

# The Torrent

## Water Blast

You may use your water blast as a standard action as long as you have at least one hand free. Whenever you use your water blast, it can have one or both of the following infusions added onto it:

- **Extended Range:** The maximum range of the blast increases from 30 feet to 120 feet. This costs 1 point of burn.
- **Pushing Infusion:** If you hit the target, you may make a bull rush attempt versus the target, rolling 1d20+9 (including elemental overflow). You can push them back a maximum of 5 feet. This costs 1 point of burn, and you may spend additional points of burn in order to increase the maximum possible distance by 5 feet each. (You still need to roll high enough to push them that far.)

In addition, you can reduce the total burn spent on the blast.

- **Gather Power:** If you spent your move action gathering power this turn, then you can reduce the cost of this blast by 1. If you spent a full-round action gathering power last turn, then you can reduce the cost of this blast by 2. These two reductions stack. You may only do this if you have both hands free.

Once you have applied all the costs and reductions, your final blast can't cost more than 1 point of burn.

In addition, you can only take a maximum 6 points of burn, so if you already have 6 points of burn, you can't accept any more burn.

Once you've decided what options are being used in the blast, make the attack. You attack at +14 for 3d6+8 damage. Point-Blank Shot applies, along with any other buffs that your allies are giving you.

## Burn

Each point of burn represents 7 points of nonlethal damage that you can't heal except by getting 8 hours of rest. You can voluntarily take a maximum of 1 point of burn per round, and you can only take 6 points of burn. Even if you have burn on you, your actual maximum hit points are still 71, so if you take lethal damage, you need to take 71 total lethal damage before you start dying.

|                             |    |    |    |    |    |    |    |
|-----------------------------|----|----|----|----|----|----|----|
| Burn                        | 0  | 1  | 2  | 3  | 4  | 5  | 6  |
| Unhealable Nonlethal Damage | 0  | 7  | 14 | 21 | 28 | 35 | 42 |
| Remaining Hit Points        | 71 | 64 | 57 | 50 | 43 | 36 | 29 |

## Shroud of Water

At the start of each day, you may choose to have your shroud of water manifest as a +4 armor bonus to AC or a +2 shield bonus to AC. You can switch this later throughout the day as a standard action.

You can choose to take a point of burn at some point during the day to increase both the armor and the shield bonus by 1. You can take an additional point of burn to increase only the armor bonus by an additional 1.

Anytime you accept burn, you get the benefits of both the armor bonus and the shield bonus for 1 round.

You can dismiss or restore this effect as an immediate action.

## Actions in Combat

### Full-Round Action

**Gather Power** – you can gather power to reduce the burn cost of next round's blast by 2.

**Full-Round Attack** – you can attack with both of your claws.

**Summon** – you can attempt to summon another mephit with a 25% chance of success.

### Standard Action

**Attack** – you can attack with one of your claws

**Breath Weapon** – you can use your breath weapon. You have to wait 4 rounds before you can use it again.

**Spell-Like Ability** – you can use your *acid arrow* or *stinking cloud* spell-like abilities

**Use a Scroll/Wand** – you can use one of your scrolls or wands if you have it drawn.

**Water Blast** – you can use your water blast

### Move Action

**Move** – you can move up to 30 feet.

**Draw** – you can draw any stored item.

**Gather Power** – you can gather power to reduce the burn cost of this round's blast by 1.

## Gear

**Scroll of Dimension Door** (conjuration(teleportation), CL 7, long (680 ft.), you and touched objects) – teleport anywhere w/in range. This requires a DC 27 Use Magic Device check.

**Wand of Elemental Aura** (evocation[acid, cold, electricity, or fire], CL 5, personal, 5rd, SRYes) – Creatures adjacent to you when spell is cast and at the start of your turn take 2d6 damage and an additional effect. REF14 for half damage and negate the effect. This requires a DC 20 Use Magic Device check.

*Acid:* 1 point of ongoing acid for 1rd. Sickened during this duration.

*Cold:* Fatigued. This doesn't make fatigued worse.

*Electricity:* Staggered for 1 round.

*Fire:* Catch on fire.

**Wand of Feather Fall** (transmutation, 1 immediate action, CL 1, close, one medium or smaller freefalling creature, until landing or 1rd, SRYes) – Slows down falling rate to 60ft/rd. This requires a DC 20 Use Magic Device check.

**Wand of Grease** (conjuration (creation), CL 1, 1min) – Make a 10ft. square slippery. REF11 or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF11 to avoid. Fail and drop the item and REF11 to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled. This requires a DC 20 Use Magic Device check.

**Wand of Mage Armor** (conjuration(creation)[force], CL 1, creature touched, 1hr) - +4 armor bonus. This requires a DC 20 Use Magic Device check.

**Wand of Tongues** (divination, CL 5, creature touched, 50min) – Speak and understand any language. This requires a DC 20 Use Magic Device check.

