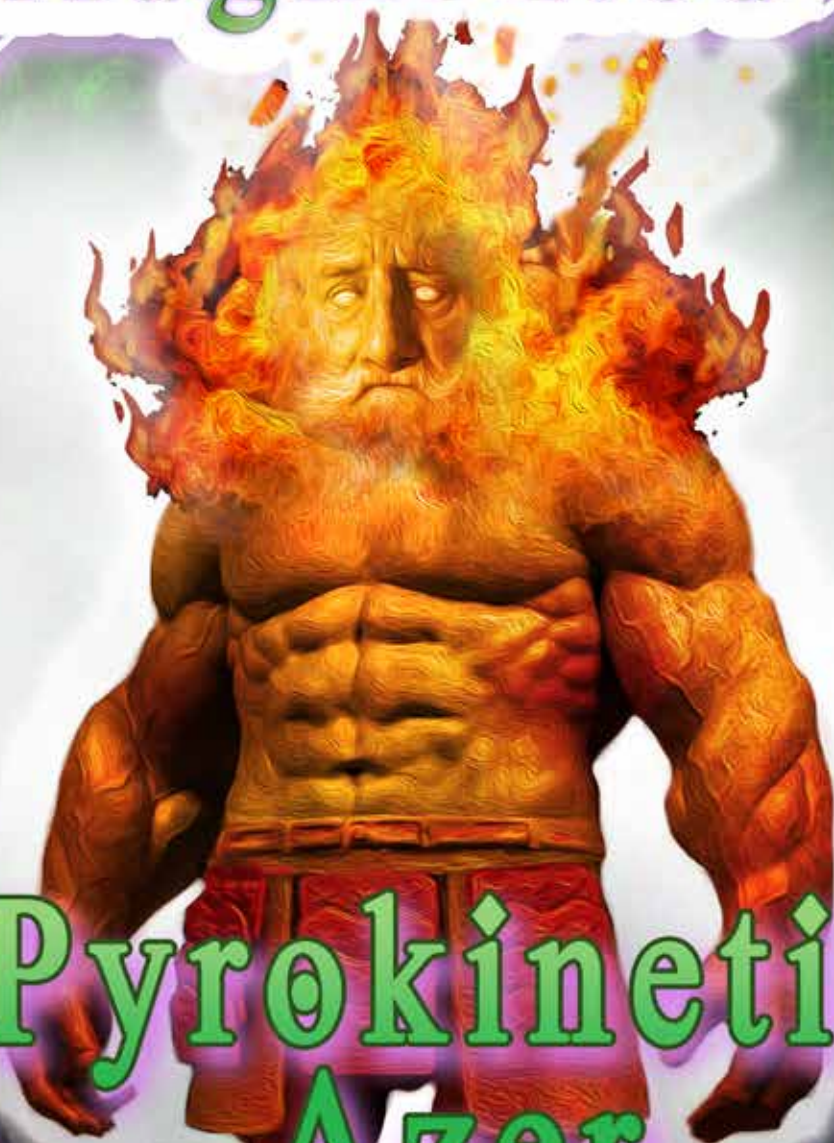


Mindblast!

Villains Augmented



Pyrokinetic Azer

ULTIMATE
PSIONICS
COMPATIBLE



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MINDBLAST!

Villains Augmented

Pyrokinetic

Azer

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ULTIMATE
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PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

Pyrokinetic Azer

This stout figure has bronze skin and is wreathed in fire. Its face seems to float in its fiery armor.

AZER, PYROKINETIC CR 2

XP 600

LN Medium outsider (extraplanar, fire, psionic)

Init +1; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 natural)

hp 15 (2d10+4)

Fort +5, Ref +1, Will +5

Immune fire; PR 13; Resist cold 10

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee fire blade +3 (1d8+1 fire/×3)

Ranged fire blade +3 (1d8+1 fire/×3)

Special Attacks fire blade

Psi-like abilities (ML 2nd, Concentration +3)

1/day—control flames, energy ray (fire only)

STATISTICS

Str 13, Dex 12, Con 15, Int 12, Wis 14, Cha 12

Base Atk +2; CMB +3; CMD 14

Feats Power Attack

Skills Acrobatics +3, Appraise +6, Climb +3, Craft (blacksmith) +4, Craft (gem cutting) +4, Knowledge (nobility) +6, Perception +7

Languages Common, Ignan

SQ armor of flames

ECOLOGY

Environment any land (Plane of Fire)

Organization solitary, pair, team (1 plus 2-8 azers)

Treasure standard

SPECIAL ABILITIES

Armor of Flames (Su) A pyrokinetic azer can spend a full-round action to summon a suit of semi-solid fire to protect it. This grants the azer a +4 armor bonus as well as cold resistance 10. Any opponent that strikes the azer while his armor of flames is active must make a DC 13 Reflex save or suffer 1d6 fire damage.

This save DC is Constitution based. This armor can be dispelled by *dispel psionics*, using the azer's hit dice as its manifester level, though the azer can simply summon a new suit.

Fire Blade (Su) A pyrokinetic azer can form a blade of pure flame as a move action. This is treated as a one-handed weapon that deals 1d8 fire damage. It has a critical modifier of ×3. The azer can throw this blade as a ranged weapon with a range increment of 10 ft. A pyrokinetic azer with the Two-Weapon-Fighting feat can instead manifest a pair of fire blades, treating them as light weapons, but each only deals 1d6 damage in this case.

Azers are an industrious race of elemental dwarves native to the Plane of Fire. All azers have the ability to channel heat into their weapons and are immune to even the hottest of fire, but some azers have an affinity with flames that surpasses even this.

Pyrokinetic azers are strange creatures, part fire and part elemental dwarf. They have the ability to manipulate fire to craft weapons and armor for themselves. Some very skilled pyrokinetic azers can even sculpt flame into other forms, riding into battle on chariots of fire and living in homes of brass and fire.

Pyrokinetic azers are typically born to mundane parents (though the psionic azers tend to produce more of their kind if they interbreed), and do not manifest any outward differences until they enter adolescence. Then their powers tend to sprout in odd ways—nearby objects burst into flames (a not-so-rare feat of the Plane of Fire), items they hold become wreathed in flame (rather than simply heating up) or other similar phenomena. Once these powers are discovered, the pyrokinetic azer is nurtured and trained to use his abilities to help the society as a whole. These youths are often considered to be too dangerous to be allowed to simply develop on their own.

Pyrokinetic azers are often leaders in azer society, commanding the legions of their

mundane kin. They tend to be more naturally gifted leaders and strategists, though their elevated status in azer society often leads to arrogance and a sense of entitlement amongst the pyrokinetics. Aes such, they must be careful not to breed contempt in their followers. Like their non-gifted kin, a pyrokinetic azer stands about 4 feet tall and weighs over 200 pounds.



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