Hobgoblin, Elven, Sylvan
- **SQ** change shape, expert trainer +2, greater dirty trick, hair's breadth, intercept, know thy enemy, mount (allosaurus named Tsume), order of the dazzling lotus, sworn defense

Character Biography

Character Build

Stat Eloeks

CR 16

Str 16, Dex 16, Con 12, Int 14, Wis 10, Cha 17

Combat Gear potion of barkskin +2, potion of cure serious wounds, potion of fly, potion of haste; **Other Gear** +3 mithral do-maru, +3 heavy steel shield, +1 composite shortbow (+1 Str), +2 cruel katana, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +2, feather step slippers, gloves of dueling, ring of protection +1, 430 gp

TSUME

Allosaurus N Large animal

Init +4; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 29, touch 13, flat-footed 25 (+4 Dex, +16 natural, -1 size) hp 92 (14d8+28)

Fort +11, **Ref** +13, **Will** +6 (+4 morale bonus vs. enchantment spells and effects)

Defensive Abilities evasion, improved evasion

OFFENSE

Speed 40 ft.

Melee bite +18 (1d8+9 plus grab), 2 claws +18 (1d6+9) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks pounce

STATISTICS

Str 29, Dex 19, Con 14, Int 3, Wis 15, Cha 10

- **Base Atk** +10; **CMB** +20 (+24 grapple, +24 overrun); **CMD** 34 (36 vs. overrun)
- Feats Charge Through, Combat Reflexes, Following Step, Greater Overrun, Improved Overrun, Power Attack, Step Up
- Tricks Aid, Attack (2), Combat Riding, Come, Defend, Down, Flank, Guard, Heel, Hunt, Maneuver (Overrun), Sneak
- Skills Acrobatics +11 (+15 to jump), Climb +13, Perception +11, Stealth +4, Survival +3, Swim +13

SQ devotion, multiattack

Kyr'shin Yilenzo

XP 204,800

Male kitsune cavalier (gendarme, honor guard) 4/fighter (lore warden, martial master) 16

NG Medium humanoid (kitsune, shapechanger)

Init +3; Senses low-light vision; Perception +14

DEFENSE

AC 30, touch 16, flat-footed 26 (+8 armor, +2 deflection, +3 Dex, +1 dodge, +1 natural, +5 shield)

hp 135 (20d10+20)

Fort +18, Ref +12, Will +14 (+3 vs. fear)

OFFENSE

Speed 30 ft.

- **Melee** +3 cruel spell storing katana +29/+24/+19/+14(1d8+9/15-20) or heavy shield bash +24/+19/+14/+9(1d4+4) or bite +19 (1d4+2)
- **Ranged** +2 adaptive composite shortbow +25/+20/+15/+10(1d6+6/×3)
- **Special Attacks** challenge 2/day (+4 damage or +6 when no one else threatens the target), martial flexibility 14/day,

scathing tirade

STATISTICS

Str 18, Dex 16, Con 12, Int 14, Wis 10, Cha 20

- **Base Atk** +20; **CMB** +32 (+36 dirty trick, +34 trip); **CMD** 48 (50 vs. dirty trick, 52 vs. disarm, 52 vs. sunder, 50 vs. trip)
- Feats Bodyguard, Combat Expertise, Combat Reflexes, Combat Stamina, Critical Focus, Dazzling Display, Dirty Fighting, Dodge, Exotic Weapon Proficiency (katana), Extra Martial Flexibility, Extra Stamina, Extra Stamina, Extra Stamina, Greater Dirty Trick, Greater Weapon Focus (katana), Horse Master, Improved Antagonize, Improved Critical (katana), Improved Dirty Trick, Improved Shield Bash, Improved Trip, Power Attack, Steadfast Personality, Two-weapon Fighting, Weapon Focus (katana), Weapon Specialization (katana)
- Skills Acrobatics +23, Appraise +6, Bluff +30, Climb +6, Diplomacy +28, Disguise +5 (+15 while assuming his specific human form), Handle Animal +9, Intimidate +28, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (engineering) +12, Knowledge (geography) +6, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (nobility) +15, Knowledge (planes) +10, Knowledge (religion) +10, Perception +14, Perform (oratory) +9, Ride +10, Sense Motive +13, Swim +6; Racial Modifiers +2 Acrobatics. +2 Bluff, +2 Disguise

Languages Common, Custom Language, Elven, Sylvan

- **SQ** change shape, expert trainer +2, hair's breadth, intercept, know thy enemy, mount (allosaurus named Tsume), order of the dazzling lotus, sworn defense
- **Combat Gear** potion of cure serious wounds, potion of fly, potion of haste; **Other Gear** +3 mithral do-maru, +3 heavy steel shield, +2 adaptive composite shortbow (+1 Str), +3 cruel spell storing katana, amulet of natural armor +1, belt of giant strength +4, cloak of resistance +3, feather step slippers, gloves of dueling, headband of alluring charisma +2, ring of protection +2, 2,030 gp

TSUME

38 (40 vs. overrun)

CR 19

Allosaurus	s (cavalier enabled)
N Large an	nimal
Init +5; S	Senses low-light vision, scent; Perception +13
Defense	
AC 32, to	uch 14, flat-footed 27 (+5 Dex, +18 natural, -1 size)
hp 105 (1	6d8+32)
Fort +12,	Ref +15, Will +8 (+4 morale bonus vs. enchantment
spells ar	nd effects)
Defensiv	e Abilities evasion, improved evasion
OFFENSE	
Speed 40	ft.
Melee bit	te +21 (1d8+10 plus grab), 2 claws +21 (1d6+10)
Space 10	ft.; Reach 10 ft.
Special A	.ttacks pounce
STATISTICS	
Str 30, De	ex 20, Con 14, Int 3, Wis 16, Cha 10
Base Atk	+12; CMB +23 (+27 grapple, +27 overrun); CMD

Character Build

Stat Elocks

- **Feats** Charge Through, Combat Reflexes, Following Step, Greater Overrun, Improved Overrun, Power Attack, Step Up, Step Up And Strike
- Tricks Aid, Attack (2), Break Out, Combat Riding, Come, Defend, Down, Flank, Guard, Heel, Hunt, Maneuver (Overrun), Sneak
- Skills Acrobatics +13 (+17 to jump), Climb +14, Perception +13, Stealth +5, Survival +4, Swim +14

SQ devotion, multiattack

Tsume's Feats

In combat, Kyr'shin orders his allosaurus, Tsume, to carry him directly next to an opponent, using the allosaurus's movement to bring him close to his enemy. Tsume harries Kyr'shin's opponent with her brutal natural weapons, exploiting the many openings that Kyr'shin's tactics leaves in their foe's defenses.

Tsume gains the following feats that are not listed in the previous section under Kyr'shin's 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 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

Kyr'shin's Mount

Kyr'shin is able to select an allosaurus as his mount as a result of his unique relationship with the local jungle elves that he rules. If the GM considers Kyr'shin's mount choice as being inappropriate for the campaign, replace Tsume with a horse, using the following statistics.

Starting Statistics: Size Large; Speed 50 ft.; AC +4 natural armor; Attack bite (1d4), 2 hooves (1d6); Ability Scores Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent.

4th-Level Advancement: Ability Scores Str +2, Con +2; **Special Qualities** combat trained.

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 chose 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.

Kyr'shin Yilenzo

Male kitsune cavalier (gendarme, honor guard) 1 NG Medium humanoid (kitsune, shapechanger) Init +3; Senses low-light vision; Perception +1 DEFENSE AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 shield) **hp** 11 (1d10+1) **Fort** +3, **Ref** +3, **Will** +0 OFFENSE Speed 30 ft. (20 ft. in armor) **Melee** longsword +2 (1d8+1/19-20) or bite -3 (1d4) **Ranged** composite longbow +4 (1d8+1/x3)Special Attacks challenge 1/day (+1 damage or +2 when no one else threatens the target) **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 +1 (-3 to jump), Bluff +8, Diplomacy +6, Disguise +4 (+14 when assuming his specific human form), Perception +1, Ride +2; Racial Modifiers +2 Acrobatics, +2 Bluff, +2 Disguise Languages Common, Elven, Sylvan SQ change shape, mount (allosaurus named Tsume), order of the dazzling lotus, sworn defense Other Gear backpack (bedroll, flint and steel, rope, soap,

torches [10], trail rations [5 days], waterskin), belt pouch (39 gp), horn lamellar armor, light steel shield, longsword

- Antagonize Kyr'shin can attempt to goad a foe into attacking him as a move action. In order to do so, he makes a Bluff, Diplomacy, Handle Animal, or Intimidate check against his foe's condition for 1 round, treating Kyr'shin as its antagonist. For coin, and the young kitsune never wanted for much growing up. every 5 by which Kyr'shin's check beats his foe's Psychology DC, that foe is antagonized for 1 additional round.
- **Challenge** Once per day, Kyr'shin can challenge a foe within sight to challenge. His melee attacks deal +1 extra damage against the target of his challenge, or +2 extra damage when no other ally threatens his target. Kyr'shin takes a -2 penalty to his AC during a challenge, except against attacks made by the target of his challenge.
- Change Shape (Su) Kyr'shin can assume the appearance of a redhaired, blue-eyed human male with fair skin as a standard action, as if using *alter self*. He gains a +10 bonus on Disguise checks to appear human while transformed, and he may only assume this

specific, individual form. This transformation lasts indefinitely. Sworn Defense (Ex) Whenever Kyr'shin issues a challenge (see above), he can select one ally as his ward for the duration of the challenge. Whenever Kyr'shin is adjacent to his ward, he takes a -1 penalty to his AC and the ward receives a +1 dodge bonus to AC.

Тѕиме
Allosaurus
N Medium animal
Init +3; Senses low-light vision, scent; Perception +6
DEFENSE
AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 10 (2d8)
Fort +3, Ref +6, Will +2
Offense
Speed 40 ft.
Melee bite +3 (1d6+2), 2 claws +3 (1d4+2)
Statistics
Str 14, Dex 16, Con 10, Int 2, Wis 15, Cha 10
Base Atk +1; CMB +3; CMD 16
Feats Light Armor Proficiency, Power Attack
Tricks Attack (2), Combat Riding, Come, Defend, Down,
Guard, Heel
Skills Acrobatics +3 (+7 to jump), Perception +6, Stealth +7

Other Gear saddlebags (animal feed [5 days], brit and bridle, exotic riding saddle, iron pot, mess kit)

As a youngster, Kyr'shin dreamed of agency. As a mewling babe, Kyr'shin was adopted by a family of eccentric elves after he was found mysteriously stowed away on a northbound ship with nothing more than his swaddling clothes and a note begging the captain to bring him to a good home. To some extent, that wish came true. The Psychology DC. If he succeeds, that foe gains the antagonized Yilenzos were a proud and wealthy family of old blood and As he got older, however, Kyr'shin yearned to live somewhere where his role in life wasn't relegated to that of an exotic pet. He got that opportunity when his father agreed to allow him to train as a samurai, but his training ended prematurely when his sensei refused to train him on the grounds that he would likely die before he was fully trained. Fed up, Kyr'shin packed his belongings and left home in search of a place where he could find value in his life.

> Kyr'shin is good-natured, though something of an eccentric as far as kitsune are concerned. He is outspoken and showy and isn't afraid to fight and die for what he believes is right. He also has gaudy tastes; his katana, for instance, glows neon pink when

unsheathed and emits sparkles that look like cherry blossom petals when swung. He has a soft spot for children, particularly adolescents, and like most kitsune, Kyr'shin prefers to travel in his human guise, which appears as a fair-skinned human with sky-blue eyes and flaming red hair. Despite being a kitsune himself, Kyr'shin doesn't know their customs particularly well. As a result, he sometimes comes off as being somewhat bizarre to other kitsune. Ever an optimist, however, Kyr'shin often tries to improve his friends' moods and, "That's not a bad thing," is something of a catchphrase of his.



Kyr'shin Yilenzo

Male kitsune cavalier (gendarme, honor guard) 2/fighter (lore warden, martial master) 1

NG Medium humanoid (kitsune, shapechanger)

Init +3; Senses low-light vision; Perception +1

DEFENSE

AC 22, touch 13, flat-footed 19 (+7 armor, +3 Dex, +2 shield) **hp** 25 (3d10+3)

Fort +7, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk katana +5 (1d8+1/18-20) or bite +5 (1d4+1) **Ranged** mwk composite longbow +7 (1d8+1/x3)

Special Attacks challenge 1/day (+2 damage or +3 when no one else threatens the target), scathing tirade

STATISTICS

Str 13, Dex 16, Con 12, Int 13, Wis 10, Cha 15 Base Atk +3; CMB +4; CMD 17

Feats Combat Reflexes, Dazzling Display, Exotic Weapon N Medium animal Proficiency (katana), Improved Antagonize, Power Attack

Skills Acrobatics +4 (+0 to jump), Bluff +9, Diplomacy +8, Disguise +4 (+14 when assuming his specific human form), AC 21, touch 13, flat-footed 18 (+3 Dex, +4 armor, +4 natural) Handle Animal +6, Intimidate +8, Knowledge (engineering) hp 14 (3d8) +5, Knowledge (local) +5, Knowledge (nobility) +5, Fort +3, Ref +6, Will +3 Perception +1, Ride +5, Swim +2; Racial Modifiers +2 OFFENSE

Acrobatics, +2 Bluff, +2 Disguise

Languages Common, Elven, Sylvan

SQ change shape, mount (allosaurus named Tsume), order of the STATISTICS dazzling lotus, sworn defense

waterskin), belt pouch (60 gp), *cloak of resistance* +1, masterwork composite longbow (+1 pull), masterwork katana.

- Antagonize Kyr'shin can attempt to goad a foe into attacking him as a move action. In order to do so, he makes a Bluff, Diplomacy, Handle Animal, or Intimidate check against his foe's Psychology DC. If he succeeds, that foe gains the antagonized condition A stranger in a strange land, Kyr'shin was adopted by a wealthy for 1 round, treating Kyr'shin as its antagonist. For every 5 by antagonized for 1 additional round.
- **Challenge** Once per day, Kyr'shin can challenge a foe within sight to challenge. His melee attacks deal +2 extra damage against the target of his challenge, or +3 extra damage when no other ally threatens

his target. Kyr'shin takes a -2 penalty to his AC during a challenge, except against attacks made by the target of his challenge.

Change Shape (Su) Kyr'shin can assume the appearance of a redhaired, blue-eyed human male with fair skin as a standard action, as if using alter self. He gains a +10 bonus on Disguise checks to appear human while transformed, and he may only assume this specific, individual form. This transformation lasts indefinitely.

Scathing Tirade (Ex) Kyr'shin can spend a standard action to use the Dazzling Display feat. He doesn't need a weapon in hand in order to use Dazzling Display. Kyr'shin receives a +2 morale bonus on attack rolls made against demoralized targets.

Sworn Defense (Ex) Whenever Kyr'shin issues a challenge (see above), he can select one ally as his ward for the duration of the challenge. Whenever Kyr'shin is adjacent to his ward, he takes a -1 penalty to his AC and the ward receives a + 1 dodge bonus to AC.

TSUME

Allosaurus

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

Speed 40 ft.

Melee bite +4 (1d6+2), 2 claws +4 (1d4+2)

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

Combat Gear potion of bull's strength, potion of cure light wounds; Base Atk +2; CMB +4 (+6 overrun); CMD 17 (19 vs. overrun) Other Gear +1 do-maru, +1 light steel shield, backpack (bedroll, Feats Improved Overrun, Light Armor Proficiency, Power Attack flint and steel, rope, soap, torches [10], trail rations [5 days], Tricks Attack (2), Combat Riding, Come, Defend, Down, Guard, Heel

> Skills Acrobatics +7 (+11 to jump), Perception +6, Stealth +7 Other Gear masterwork horn lamellar armor, saddlebags (animal feed [5 days], brit and bridle, exotic riding saddle, iron pot, mess kit)

family of eccentric elves as a mewling babe, and while he wanted which Kyr'shin's check beats his foe's Psychology DC, that foe is never wanted for much as a child, the young kitsune began yearning to live somewhere where his role in life wasn't relegated to that of an exotic pet. He got that opportunity when his father agreed to allow him to train as a samurai, but his training ended prematurely when his sensei refused to train him on the grounds that he would

likely die before he was fully trained. Fed up, Kyr'shin packed his belongings and left home.

Kyr'shin is good-natured, though something of an eccentric. He is outspoken and showy and isn't afraid to fight and die for what he believes is right. He has gaudy tastes and a soft spot for young people, and like most kitsune, he prefers to travel in his human guise. Kyr'shin doesn't know kitsune customs well, and as a result he sometimes comes off as being somewhat bizarre to other kitsune. Ever an optimist, however, "That's not a bad thing," is something of a catchphrase of his.



Kyr'	SHIN	YILF	N70

Male kitsune cavalier (gendarme, honor guard) 4/fighter (lore warden, martial master) 3

NG Medium humanoid (kitsune, shapechanger)

Init +3; Senses low-light vision; Perception +4

DEFENSE

AC 23, touch 13, flat-footed 20 (+7 armor, +3 Dex, +1 deflection, +2 shield)

hp 53 (7d10+7)

Fort +9, Ref +6, Will +3; +2 vs. mind-affecting effects

OFFENSE

Speed 30 ft.

Melee +1 katana +10/+5 (1d8+3/18-20) or bite +10 (1d4+2) **Ranged** mwk composite shortbow +11/+6 (1d6 $+2/\times3$)

Special Attacks challenge 2/day (+4 damage or +6 when no

one else threatens the target), scathing tirade

STATISTICS

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

Base Atk +7; CMB +10 (+12 trip); CMD 23 (25 vs. trip)

Feats Bodyguard, Combat Expertise, Combat Reflexes, Dazzling Display, Exotic Weapon Proficiency (katana), Horse Master, Sworn Defense (Ex) Whenever Kyr'shin issues a challenge Improved Antagonize, Improved Trip, Power Attack, Steadfast Personality

Skills Acrobatics +7 (+3 to jump), Bluff +14, Climb +1, Diplomacy +12, Disguise +4 (+14 when assuming his specific human form), Handle Animal +6, Intimidate +12, Knowledge (arcana) +6, Knowledge (engineering) +6, Knowledge TSUME (history) +7, Knowledge (local) +7, Knowledge (nobility) Allosaurus +8, Perception +4, Perform (oratory) +6, Ride +8, Sense N Large animal Motive +4, Swim +1; Racial Modifiers +2 Acrobatics, +2 Init +3; Senses low-light vision, scent; Perception +7 Bluff, +2 Disguise

Languages Common, Hobgoblin, Elven, Sylvan

SQ change shape, expert trainer +2, intercept, mount (allosaurus hp 40 (6d8+12) named Tsume), order of the dazzling lotus, sworn defense

Combat Gear potion of cure serious wounds, potion of haste, potion of lesser restoration; Other Gear +1 mithral do-maru, +1 katana, +1 Defensive Abilities evasion light steel shield, backpack (bedroll, flint and steel, rope, soap, OFFENSE torches [10], trail rations [5 days], waterskin), belt pouch (60 Speed 40 ft. gp), belt of giant's strength +2, cloak of resistance +2, masterwork Melee bite +10 (1d8+7 plus grab), 2 claws +10 (1d6+7) composite longbow (+2 pull), *ring of protection* +1.

Antagonize Kyr'shin can attempt to goad a foe into attacking STATISTICS him as a move action. In order to do so, he makes a Bluff, Str 24, Dex 16, Con 14, Int 3, Wis 15, Cha 10 Diplomacy, Handle Animal, or Intimidate check against his foe's Base Atk +4; CMB +12 (+16 grapple, +14 overrun); CMD 25 Psychology DC. If he succeeds, that foe gains the antagonized

by which Kyr'shin's check beats his foe's Psychology DC, that foe is antagonized for 1 additional round.

Challenge Twice per day, Kyr'shin can challenge a foe within sight to challenge. His melee attacks deal +2 extra damage against the target Skills Acrobatics +7 (+11 to jump), Perception +7, Stealth +4, of his challenge, or +3 extra damage when no other ally threatens his target. Kyr'shin takes a -2 penalty to his AC during a challenge, except SQ devotion

against attacks made by the target of his challenge.

Change Shape (Su) Kyr'shin can assume the appearance of a redhaired, blue-eyed human male with fair skin as a standard action, as if using alter self. He gains a +10 bonus on Disguise checks to appear human while transformed, and he may only assume this specific, individual form. This transformation lasts indefinitely. Intercept (Ex) Whenever Kyr'shin uses the aid another action to increase an ally's Armor Class, the bonus granted by the aid another action increases by +1.

Scathing Tirade (Ex) Kyr'shin can spend a standard action to use the Dazzling Display feat. He doesn't need a weapon in hand in order to use Dazzling Display. Kyr'shin receives a +2 morale bonus on attack rolls made against demoralized targets.

CR -

(see above), he can select one ally as his ward for the duration of the challenge. Whenever Kyr'shin is adjacent to his ward, he takes a -1 penalty to his AC and the ward receives a +1dodge bonus to AC.

DEFENSE

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

Fort +7, Ref +8, Will +4 (+4 morale bonus vs. enchantment spells and effects)

Space 10 ft.; Reach 10 ft. Special Attacks pounce

(27 vs. overrun)

condition for 1 round, treating Kyr'shin as its antagonist. For every 5 Feats Charge Through, Improved Overrun, Light Armor Proficiency, Power Attack

> Tricks Attack (2), Combat Riding, Come, Defend, Down, Flank, Guard, Heel, Maneuver (Overrun)

Survival +3

Other Gear mithral horn lamellar armor, saddlebags (animal



feed [5 days], brit and bridle, exotic riding saddle, iron pot, mess kit)

As a youngster, Kyr'shin dreamed of agency. As a mewling babe, Kyr'shin was adopted by a family of eccentric elves after he was found mysteriously stowed away on a northbound ship with nothing more than his swaddling clothes and a note begging the captain to bring him to a good home. To some extent, that wish came true. The Yilenzos were a proud and wealthy family of old blood and coin, and the young kitsune never wanted for much growing up. As he got older, however, Kyr'shin realized something that most men do when living among elves: he was like wax amongst marble, beautiful, but ultimately temporary. Everything Kyr'shin did was too fast for the elves' taste, and he yearned to live somewhere where his role in life wasn't relegated to that of a particularly exotic pet. Kyr'shin got that opportunity when his father agreed to allow him to train as a samurai, but his training ended prematurely when his sensei refused to train him on the grounds that he would likely die before he could complete his tutelage. Fed up, Kyr'shin packed his belongings and left home at the age of 18 in search of a place where he could find value in his life.

Kyr'shin is good-natured though something of an eccentric as far as kitsune are concerned. He is outspoken and showy, isn't afraid to fight and die for what he believes is right. He has a soft spot for children, particularly adolescents, and is a ladies man. Like most kitsune, Kyr'shin prefers to travel in his human guise, which appears as a fair-skinned human with skyblue eyes and flaming red hair. Despite being a kitsune himself, Kyr'shin has only met a handful of his people and doesn't know their customs particularly well, save that showing off his true form around strangers isn't usually a good thing. He often comes off as being somewhat bizarre, and has somewhat gaudy tastes; his katana, for instance, glows neon pink when unsheathed and emits sparkles that look like cherry blossom petals when swung. Ever an optimist, Kyr'shin often tries to improve his friends' moods and, "That's not a bad thing," is something of a catchphrase of his.



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