



# ULTIMATE KINETICIST COMPENDIUM

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

BY ONYX TANUKI



# ULTIMATE KINETICIST COMPENDIUM

## CREDITS

**LEAD DEVELOPER:** Onyx Tanuki

**EDITING AND DEVELOPMENT:** N. Jolly and Jason Nelson

**CONTRIBUTING EDITORS:** Blue Maculagh, Jacob McCoy, Timothy McLaughlin, Black Morton

**ARTISTS:** Aaron Acevedo, Hanyo Arte, Bruno Baliza, Gabriela Birchall, Matthew Burger, Kenneth Camaro, Guillermo Cartay, Tawny Fritz, William Hendershot, Frank Hessefort, Michael Jaecks, Jason Juta, Tom Kilian, Chris Kimiball, Tim Kings-Lynne, James Krause, Jethro Lentle, Eric Lofgren, Mike Lowe, Dio Mahesa, Chris McFann, Alyssa Menold, Gordon Napier, Beatrice Pelagatti, Peyeyo, Sabrina Pugnale, Lance Red, Arrahman Rendi, Julio Rocha, Tanyaporn Sangsnit, Phill Simpson, Colby Stevenson, Bob Storrar, Cory Trego-Erdner, Rian Trost, Justin Tumey, Steve Wood

**DESIGN AND LAYOUT:** Lj Stephens

**LEGENDARY GAMES TEAM MEMBERS:** Alex Augunas, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Matthew Goodall, Jim Groves, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, N. Jolly, Jonathan H. Keith, Michael Kortess, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

**PUBLISHER:** Jason Nelson

**EXECUTIVE PARTNER:** Neil Spicer

**BUSINESS DIRECTOR:** Rachel Ventura

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**Legendary Games**

3734 SW 99th St.

Seattle, WA 98126-4026

[makeyourgamelegendary.com](http://makeyourgamelegendary.com)



## WHAT YOU WILL FIND INSIDE

# ULTIMATE KINETICIST COMPENDIUM

Kineticists are masters of the elements, versatile in the extreme, and the ***Ultimate Kineticist Compendium*** is your encyclopedic resource to ALL the awesome tricks and talents that allow your kineticist to fill almost any niche in an adventuring party! This comprehensive collection includes a whopping 54 archetypes, 14 elements, over 80 kinetic blasts which can be modified by more than 200 infusions, over 550 utility wild talents—almost a **thousand** wild talents in all—and countless more options to allow players to customize their kineticist character, drawn from nearly a hundred different resources from official *Pathfinder Roleplaying Game* core rulebooks and softcover companions to the very best 3rd-party content for kineticists from Legendary Games, Purple Duck Games, and more, including the **legendary kineticist** class variant, favored class bonuses, variant multiclassing, and more. Every rules element in the ***Ultimate Kineticist Compendium*** has been updated to work seamlessly together, as well as with never-before-seen archetypes and abilities! To cap it off, four all-new sample characters show off how this wealth of kineticist material can be used to create a powerful and interesting characters at any level! Whether you've just discovered the kineticist class or you're a diehard fan, the massive ***Ultimate Kineticist Compendium*** is the perfect addition to your collection and is sure to make any campaign your kineticist joins legendary!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson





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This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with the rules for psychic magic and occultism found in the *Pathfinder Roleplaying Game Occult Adventures* rulebook. When you see the “Occult Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of that book, from mysterious magic and esoteric alchemy to psychics, dreamlands, cabalistic spiritualism, and creatures of mind-altering mystery. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that *Legendary Games* products will be the most creative, rules-legal and well-designed content you can find anywhere.

### SPECIAL ELECTRONIC FEATURES

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We’ve hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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The following superscripts are use to denote references to official Pathfinder Roleplaying Game rulebooks:

|                                                                                                        |                                                                                                           |                                                                                                        |
|--------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|
| AA = Softcover guide to aquatic adventures in the official Pathfinder campaign setting                 | GMG = <i>Pathfinder Roleplaying Game Gamemastery Guide</i>                                                | OAT = <i>Occult Archetypes</i> from <i>Legendary Games</i>                                             |
| AdA = Softcover companion for players wanting an armory for adventurers                                | GoG = Softcover companion guide to gnomes in the official Pathfinder campaign setting                     | OAT <sub>2</sub> = <i>Occult Archetypes 2</i> from <i>Legendary Games</i>                              |
| AdA <sub>2</sub> = Softcover companion #2 for players wanting an armory for adventurers                | HA = <i>Pathfinder Roleplaying Game Horror Adventures</i>                                                 | OO = Softcover companion for players exploring the origins of occult characters                        |
| AB = <i>Advanced Bestiary</i> from <i>Green Ronin Press</i>                                            | HfF = Softcover companion to heroes born on the fringes of society                                        | P <sub>10</sub> = Adventure #10 in the official adventure path series                                  |
| ACG = <i>Pathfinder Roleplaying Game Advanced Class Guide</i>                                          | HH = Softcover companion handbook for healers                                                             | P <sub>12</sub> = Adventure #12 in the official adventure path series                                  |
| ACO = Softcover companion for the origins of advanced classes                                          | HoG = Softcover companion to heroes from the official Pathfinder campaign setting                         | PA = Softcover companion anthology for psychic characters                                              |
| APG = <i>Pathfinder Roleplaying Game Advanced Player's Guide</i>                                       | HotD = Softcover companion to heroes from the dark lands far underground                                  | Pad = <i>Pathfinder Roleplaying Game Planar Adventures</i>                                             |
| ARG = <i>Pathfinder Roleplaying Game Advanced Race Guide</i>                                           | HotS = Softcover companion to heroes from the streets                                                     | PaP = Softcover companion guide to poisons and magical potions                                         |
| AG = <i>Pathfinder Roleplaying Game Adventurer's Guide</i>                                             | ISG = Hardcover guide to the gods of the official Pathfinder campaign setting                             | PAP <sub>51</sub> = Adventure #51 in the official adventure path series                                |
| AHGG <sub>1</sub> = <i>Adventurer's Handbook: Genius Guide Volume 1</i> from <i>Rogue Genius Games</i> | ISI = Softcover guide to intrigue campaigns in the inland sea in the official Pathfinder campaign setting | PAP <sub>95</sub> = Adventure #95 in the official adventure path series                                |
| B <sub>1</sub> = <i>Pathfinder Roleplaying Game Bestiary</i>                                           | ISI = Softcover guide to intrigue in the inland sea in the official Pathfinder campaign setting           | PAP <sub>100</sub> = Adventure #100 in the official adventure path series                              |
| B <sub>2</sub> = <i>Pathfinder Roleplaying Game Bestiary 2</i>                                         | ISR = Softcover guide to races of the inland sea in the official Pathfinder campaign setting              | PCCS = Original hardcover guide to the official Pathfinder campaign setting                            |
| B <sub>3</sub> = <i>Pathfinder Roleplaying Game Bestiary 3</i>                                         | ISWG = Hardcover guide to the world of the official Pathfinder campaign setting                           | P-HH = Softcover companion handbook for plane hopping heroes                                           |
| B <sub>4</sub> = <i>Pathfinder Roleplaying Game Bestiary 4</i>                                         | KoG = Softcover companion guide to kobolds in the official Pathfinder campaign setting                    | PoP = Softcover companion guide to planes and planar power in the official Pathfinder campaign setting |
| B <sub>5</sub> = <i>Pathfinder Roleplaying Game Bestiary 5</i>                                         | KoP = <i>Kineticists of Porphyria</i> from <i>Purple Duck Games</i>                                       | PatW = Softcover companion guide to people from the wastelands                                         |
| BM = Softcover companion for shopping in black markets                                                 | KoP <sub>2</sub> = <i>Kineticists of Porphyria 2</i> from <i>Purple Duck Games</i>                        | PU = <i>Pathfinder Roleplaying Game: Pathfinder Unchained</i>                                          |
| BoDM = <i>The Book of Divine Magic</i> from <i>4 Winds Fantasy Gaming</i>                              | KoP <sub>3</sub> = <i>Kineticists of Porphyria 3</i> from <i>Purple Duck Games</i>                        | RA = <i>Rappan Athuk</i> from <i>Frog God Games</i>                                                    |
| BoS = Softcover companion for characters with shadow blood                                             | KoP <sub>4</sub> = <i>Kineticists of Porphyria 4</i> from <i>Purple Duck Games</i>                        | RG = Softcover guide to rival adventuring parties in the official Pathfinder campaign setting          |
| BotA = Softcover companion for characters with ancient blood                                           | LK = <i>Legendary Kineticists</i> from <i>Legendary Games</i>                                             | RR = <i>Remarkable Races: Compendium of Unusual PC Races</i>                                           |
| BotB = Softcover companion for characters with beast blood                                             | LK <sub>2</sub> = <i>Legendary Kineticists 2</i> from <i>Legendary Games</i>                              | RTT = Softcover companion toolbox for ranged combat tactics                                            |
| BotC = Softcover companion for characters with coven blood                                             | LotFW = Softcover companion guide to characters whose legacy is the fey realms                            | SoS = Softcover guide to organizations seeking out secrets                                             |
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| CEoD = Softcover guide to the devil empire in the official Pathfinder campaign setting                 | MAH = Softcover companion handbook to the martial arts                                                    | THH = Softcover companion handbook for using tarot cards to harrow fate                                |
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| DEP = Softcover companion primer for Far East empires of the dragon                                    | MTT = Softcover companion toolbox for melee combat tactics                                                | UM = <i>Pathfinder Roleplaying Game Ultimate Magic</i>                                                 |
| DH = Softcover companion handbook for dragon slayers                                                   |                                                                                                           | UW = <i>Pathfinder Roleplaying Game Ultimate Wilderness</i>                                            |
| DM = <i>Deep Magic</i> from <i>Kobold Press</i>                                                        |                                                                                                           | WMH = Softcover companion handbook for weapon masters                                                  |
| DR = Softcover guide to the dark lands deep underground in the official Pathfinder campaign setting    |                                                                                                           | WO = Softcover companion for characters whose origins are in the wilderness                            |
| DS = Softcover guide to far-distant shores in the official Pathfinder campaign setting                 |                                                                                                           |                                                                                                        |
| DTT = Softcover companion toolbox for dirty tricks                                                     |                                                                                                           |                                                                                                        |
| EMH = Softcover companion handbook for masters of the elements                                         |                                                                                                           |                                                                                                        |
| FP = Softcover companion guide to philosophy and faith                                                 |                                                                                                           |                                                                                                        |



# INTRODUCTION



This massive tome is your all-in-one encyclopedia to all things kineticist. This unusual class debuted in *Pathfinder Roleplaying Game Occult Adventures* and soon became a favorite of many players, and over the evolution of the game it has seen a vast array of new options created for it, from new elements to archetypes to wild talents and so much more, both from official sources and third-party publishers. The versatility of the class has made many of these options almost akin to entirely new classes because how they play is so unique and different, yet all share the same basic structure that joins them together. With so many variants, however, spread across so many sources it can be difficult to organize your kineticist and tailor it to your personal style while also having a chance to draw inspiration from the wealth of options that exist. That's why ***Ultimate Kineticist Compendium*** is here. It presents every kineticist option created and published over the last five years and brings them all together in one place. **ALL. OF. THEM.** If you're creating a kineticist, you'll find literally everything you right here, plus brand-new sample characters to help show off some of the options with NPCs ready to drop into your campaign.



# Chapter 1:

# Kineticist

# Class Options

This chapter presents the fundamentals of the kineticist class, including both the official kineticist class from *Pathfinder Roleplaying Game Occult Adventures* as well as the variant Legendary Kineticist alternative class first published in *Legendary Kineticists 2* from Legendary Games. Both versions of the kineticist class can be used with the rules contained in this book, with special notation made when the effect of an ability is different in how it applies to the legendary kineticist. It also includes integrating the class with other special rules such as the variant multiclassing system introduced in *Pathfinder Roleplaying Game Pathfinder Unchained* as well as favored class bonuses for dozens of PC races.

## KINETICIST<sup>OA</sup>

Kineticists are living channels for elemental matter and energy, manipulating the world around them by drawing upon inner reserves from their own bodies. Kineticists often awaken to their kinetic abilities during a violent or traumatic experience, releasing their power involuntarily. As kinetic power is seldom inherited, kineticists are rarely able to find mentors to guide them, so they must delve into these mysteries on their own to learn to control their gifts.

**Role:** Kineticists generally use their powers to assail their foes from range, but based on the way their talents develop, they can channel their kinetic abilities for a variety of situations. Kineticists are usually quite different from their families and friends, so they often strike out on their own or alongside others with extraordinary talents.

**Alignment:** Any.

**Hit Die:** d8.

**Starting Wealth:** 1d6 x 10 gp (average 35 gp).

**Class Skills:** The kineticist's class skills are Acrobatics (Dex), Craft (Int), Heal (Wis), Intimidate (Cha), Perception (Wis), Profession (Wis), Stealth (Dex), and Use Magic Device (Cha).

**Skill Points at each Level:** 4 + Int modifier.

**Weapon and Armor Proficiency:** Kineticists are proficient with all simple weapons and light armor, but not shields.

**Elemental Focus (Su):** At 1st level, a kineticist chooses one primary element on which to focus. This element determines how they access the raw power of the Ethereal Plane, and grants them access to specific wild talents (see below) and additional class skills. They can select aether (telekinesis), air (aerokinesis), earth (geokinesis), fire (pyrokinesis), light (photokinesis), machine (technokinesis), mind (neurokinesis), poison (toxikinesis), sound (vibokinesis), time (chronokinesis), viscera (corpokinesis), void (chaokinesis), water (hydrokinesis), or wood (phytokinesis). They gain their selected element's basic utility wild talent as a bonus wild talent. Other elements may be made available for the kineticist to select at the GM's discretion.

**Wild Talents:** A kineticist can use wild talents - magical abilities similar to spells but drawn from the kineticist's innate psychic talent and usable at will. Wild talents are typically spell-like abilities (though some are supernatural abilities), and take a standard action to use unless otherwise noted. A wild talent always has the elemental descriptor or descriptors (aether, air, earth, fire, or water) matching its Element entry where applicable. A wild talent that can be used with any of several elements gains the appropriate elemental descriptor when used with an element. For example, the wall wild talent gains the earth descriptor when used by a geokineticist.



| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                                                             |
|-------|-------------------|-----------|----------|-----------|---------------------------------------------------------------------|
| 1st   | +0                | +2        | +2       | +0        | Burn, elemental focus, gather power, infusion, kinetic blast        |
| 2nd   | +1                | +3        | +3       | +0        | Elemental defense, utility wild talent                              |
| 3rd   | +2                | +3        | +3       | +1        | Elemental overflow +1, infusion                                     |
| 4th   | +3                | +4        | +4       | +1        | Utility wild talent                                                 |
| 5th   | +3                | +5        | +5       | +2        | Infusion, infusion specialization 1, metakinesis (empower)          |
| 6th   | +4                | +5        | +5       | +2        | Elemental overflow +2, internal buffer 1, utility wild talent       |
| 7th   | +5                | +5        | +5       | +2        | Expanded element                                                    |
| 8th   | +6/+1             | +6        | +6       | +2        | Infusion specialization 2, utility wild talent                      |
| 9th   | +6/+1             | +6        | +6       | +3        | Elemental overflow +3, infusion, metakinesis (maximize)             |
| 10th  | +7/+2             | +7        | +7       | +3        | Utility wild talent                                                 |
| 11th  | +8/+3             | +7        | +7       | +3        | Infusion, infusion specialization 3, internal buffer 2, supercharge |
| 12th  | +9/+4             | +8        | +8       | +4        | Elemental overflow +4, utility wild talent                          |
| 13th  | +9/+4             | +8        | +8       | +4        | Infusion, metakinesis (quicken)                                     |
| 14th  | +10/+5            | +9        | +9       | +4        | Infusion specialization 4, utility wild talent                      |
| 15th  | +11/+6/+1         | +9        | +9       | +5        | Expanded element, elemental overflow +5                             |
| 16th  | +12/+7/+2         | +10       | +10      | +5        | Composite specialization, internal buffer 3, utility wild talent    |
| 17th  | +12/+7/+2         | +10       | +10      | +5        | Infusion, infusion specialization 5, metakinesis (twice)            |
| 18th  | +13/+8/+3         | +11       | +11      | +6        | Elemental overflow +6, utility wild talent                          |
| 19th  | +14/+9/+4         | +11       | +11      | +6        | Infusion, metakinetic master                                        |
| 20th  | +15/+10/+5        | +12       | +12      | +6        | Infusion specialization 6, omnikinesis, utility wild talent         |

Every wild talent has an effective spell level. A kineticist can always select 1st-level wild talents, but they can select a wild talent of a higher level only if their kineticist level is at least double the wild talent's effective spell level. Kinetic blast and defense wild talents are always considered to have an effective spell level equal to 1/2 the kineticist's class level (to a maximum effective spell level of 9th at kineticist level 18th).

Unless otherwise noted, the DC for a saving throw against a wild talent is equal to 10 + the wild talent's effective spell level + the kineticist's Constitution modifier. The kineticist uses their Constitution modifier on all concentration checks for wild talents.

In addition to the wild talents they gain from their other class features, at 2nd level and every 2 levels thereafter, a kineticist selects a new utility wild talent from the list of options available to them. A kineticist can select only universal wild talents or those that match their element. At 6th, 10th, and 16th levels, a kineticist can replace one of their utility wild talents with another wild talent of the same level or lower. They can't replace a wild talent that they used to qualify for another of their wild talents.

**Burn (Ex):** At 1st level, a kineticist can overexert themselves to channel more power than normal, pushing past the limit of what is safe for their body by accepting burn. Some of their wild talents allow them to accept burn in exchange for a greater effect, while others require them to accept a certain amount of burn to use that talent at all. For each point of burn they accepts, a kineticist takes 1 point of nonlethal damage per character level. This damage can't be healed by any means other than getting a full night's rest, which removes all burn and associated nonlethal damage. Nonlethal damage from burn can't be reduced or redirected, and a kineticist incapable of taking nonlethal damage can't accept burn. A kineticist can accept only 1 point of burn per round. This limit rises to 2 points of burn at 6th level, and rises by 1 additional point every 3 levels thereafter. A kineticist can't choose to accept burn if it would put their total number of points of burn higher than 3 + her Constitution modifier (though they can be forced to accept more burn from a source outside their control). A kineticist who has accepted burn never benefits from abilities that allow them to ignore or alter the effects they receives from nonlethal damage.



**Kinetic Blast (Sp):** At 1st level, a kineticist gains a kinetic blast wild talent of their choice. This kinetic blast must be a simple blast that matches their element. As a standard action, the kineticist can unleash a kinetic blast at a single target up to a range of 30 feet. They must have at least one hand free to aim the blast (or one prehensile appendage, if they don't have hands). All damage from a kinetic blast is treated as magic for the purpose of bypassing damage reduction. Kinetic blasts count as a type of weapon for the purpose of feats such as [Weapon Focus](#). The kineticist is never considered to be wielding or gripping the kinetic blast (regardless of effects from form infusions), and they can't use [Vital Strike](#) feats with kinetic blasts. Even the weakest kinetic blast involves a sizable mass of elemental matter or energy, so kinetic blasts always deal full damage to swarms of any size (though only area blasts deal extra damage to swarms). A readied kinetic blast can be used to counterspell any spell of equal or lower level that shares its descriptor. A kinetic blast that deals energy damage of any type (including force) has the corresponding descriptor.

A kinetic blast's damage is dependent on its type. Simple energy blasts deal 1d6 damage plus an additional 1d6 damage per 2 kineticist levels beyond 1st, while composite energy blasts deal 2d6 plus an additional 2d6 per 2 kineticist levels beyond 1st. They add half the kineticist's Constitution modifier to this damage, and are treated as a ranged touch attack (hitting a target's touch AC and affected by spell resistance). On the other hand, simple composite blasts deal 1d6+1 damage plus 1d6+1 per 2 kineticist levels beyond 1st, while composite physical blasts deal 2d6+2 damage plus 2d6+2 per 2 kineticist levels beyond 1st; they add the kineticist's full Constitution modifier to damage and are ranged attacks (hitting a target's normal AC and not being subject to spell resistance).

All kinetic blasts exude a magical aura which allows them to be detected as if they were spells of that aura's school, subschool, and descriptors, although those identifying a kinetic blast will know it is a blast and not a spell; this does not allow a kinetic blast to counter spells of its aura's schools, subschools, or descriptors aside from energy type descriptors (for example, fire blast exudes an evocation [fire] aura and can be used to counter spells with the fire descriptor, but cannot counter evocation spells without the fire descriptor).

**Gather Power (Su):** If they have both hands free (or all of their prehensile appendages free, for unusual kineticists), a kineticist can gather energy or elemental matter as a move action. Gathering power creates an extremely loud, visible display in a 20-foot radius centered on the kineticist, as the energy or matter



swirls around them. Gathering power in this way allows the kineticist to reduce the total burn cost of a blast wild talent they use in the same round by 1 point. The kineticist can instead gather power for 1 full round in order to reduce the total burn cost of a blast wild talent used on their next turn by 2 points (to a minimum of 0 points). If they do so, they can also gather power as a move action during their next turn to reduce the burn cost by a total of 3 points. If the kineticist takes damage during or after gathering power and before using the kinetic blast that releases it, they must succeed at a concentration check (DC = 10 + damage taken + effective spell level of their kinetic blast) or lose the energy in a wild surge that forces them to accept a number of points of burn equal to the number of points by which their gathered power would have reduced the burn cost. This ability can never reduce the burn cost of a wild talent below 0 points.

**Infusion (Su):** At 1st level, a kineticist gains an infusion wild talent from the list of options available based on their element. They gain additional infusions at 3rd, 5th, 9th, 11th, 13th, 17th, and 19th levels. By using infusions along with their kinetic blasts, a kineticist can alter their kinetic blasts to suit their needs. Infusions come in two types, each of which changes a kinetic blast differently: a substance infusion causes an additional effect, while a form infusion causes the kinetic blast to manifest in a different way. Each infusion can alter only certain kinds of kinetic blasts, which are listed in its Associated Blasts entry. Each time the kineticist uses one of their kinetic blast wild talents, they can apply up to one associated form infusion and up to one associated substance infusion. Some infusions change the action required to activate a kinetic blast or entirely transform the kinetic blast's normal effects. The burn cost listed in each infusion's Burn entry is added to the burn cost of the kinetic blast the infusion modifies.

The DC for a save against an infusion is based on the associated kinetic blast's effective spell level, not the level of the infusion. The DCs for form infusions are calculated using the kineticist's Dexterity modifier instead of her Constitution modifier. When a kineticist modifies a kinetic blast with a form infusion and a substance infusion that both require saving throws, each target first attempts a saving throw against the form infusion. If a target succeeds and a successful save negates the infusion's effects, the entire kinetic blast is negated; otherwise, the target then attempts a saving throw against the substance infusion. If a kineticist's form and substance infusions both alter the kinetic blast's damage, apply the substance infusion's alteration first.

At 5th, 11th, and 17th levels, a kineticist can replace

one of their infusions with another infusion of the same effective spell level or lower. They can't replace an infusion that they used to qualify for another of their wild talents.

**Elemental Defense (Su):** At 2nd level, a kineticist gains their element's defense wild talent.

**Elemental Overflow (Ex):** At 3rd level, a kineticist's body surges with energy from their chosen element whenever they accept burn, causing them to glow with a nimbus of fire, weep water from their pores, or experience some other thematic effect. In addition, they receive a bonus on their attack rolls with kinetic blasts equal to the total number of points of burn they currently have, to a maximum bonus of +1 for every 3 kineticist levels they possess. They also receive a bonus on damage rolls with their kinetic blast equal to double the bonus on attack rolls. The kineticist can suppress the visual effects of elemental overflow by concentrating for 1 full round, but doing so suppresses all of this ability's other benefits, as well. The next time the kineticist uses any wild talent, the visual effects and benefits return instantly.

As a kineticist's body becomes more and more suffused with their element, they begin to gain more powerful benefits. Starting at 6th level, whenever they have at least 3 points of burn, the kineticist gains a +2 size bonus to two physical ability scores of their choice. They also gain a chance to ignore the effects of a critical hit or sneak attack equal to 5% times their current number of points of burn. At 11th level, whenever the kineticist has at least 5 points of burn, these bonuses increase to a +4 size bonus to one physical ability score of their choice and a +2 size bonus to each of their other two physical ability scores. At 16th level, whenever the kineticist has at least 7 points of burn, these bonuses increase to a +6 size bonus to one physical ability score of their choice, a +4 size bonus to a second physical ability score of their choice, and a +2 size bonus to the remaining physical ability score.

**Infusion Specialization (Ex):** At 5th level, whenever a kineticist uses one or more infusions with a blast, they reduce the combined burn cost of the infusions by 1. This can't reduce the total cost of the infusions used below 0. They reduce the burn cost by 1 additional point at 8th, 11th, 14th, 17th, and 20th levels.

**Metakinesis (Su):** At 5th level, a kineticist gains the ability to alter their kinetic blasts as if with metamagic feats by accepting burn. By accepting 1 point of burn, they can empower their kinetic blast (as if using [Empower Spell](#)). At 9th level, by accepting 2 points of burn, they can maximize their kinetic blast as if using [Maximize Spell](#). At 13th level, by accepting 3 points of burn, they can quicken their kinetic blast as if using



**Quicken Spell.** At 17th level, by accepting 4 points of burn, the kineticist can use their kinetic blast twice with the same standard action, or swift action if they also use metakinesis to quicken the blast. When they use a double kinetic blast, all modifications, such as metakinesis and infusions, apply to both of the blasts, but the kineticist needs to pay the burn cost only once.

**Internal Buffer (Su):** At 6th level, a kineticist's study of their body and the elemental forces that course through it allow them to form an internal buffer to store extra energy. The buffer starts empty and doesn't replenish each day, but the kineticist can accept 1 point of burn to add 1 point to the buffer as a full-round action, to a maximum of 1 point total. This maximum increases to 2 points at 11th level and to 3 points at 16th level. Once the kineticist adds points to their buffer, they remain indefinitely until they spend them. When they would otherwise accept burn, a kineticist can spend 1 point from their buffer to avoid accepting 1 point of burn. They cannot spend more than 1 point from their buffer in this way for a single wild talent. Points spent from the internal buffer don't activate elemental overflow or add to its effects. Similarly, this buffer can be used to exceed the limit on the number of points of burn the kineticist can accept in a single turn.

**Expanded Element (Su):** At 7th level, a kineticist learns to use another element or expands their understanding of their own element. They can choose any element, including their primary element. They gain one of that element's simple blast wild talents that they do not already possess, if any. They also gain all composite blast wild talents whose prerequisites they meet, as well as the basic wild talent of their chosen expanded element (for instance, basic aerokinesis if they choose air). They don't gain the defense wild talent of the expanded element.

If the kineticist's expanded element is different from their primary element, they treats their kineticist level as 4 levels lower for the purpose of determining which wild talents they can learn from their expanded element.

If the kineticist chooses to expand their understanding of an element they already have, they gains an additional utility wild talent or infusion of their choice from that element, as if from their infusion or wild talent class feature, as appropriate.

At 15th level, the kineticist can either select a new element or expand their understanding of their original element. They can't select the same element they selected at 7th level unless it is their primary element. They gain all the benefits from their new expanded element as listed above. However, if the kineticist selected their primary element as their expanded element at both 7th and 15th levels, their mastery of that element increases.

For wild talents of their element, the kineticist gains a +1 bonus on attack rolls and damage rolls, as well as to caster level and DCs.

**Supercharge (Su):** At 11th level, when using gather power as a move action, a kineticist can reduce the total burn cost of a single wild talent by 2 points instead of 1. When using gather power for 1 full round, she can reduce the burn cost of a single wild talent by 3 points instead of 2.

**Composite Specialization (Su):** At 16th level, a kineticist becomes more adept at creating composite blasts. They reduce the burn cost of all composite blasts by 1 point. This can't reduce the cost of a composite blast below 0 points.

**Metakinetic Master (Su):** At 19th level, a kineticist chooses one type of metakinesis, such as empower or quicken. They reduce the burn cost of that metakinesis by 1 point (to a minimum of 0 points).

**Omnikinesis (Su):** At 20th level, a kineticist transcends the distinction between the different elements and can bend all creation to their will. By accepting 1 point of burn (in addition to any burn requirement of the kinetic blast they choose), they can use any kinetic blast they don't know. By accepting 1 point of burn as a standard action, they can change any of their wild talents into any other wild talent of the same category (such as simple blasts or defense) for 24 hours, ignoring any elemental requirements or restrictions (but not any other requirements or restrictions).

## VARIANT CLASS: LEGENDARY KINETICIST<sup>LK2</sup>

Although much of the legendary kineticist will be familiar to those who have played the original kineticist, there are quite a few changes, such as alterations to how burn functions, the inclusion of battle burn to allow a more dynamic combat experience, and an improvement on how internal buffer is utilized. Legendary kineticists are now more capable of functioning in combat without the worry of overtaxing themselves, making for a more versatile experience.

Due to some of the alterations to some class features (burn, expanded element, internal buffer), some archetypes may have issues. The suggestion here is to simply alter when the abilities are gained from trading in these class features to their new levels. This may not work for all archetypes, but for the large majority of them, it should not be an issue. Also if the legendary kineticist is used with the war kineticist archetype, battle burn for the two stack. If an archetype would replace metakinesis (maximize), it instead replaces metakinesis



| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                                                                            |
|-------|-------------------|-----------|----------|-----------|------------------------------------------------------------------------------------|
| 1st   | +0                | +2        | +2       | +0        | Burn, elemental focus, gather power, infusion, kinetic blast                       |
| 2nd   | +1                | +3        | +3       | +0        | Elemental defense, utility wild talent                                             |
| 3rd   | +2                | +3        | +3       | +1        | Elemental overflow +1, infusion                                                    |
| 4th   | +3                | +4        | +4       | +1        | Battle burn 1, utility wild talent                                                 |
| 5th   | +3                | +5        | +5       | +2        | Infusion, infusion specialization 1, metakinesis (empower)                         |
| 6th   | +4                | +5        | +5       | +2        | Elemental overflow +2, expanded element, utility wild talent                       |
| 7th   | +5                | +5        | +5       | +2        | Infusion, internal buffer 1                                                        |
| 8th   | +6/+1             | +6        | +6       | +2        | Infusion specialization 2, utility wild talent                                     |
| 9th   | +6/+1             | +6        | +6       | +3        | Elemental overflow +3, infusion, metakinesis (persistent)                          |
| 10th  | +7/+2             | +7        | +7       | +3        | Utility wild talent                                                                |
| 11th  | +8/+3             | +7        | +7       | +3        | Battle burn 2, infusion, infusion specialization 3, internal buffer 2, supercharge |
| 12th  | +9/+4             | +8        | +8       | +4        | Elemental overflow +4, utility wild talent                                         |
| 13th  | +9/+4             | +8        | +8       | +4        | Infusion, metakinesis (quicken)                                                    |
| 14th  | +10/+5            | +9        | +9       | +4        | Expanded element, infusion specialization 4, utility wild talent                   |
| 15th  | +11/+6/+1         | +9        | +9       | +5        | Elemental overflow +5, infusion                                                    |
| 16th  | +12/+7/+2         | +10       | +10      | +5        | Composite specialization, internal buffer 3, utility wild talent                   |
| 17th  | +12/+7/+2         | +10       | +10      | +5        | Infusion, infusion specialization 5, metakinesis (twice)                           |
| 18th  | +13/+8/+3         | +11       | +11      | +6        | Battle burn 3, elemental overflow +6, utility wild talent                          |
| 19th  | +14/+9/+4         | +11       | +11      | +6        | Infusion, metakinetic master                                                       |
| 20th  | +15/+10/+5        | +12       | +12      | +6        | Infusion specialization 6, omnikinesis, utility wild talent                        |

(persistent). For example, a fusion kineticist's elemental balance class feature - normally gained at 7th and replacing the expanded element class feature - would be gained at 6th instead since this is the level a legendary kineticist gains their expanded element. Meanwhile, their cross infusion class feature, which normally replaces metakinesis (maximize), would instead replace metakinesis (persistent).

**Alignment:** Any.

**Hit Die:** d8.

**Starting Wealth:** 1d6 × 10 gp (average 35 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

**Class Skills:** The legendary kineticist's class skills are Acrobatics (Dex), Craft (Int), Heal (Wis), Intimidate (Cha), Perception (Wis), Profession (Wis), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks per Level:** 4 + Int modifier.

**Weapon and Armor Proficiency:** Legendary kineticists are proficient with all simple weapons and light and

medium armor, but not shields.

**Elemental Focus (Su):** At 1st level, a legendary kineticist chooses one primary element on which to focus. This element determines how they access the raw power of the Ethereal Plane, and grants them access to specific wild talents and additional class skills. They can select any element normally available to a kineticist. They gain their selected element's basic utility wild talent as a bonus wild talent.

**Wild Talents:** A legendary kineticist can use wild talents - magical abilities similar to spells but drawn from the legendary kineticist's innate psychic talent and usable at will. Wild talents are typically spell-like abilities (though some are supernatural abilities), and take a standard action to use unless otherwise noted. A wild talent always has the elemental descriptor or descriptors matching its element entry. A wild talent that can be used with any of several elements gains the appropriate elemental descriptor when used with an element. For example, the wall wild talent gains the earth descriptor when used by a geokineticist.



Every wild talent has an effective spell level. A legendary kineticist can always select 1st-level wild talents, but they can select a wild talent of a higher level only if their kineticist level is at least double the wild talent's effective spell level. Wild talents are always considered to have an effective spell level equal to  $1/2$  the legendary kineticist's class level (to a maximum effective spell level of 9th at kineticist level 18th).

Unless otherwise noted, the DC for a saving throw against a wild talent is equal to  $10 + 1/2$  the legendary kineticist's class level + the legendary kineticist's Constitution modifier. The legendary kineticist uses their Constitution modifier on all concentration checks for wild talents.

In addition to the wild talents they gain from their other class features, at 2nd level and every 2 levels thereafter, a legendary kineticist selects a new utility wild talent from the list of options available to them. A legendary kineticist can select only universal wild talents or those that match their element. At 6th level and every 4 levels afterwards, a legendary kineticist can replace one of their utility wild talents with another utility wild talent of the same level or lower. They can't replace a wild talent that they used to qualify for another of their wild talents.

**Burn (Ex):** At 1st level, a legendary kineticist can overexert themselves to channel more power than normal, pushing past the limit of what is safe for their body by accepting burn. Some of their wild talents allow them to accept burn in exchange for a greater effect, while others require them to accept a certain amount of burn to use that talent at all. For every point of burn a legendary kineticist possesses, they take a -1 penalty to all Strength and Dexterity ability and skill checks (except initiative checks); creatures which would normally be unable to take penalties to physical ability scores still take these penalties. These penalties can't be removed by any means other than getting a full night's rest, which removes all burn and associated penalties. A legendary kineticist can accept only 1 point of burn per round. This limit rises to 2 points of burn at 6th level, and rises by 1 additional point every 3 levels thereafter. A legendary kineticist can't choose to accept burn if it would put their total number of points of burn higher than  $3 +$  their Constitution modifier (though they can be forced to accept more burn from a source outside their control).

**Kinetic Blast (Sp):** At 1st level, a legendary kineticist gains a kinetic blast wild talent of their choice. This kinetic blast must be a simple blast that matches their element. As a standard action, the legendary kineticist can unleash a kinetic blast at a single target up to a range of 30 feet. they must have at least one hand free to aim the blast (or one prehensile appendage,





if they don't have hands). All damage from a kinetic blast is treated as magic for the purpose of bypassing damage reduction. Kinetic blasts count as a type of weapon for the purpose of feats such as Weapon Focus. The legendary kineticist is never considered to be wielding or gripping the kinetic blast (regardless of effects from form infusions), and they can't use Vital Strike feats with kinetic blasts. Even the weakest kinetic blast involves a sizable mass of elemental matter or energy, so kinetic blasts always deal full damage to swarms of any size (though only area blasts deal extra damage to swarms). A readied kinetic blast can be used to counterspell any spell of equal or lower level that shares its descriptor. A kinetic blast that deals energy damage of any type (including force) has the corresponding descriptor.

A kinetic blast's damage is dependent on its type. Simple energy blasts deal 1d6 damage plus an additional 1d6 damage per 2 kineticist levels beyond 1st, while composite energy blasts deal 2d6 plus an additional 2d6 per 2 kineticist levels beyond 1st. They add half the kineticist's Constitution modifier to this damage, and are treated as a ranged touch attack (hitting a target's touch AC and affected by spell resistance). On the other hand, simple composite blasts deal 1d6+1 damage plus 1d6+1 per 2 kineticist levels beyond 1st, while composite physical blasts deal 2d6+2 damage plus 2d6+2 per 2 kineticist levels beyond 1st; they add the kineticist's full Constitution modifier to damage and are ranged attacks (hitting a target's normal AC and not being subject to spell resistance).

All kinetic blasts exude a magical aura which allows them to be detected as if they were spells of that aura's school, subschool, and descriptors, although those identifying a kinetic blast will know it is a blast and not a spell; this does not allow a kinetic blast to counter spells of its aura's schools, subschools, or descriptors aside from energy type descriptors (for example, fire blast exudes an evocation [fire] aura and can be used to counter spells with the fire descriptor, but cannot counter evocation spells without the fire descriptor).

**Gather Power (Su):** If they have one hand free (or one of their prehensile appendages free, for unusual legendary kineticists) a legendary kineticist can gather energy or elemental matter as a move action. Gathering power creates an extremely loud, visible display in a 20-foot radius centered on the legendary kineticist, as the energy or matter swirls around them. Gathering power in this way allows the legendary kineticist to reduce the total burn cost of a kinetic blast (including metakinesis) they use in the same round by 1 point. The legendary kineticist can instead gather power for 1 full round in order to reduce the total burn cost of a kinetic blast used on their next turn by 2 points (to a minimum of 0 points). If they do so, they can also gather power as a move action during their next turn to reduce the burn cost by a total of 3 points. If the legendary kineticist

takes damage during or after gathering power and before using the kinetic blast that releases it, they must succeed at a concentration check ( $DC = 10 + \text{damage taken} + \text{effective spell level of their kinetic blast}$ ) or lose the energy in a wild surge that forces them to accept a number of points of burn equal to the number of points by which their gathered power would have reduced the burn cost. This ability can never reduce the burn cost of a wild talent below 0 points.

**Infusion (Su):** At 1st level, a legendary kineticist gains an infusion wild talent from the list of options available based on their element. They gain additional infusions at 3rd and every 2 levels afterwards. By using infusions along with their kinetic blasts, a kineticist can alter their kinetic blasts to suit their needs. Infusions come in two types, each of which changes a kinetic blast differently: a substance infusion causes an additional effect, while a form infusion causes the kinetic blast to manifest in a different way. Each infusion can alter only certain kinds of kinetic blasts, which are listed in its Associated Blasts entry. Each time the legendary kineticist uses one of their kinetic blast wild talents, they can apply up to one associated form infusion and up to one associated substance infusion.

Some infusions change the action required to activate a kinetic blast or entirely transform the kinetic blast's normal effects.

The burn cost listed in each infusion's Burn entry is added to the burn cost of the kinetic blast the infusion modifies.

The DC for a save against an infusion is based on the associated kinetic blast's effective spell level, not the level of the infusion. The DCs for form infusions are calculated using the legendary kineticist's Dexterity modifier instead of their Constitution modifier. When a legendary kineticist modifies a kinetic blast with a form infusion and a substance infusion that both require saving throws, each target first attempts a saving throw against the form infusion. If a target succeeds and a successful save negates the infusion's effects, the entire kinetic blast is negated; otherwise, the target then attempts a saving throw against the substance infusion. If a legendary kineticist's form and substance infusions both alter the kinetic blast's damage, apply the substance infusion's alteration first.

At 4th level and every 4 levels afterwards, a legendary kineticist can replace one of their infusions with another infusion of the same effective spell level or lower. They can't replace an infusion that they used to qualify for another of their wild talents.

**Elemental Defense (Su):** At 2nd level, a legendary kineticist gains their element's defense wild talent.

**Elemental Overflow (Ex):** At 3rd level, a legendary kineticist's body surges with energy from their chosen element whenever they accept burn, causing them to glow with a nimbus of fire, weep water from their pores,



or experience some other thematic effect. In addition, they receive a bonus on their attack rolls with kinetic blasts equal to the total number of points of burn they currently have, to a maximum bonus of +1 for every 3 kineticist levels they possess. They also receive a bonus on damage rolls with their kinetic blast equal to double the bonus on attack rolls. The legendary kineticist can suppress the visual effects of elemental overflow by concentrating for 1 full round but doing so suppresses all of this ability's other benefits, as well. The next time the legendary kineticist uses any wild talent, the visual effects and benefits return instantly.

As a legendary kineticist's body becomes more and more suffused with their element, they begin to gain more powerful benefits.

Starting at 6th level, whenever they have at least 3 points of burn, the legendary kineticist gains a +2 size bonus to two physical ability scores of their choice. They also gain a chance to ignore the effects of a critical hit or sneak attack equal to 5% times their current number of points of burn. At 11th level, whenever the legendary kineticist has at least 5 points of burn, these bonuses increase to a +4 size bonus to one physical ability score of their choice and a +2 size bonus to each of their other two physical ability scores.

At 16th level, whenever the legendary kineticist has at least 7 points of burn, these bonuses increase to a +6 size bonus to one physical ability score of their choice, a +4 size bonus to a second physical ability score of their choice, and a +2 size bonus to the remaining physical ability score.

**Battle Burn (Su):** At 4th level, a legendary kineticist gains the ability to accept 1 point of battle burn, which has no physical effect on the legendary kineticist. A legendary kineticist can accept a point of battle burn in place of burn when using an infusion or utility wild talent with a duration measured in rounds or minutes, but the infusion or utility wild talent must have a non-instantaneous duration. Whenever a legendary kineticist accepts a point of battle burn when using a wild talent, the effects of that wild talent only last for 5 minutes or their normal duration (whichever is less). Resting for 5 minutes removes all battle burn a kineticist possesses. At 11th and 18th level, a legendary kineticist can accept an additional point of battle burn, although they can only accept 1 point of battle burn per round. They can accept battle burn alongside normal burn.

**Infusion Specialization (Ex):** At 5th level, whenever a legendary kineticist uses one or more infusions with a blast, they reduce the combined burn cost of the infusions by 1. This can't reduce the total cost of the infusions used below 0. They reduce the burn cost by 1 additional point at 8th, 11th, 14th, 17th, and 20th levels.

**Metakinesis (Su):** At 5th level, a legendary kineticist gains the ability to alter their kinetic blasts as if with metamagic feats by accepting burn. By accepting 1 point

of burn, they can empower their kinetic blast (as if using Empower Spell). At 9th level, by accepting 2 points of burn, if a foe makes a successful save against their kinetic blast, they can force their foe to make a second save against their kinetic blast as if using [Persistent Spell](#)<sup>APG</sup>. At 13th level, by accepting 3 points of burn, they can quicken their kinetic blast as if using Quicken Spell.

At 17th level, by accepting 4 points of burn, the legendary kineticist can use their kinetic blast twice with the same standard action, or swift action if they also use metakinesis to quicken the blast.

When they use a double kinetic blast, all modifications, such as metakinesis and infusions, apply to both of the blasts, but the legendary kineticist needs to pay the burn cost only once.

**Expanded Element (Su):** At 6th level, a legendary kineticist learns to use another element or expands their understanding of their own element. They can choose any element, including their primary element. They gain one of that element's simple blast wild talents that they do not already possess, if any. They also gain all composite blast wild talents whose prerequisites they meet, as well as the basic wild talent of their chosen expanded element (for instance, basic aerokinesis if they choose air). They don't gain the defense wild talent of the expanded element.

If the legendary kineticist chooses to expand their understanding of an element they already have, they gain an additional infusion of their choice from that element, as if from their infusion class feature.

At 14th level, the legendary kineticist can either select a new element or expand their understanding of their original element. They can't select the same element they selected at 6th level unless it is their primary element. They gain all the benefits from their new expanded element as listed above. However, if the legendary kineticist selected their primary element as their expanded element at both 6th and 14th levels, their mastery of that element increases. For wild talents of their element, the legendary kineticist gains a +1 bonus on attack rolls and damage rolls, as well as to caster level and DCs.

**Internal Buffer (Su):** At 7th level, a legendary kineticist's study of their body and the elemental forces that course through it allow them to form an internal buffer to store extra energy. The buffer starts at 1 and replenishes each day. When they would otherwise accept burn, a legendary kineticist can spend 1 point from their buffer to avoid accepting 1 point of burn. This buffer can reduce the burn cost of any wild talent without affecting its duration unlike battle burn. They cannot spend more than 1 point from their buffer in this way for a single wild talent. Points spent from the internal buffer don't activate elemental overflow or add to its effects. Similarly, this buffer can be used to exceed the limit on the number of points of burn



the legendary kineticist can accept in a single turn but cannot be used with battle burn. This buffer increases to 2 points at 11th level and to 3 points at 16th level.

**Supercharge (Su):** At 11th level, when using gather power as a move action, a legendary kineticist can reduce the total burn cost of a single wild talent by 2 points instead of 1. When using gather power for 1 full round, they can reduce the burn cost of a single wild talent by 3 points instead of 2. In addition, a legendary kineticist can use this ability as a swift action to reduce the total burn cost of a single wild talent by 1 point.

**Composite Specialization (Su):** At 16th level, a legendary kineticist becomes more adept at creating composite blasts. They reduce the burn cost of all composite blasts by 1 point. This can't reduce the cost of a composite blast below 0 points.

**Metakinetic Master (Su):** At 19th level, a legendary kineticist chooses one type of metakinesis, such as empower or quicken. They reduce the burn cost of that metakinesis by 1 point (to a minimum of 0 points).

**Omnikinesis (Su):** At 20th level, a legendary kineticist transcends the distinction between the different elements and can bend all creation to their will. By accepting 1 point of burn (in addition to any burn requirement of the kinetic blast they choose), they can use any kinetic blast they don't know. By accepting 1 point of burn as a standard action (except for battle burn), they can change any of their wild talents into any other wild talent of the same category (such as simple blasts or defense) for 24 hours, ignoring any elemental requirements or restrictions (but not any other requirements or restrictions).

## VARIANT MULTICLASS OPTION<sup>PU</sup>

This optional system allows a character to trade out half their feats in order to gain the benefits of a secondary class. These rules enable characters to gain many of the benefits of multiclassing without sacrificing advancement in their primary classes, and creates opportunities to explore novel character concepts, such as a barbarian whose rage stems from being afflicted by the gods with an oracle's curse and revelations. Under the standard rules, multiclassing can lead to a wide disparity in character ability. With this system, each character can choose a secondary class at 1st level that they train in throughout their career, without giving up levels in their primary class. Once selected, this choice is permanent (though if using the retraining rules, the secondary class can be retrained by paying half the cost of retraining all their class levels). A character who selects this option doesn't gain feats at 3rd, 7th, 11th, 15th, and 19th levels, but instead gains class features from their secondary class. It is probably a good idea to use either this variant

system or normal multiclassing, but it's possible for the two systems to be used together. In a game using both systems, a character can't take levels in the secondary class they gain from this variant.

A character who chooses kineticist as their secondary class gains the following secondary class features:

**Burn:** At 1st level, they gain the burn class feature, being allowed to accept 1 burn per round and an amount of burn per day equal to their Constitution modifier. If they possess the burn class feature from another class, the amount of burn these class features allow per round and per day does not stack, and they suffer the penalties for taking burn as described in that class's burn class feature; otherwise they suffer the same nonlethal damage as a typical kineticist.

**Elemental Focus:** At 3rd level, they gain the elemental focus class feature. The simple blast they choose deals damage as if from a kineticist 1/2 their character level. If they already possess a kinetic blast, they instead add this damage to their kinetic blast's normal damage, but cannot exceed the amount of damage normally dealt by a kineticist of their character level. If they already possess a primary element, they do not gain an additional one. A simple blast gained this way cannot be used to meet the prerequisites of a composite blast until 15th character level.

**Wild Talent:** At 7th level, they gain an infusion or utility wild talent, treating their kineticist level as their character level -4 to determine the level of wild talent they can select. If they possess a class feature which provides infusions, they can apply infusions as normal for a kineticist or as the class feature describes.

**Gather Power:** At 11th level, they gain the gather power class feature, but can only use it as a move action.

**Burn Specialization:** At 15th level, they reduce the total burn cost of infusions applied to their kinetic blast by 1 (to a minimum of 0). This stacks with other means of burn reduction. In addition, they gain the internal buffer class feature, being able to store up to 1 point in it (this does not stack if they possess the internal buffer class feature from another source).

**Wild Talent:** At 19th level, they gain an infusion or utility wild talent, treating their kineticist level as their character level -4 to determine the level of wild talent they can select. If they possess a class feature which provides infusions, they can apply infusions as normal for a kineticist or as the class feature describes.

*Note: Although the kineticist and legendary kineticist classes are technically different classes, the legendary kineticist is very strongly rooted in the kineticist class as its origin. As such, a legendary kineticist cannot multiclass as a kineticist or vice versa, either normally or using variant multiclassing rules.*

## FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have kineticist or legendary kineticist as their favored class, and unless otherwise stated, the bonus applies each time the player

selects the listed favored class reward. Keep in mind that most bonuses are rounded down to the nearest whole number (for example, a dwarf must choose their favored class bonus three times to receive each point of the bonus it applies) while bonuses measured in feet (such as the ratfolk favored class bonus) are rounded down to the nearest 5-foot increment.

A few races receive an option of two potential alternate favored class bonuses. When selecting their favored class bonus, the player can select only one of each such bonus per kineticist level, and cannot change this choice once they've made it. They can, however, make a different choice of favored class bonus each level (for example, an 8th-level kobold could choose to take their DC bonus three times and their radius/range bonus five times, thus granting their line AoE infusions a 10-foot bonus to range and 1 point bonus to DCs and their cone and emanation AoE infusions a 5-foot bonus to radius and 1-point bonus to DCs).

## CORE RACES

**Dwarf** - Add  $\frac{1}{3}$  point of damage to earth element blasts that deal damage that apply the kineticist's elemental overflow bonus.<sup>OA</sup>

**Elf** - Gain a  $+\frac{1}{4}$  bonus on damage rolls that apply the kineticist's elemental overflow bonus.<sup>OA</sup>

**Gnome** - Gain a  $+\frac{1}{2}$  bonus on Bluff, Diplomacy, Intimidate, and Sense Motive skill checks against creatures with the elemental subtype matching the kineticist's primary element<sup>OA</sup>, or add a  $+\frac{1}{6}$  bonus on combat maneuver checks attempted as part of a substance infusion.<sup>HA</sup>

**Half-Elf** - Gain a  $+\frac{1}{4}$  bonus on damage rolls that apply the kineticist's elemental overflow bonus.<sup>OA</sup>

**Half-Orc** - Add  $\frac{1}{3}$  point of fire damage to fire-element blasts that deal fire damage that apply the kineticist's elemental overflow bonus.<sup>OA</sup>

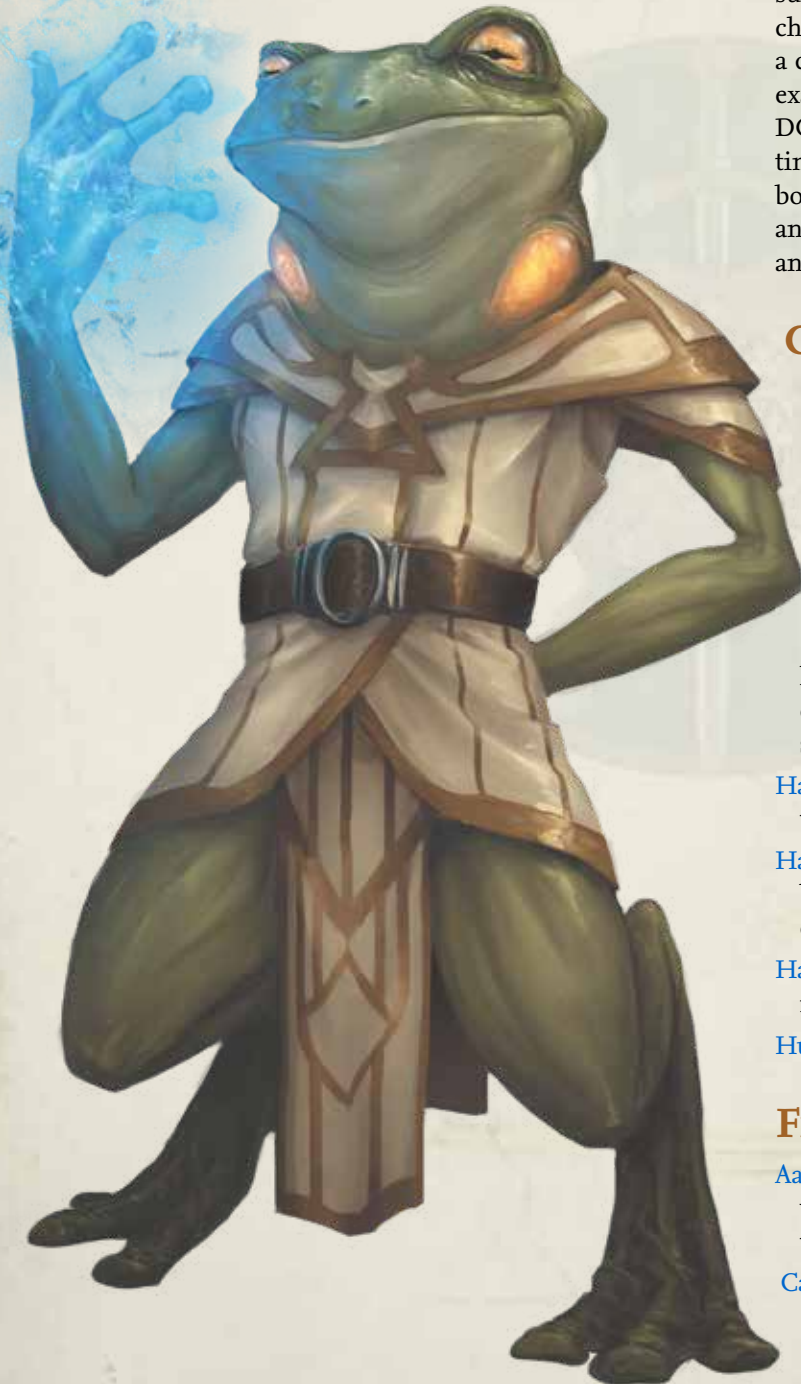
**Halfling** - Increase the capacity of the kineticist's internal buffer by  $\frac{1}{6}$  point.<sup>OA</sup>

**Human** - Gain  $\frac{1}{6}$  of an Extra Wild Talent feat.<sup>OA</sup>

## FEATURED RACES

**Aasimar**<sup>ARG</sup> - Add  $\frac{1}{3}$  point of positive energy damage to wood-element blasts that deal positive energy damage that apply the kineticist's elemental overflow bonus.

**Catfolk**<sup>ARG</sup> - Gain  $\frac{1}{5}$  use of the cat's luck racial trait per day. The kineticist must accept 1 point of burn on uses of cat's luck gained this way.





**Dhampir**<sup>ARG</sup> - Heal an additional 1/4 hit point when using void healer.

**Drow**<sup>ARG</sup> - Add 1/5 of an Extra Wild Talent feat that must be spent on a poison element wild talent.

**Fetchling**<sup>ARG</sup> - Gain negative energy resistance 1/2 and positive energy resistance 1/2 while a defense wild talent is active.

**Goblin**<sup>ARG</sup> - Add 1/5 of an Extra Wild Talent feat that must be spent on a fire or machine element infusion wild talent.

**Hobgoblin**<sup>ARG</sup> - Add a +1/3 bonus to attack rolls to any form infusion which is used as part of an attack action, charge action, or full-attack action (such as kinetic blade or kinetic fist).

**Ifrit**<sup>ARG</sup> - Add 1/4 to the save DC of the kineticist's fire infusions and wild talents.

**Kobold**<sup>ARG</sup> - Add 1/3 to the save DC of substance infusions applied to kinetic blasts with a cone or line area of effect (such as spray or torrent) or with an area of effect centered in the user (such as cyclone), or add 1 foot to the radius of cone or centered-on-user area of effect infusions and 2 feet to the range of line area of effect infusions.

**Orc**<sup>ARG</sup> - Gain a +1/2 bonus on Bluff and Intimidate checks while a defense wild talent is active.

**Oread**<sup>ARG</sup> - Add 1/4 to the save DC of the kineticist's earth infusions and wild talents.

**Ratfolk**<sup>ARG</sup> - Add a 2-foot bonus to the burrow speed granted by the **Burrowing Teeth**<sup>ARG</sup> feat. This bonus only applies while the flesh of stone defense wild talent is active.

**Sylph**<sup>ARG</sup> - Add 1/4 to the save DC of the kineticist's air infusions and wild talents.

**Tengu**<sup>ARG</sup> - Gain 1/6 of an Extra Wild Talent feat.<sup>BotB</sup>

**Tiefling**<sup>ARG</sup> - Add 1/3 point of negative energy damage to void-element blasts that deal negative energy damage that apply the kineticist's elemental overflow bonus.

**Undine**<sup>ARG</sup> - Add 1/4 to the save DC of the kineticist's water infusions and wild talents.

## UNCOMMON RACES

**Changeling**<sup>ARG</sup> - Increase the capacity of the kineticist's internal buffer by 1/6 point, or add 1/3 to the save DC against the curse spinner and accursed infusion wild talents.

**Duergar**<sup>ARG</sup> - Add 1/5 of an Extra Wild Talent feat that must be spent on an earth element wild talent.<sup>DR</sup>

**Gillmen**<sup>ARG</sup> - Add 1/5 of an Extra Wild Talent feat that must be spent on a mind or water element wild talent.

**Grippli**<sup>ARG</sup> - Add 1/3 to the DCs of poisons delivered through a poison or wood-element infusion and to the save DCs of poison and wood wild talents which are treated as poison effects.

**Kitsune**<sup>ARG</sup> - Add 1/5 of an Extra Wild Talent feat that must be spent on an aether, light, or sound element wild talent.

**Merfolk**<sup>ARG</sup> - Add 1/3 point of damage to water-element blasts that apply the kineticist's elemental overflow bonus.

**Nagaji**<sup>ARG</sup> - Gain 1/15 of the gorgon gaze infusion. It is treated as universal and can be applied to any kinetic blast the kineticist possesses.

**Samsarans**<sup>ARG</sup> - Gain 1/6 of a simple kinetic blast, ignoring its prerequisites. It cannot be used to meet the prerequisites of a composite blast and cannot have non-universal infusions applied to it unless you possess its element.

**Strix**<sup>ARG</sup> - Add 1/6 to the number of points of burn that the kineticist can accept per round.

**Suli**<sup>ARG</sup> - Add 1/4 round to the duration of the elemental assault racial trait.

**Svirfneblin**<sup>ARG</sup> - Add a +1/6 bonus on combat maneuver checks attempted as part of a substance infusion.

**Vanara**<sup>ARG</sup> - Add 1/3 to the total number of points of burn that the kineticist can accept before they can't choose to accept additional points of burn.<sup>BotB</sup>

**Vishkanya**<sup>ARG</sup> - Add 1/5 of an Extra Wild Talent feat. The kineticist can only select mind substance infusions this way but can treat them as poison infusions, applying them to poison-element blasts and treating them as mind-affecting poison effects

**Wayang**<sup>ARG</sup> - Add 1/4 to the save DC of the kineticist's void infusions and wild talents.<sup>BoS</sup>

## OTHER RACES

**Duskwalker**<sup>PAd</sup> - Increase the capacity of the kineticist's internal buffer by 1/6 point.<sup>P-HH</sup>

**Gathlain**<sup>APG</sup> - Increase the amount of burn cost reduction when using the kineticist's gather power ability by 1/6 point (the minimum burn cost of 0 still applies).<sup>LotFW</sup>

**Obitu**<sup>RR</sup> - Add 1/2 point of positive energy damage when dealing damage to undead with kinetic blasts that deal positive energy damage that apply the kineticist's elemental overflow bonus.

**Skinwalker**<sup>BotM</sup> - Gain 1/5 of the Extra Wild Talent feat. This feat must be spent on a viscera-element talent.

**Vine Leshy**<sup>UW</sup> - Gain 1/5 of the Extra Wild Talent feat. This feat must be spent on a wood-element talent.<sup>UW</sup>



# Chapter 2:

# Archetypes

As kinetic powers have been identified in more and more beings, individuals who possess such powers have begun to increasingly spin them to fit their unique personalities, adding a level of finesse and flavor to their skills. What follows is a broad array of archetypes which represents the unique spin each kineticist can potentially place upon the powers granted to them.

## ABERRANT KINETICIST<sup>KoP4</sup>

From pacts made beyond the stars, aberrant kineticists do not summon forth material from the elemental planes, but instead draw it from the boundless space between spaces. Risking their minds, aberrant kineticists know only the whispers of their dark gods, following instructions unheard by others.

**Class Skills:** The aberrant kineticist gains Knowledge (dungeoneering) as a class skill.

This alters the kineticist's class skills.

**Mental Fortitude (Ex):** An aberrant kineticist's Will save bonus is equal to  $2 + 1/2$  their aberrant kineticist level, and their base Fortitude save bonus is equal to  $1/3$  their aberrant kineticist level.

This alters the kineticist's base saving throws.

**Malign Manifestation (Su):** At 1st level, an aberrant kineticist's kinetic blast takes on a physical form, appearing to others as a *wysp*<sup>B5</sup> according to their primary element:

*Aether Wysp*<sup>B5</sup>: aether, mind, time, void

*Air Wysp*<sup>B5</sup>: air, sound

*Earth Wysp*<sup>B5</sup>: earth, machine, viscera, wood

*Fire Wysp*<sup>B5</sup>: fire, light

*Water Wysp*<sup>B5</sup>: poison, water

If the aberrant kineticist's primary element is different from those listed, the type of *wysp* chosen can be chosen from among aether, air, earth, fire, or water by the player (though this choice may be limited by the GM). If a choice of *wysps* is allowed, then once the choice is made it cannot be changed.





This wysp is known as a malign manifestation. This malign manifestation is the physical form of their patron's power, being treated as though it was a wysp improved familiar. The aberrant kineticist's kinetic blast originates from the malign manifestation (a malign manifestation cannot use a kinetic blast with infusions which would cause the blast to be used as part of another action (such as an attack action)). An aberrant kineticist benefits from their malign manifestation's resonance ability as if they possessed an elemental subtype matching that of their malign manifestation. They can allow the malign manifestation to use its living battery ability without dying once per day, although it loses access to its resonance ability for 24 hours (a malign manifestation cannot use living battery without its resonance ability).

If the malign manifestation is killed, it can be re-summoned by accepting 3 burn as a full-round action (doing this can allow the aberrant kineticist to surpass their normal burn limit).

While a malign manifestation follows the orders of its master, it also does its best to tempt its master into granting it more power, and as such tries to stay close to its master. If a malign manifestation is ever more than 30 ft. plus 5 ft. per aberrant kineticist level its master possesses away from its master, it winks out of existence, instantly appearing in a randomly determined square next to its master.

This replaces the basic utility wild talent and alters kinetic blast.

**Possessive Burn (Ex):** Rather than summoning elemental matter from the elemental planes, an aberrant kineticist conjures fragments of the space between stars. An aberrant kineticist uses their Wisdom modifier instead of their Constitution modifier to determine their damage with wild talents, the DCs of Constitution-based wild talents, the durations of wild talents with Constitution-based durations, their bonus on concentration checks for wild talents, and other Constitution-based effects of all their wild talents.

Whenever an aberrant kineticist accepts burn, rather than taking nonlethal damage, the malign manifestation gains an equal amount of points of influence over the aberrant kineticist as though it was a spirit from the **medium**<sup>OA</sup> class. This influence is lost in the same fashion as burn would be removed.

When the malign manifestation gains at least 3 points of influence over the aberrant kineticist, they take a -2 penalty to their Charisma and are treated as an evil aberration for spells and effects whenever it would least benefit them.

If a malign manifestation ever possesses 5 points of influence over the aberrant kineticist, the aberrant

kineticist completely loses control of their malign manifestation, the two joining into a single aberrant creature. They effectively become an NPC under the GM's control for 12 hours or until the malign manifestation's influence has been severed.

As a swift action, an aberrant kineticist can accept 1 point of lethal damage per aberrant kineticist level they possess to reduce the influence their malign manifestation possesses over them by 1. This lethal damage cannot be prevented in any way, and cannot be healed until the aberrant kineticist would remove their burn.

This alters the key ability score of wild talents and burn.

**Alien Union (Su):** An aberrant kineticist can accept 1 point of burn to join with their malign manifestation as a swift action, fusing it with themselves. While fused, the aberrant kineticist is treated as though the malign manifestation had at least 3 points of influence over them and reduces the burn of all kinetic blasts they use by 1. This fusion lasts for 1 minute, after which the malign manifestation appears in a space next to the aberrant kineticist. The aberrant kineticist can accept 1 additional point of burn to increase the duration by 1 minute. At 11th level, the burn of all kinetic blasts the aberrant kineticist uses is reduced by 2 while fused with their malign manifestation. An aberrant kineticist cannot use this ability while their malign manifestation is in control of them.

This replaces gather power and supercharge.

**Tainted Manifestation (Ex):** Whenever an aberrant kineticist displays their elemental overflow, rather than an effect related to their element, the elemental overflow manifests in a more alien fashion, causing the aberrant kineticist's body to morph and twist with small mouths and minute tentacles forming along their skin. While this effect is not suppressed, the aberrant kineticist gains a circumstance bonus to Intimidate checks equal to their elemental overflow bonus.

This alters elemental overflow.

## AQUAKINETICIST<sup>AA</sup>

While all hydrokineticists have the ability to control water, aquakineticists' powers are tied to their determination to explore the world beneath the waves.

**Aquatic Focus:** An aquakineticist must choose water as their primary element and for both expanded elements, and must choose water blast as their first simple blast.

This alters elemental focus and expanded element. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus or expanded element so long as they still allow the kineticist to choose water as their primary element and expanded elements.



**Basis Aquakinesis (Sp):** An aquakineticist can create mild currents, as per basic hydrokinesis. Additionally, they can adjust their buoyancy to whatever level they wish as a standard action, lasting until they use basic aquakinesis again.

This ability replaces the basic utility wild talent.

**Call of the Deep:** At 2nd level, an aquakineticist gains waterdancer as a bonus utility wild talent. At 6th level, they gain watersense as a bonus utility wild talent, and they can choose to ignore the effects of currents with speeds up to 60 feet while their waterdancer ability is active.

This replaces the 2nd and 6th-level utility wild talents.

**Ocean's Caress (Su):** At 2nd level, an aquakineticist can breathe underwater as easily as they breathe air, and they gain cold adaptation as a bonus utility wild talent, adding half their kineticist level to their cold resistance from cold adaptation. By accepting 1 point of burn, they can increase their cold resistance by an additional 3, stacking with the resistance they gain from cold adaptation. If their total cold resistance from this ability would ever be 40 or higher, they gain cold immunity instead. All cold resistance and immunity from this ability also applies to pressure damage, and they adjust to a new pressure all at once after making five Fortitude saves, rather than 100 feet at a time. Whenever they accept burn while using a water wild talent, the water coalescing around them doubles their cold resistance for 1 round (which might trigger cold immunity). They can dismiss or restore this effect as an immediate action.

This replaces elemental defense.

**Ice Propagation (Su):** At 7th level, an aquakineticist's connection to the water around them allows them greater control over the ice formed by their cold attacks. When using their cold blast underwater (which freezes water into ice and deals half piercing damage), they can make the cold blast a physical blast and apply any form or substance infusions that they could apply to an ice composite blast. This still deals damage as per a simple physical blast, not a composite blast.

This alters kinetic blast. This doesn't prevent this archetype from being used with other archetypes that alter kinetic blast so long as they still allow the kineticist to use cold blast.

## ARAKINETICIST<sup>BOTC</sup>

Those of strong will who live under a dark curse long enough might learn to control and channel the corrupt energy afflicting them. Changelings who resist the call of their hag mothers are especially given to the arts of the arakineticist.

**Living Curse:** An arakineticist's curse lives within them, granting them dark powers. They must choose void as their primary element and negative blast as their first simple blast.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose void.

**Accursed Shadow (Sp):** At 4th level, an arakineticist's curse casts a dark shadow over their soul, shielding them from death magic. They gain a +2 bonus on saving throws against necromancy spells and death effects. This bonus increases by 1 every 4 levels beyond 4th, to a maximum of +6 at 20th level.

This replaces the 4th-level utility wild talent.

**Curse Spinner (Sp):** At 6th level, an arakineticist gains curse spinner as a bonus utility wild talent.

This replaces the 6th and 8th-level utility wild talents.

### CURSE SPINNER

**Element(s)** void; **Type** utility (Sp); **Level** 4; **Burn** 1

**Prerequisite(s)** arakineticist 6th

You learn to wield your living curse like a needle to weave and unravel curses. This functions as [remove curse](#). At 8th level, you can choose to have this instead function as [bestow curse](#).

**Accursed Infusion (Su):** At 13th level, an arakineticist gains accursed infusion as a bonus infusion.

This replaces the 13th-level infusion.

### ACCURSED INFUSION<sup>BOTC</sup>

**Element(s)** void; **Type** substance infusion; **Level** 6; **Burn** 4

**Prerequisite(s)** arakineticist 13th

**Associated Blasts** negative, void

**Saving Throw** Will negates

Your blasts can temporarily curse and bedevil your foe. The target of your blast takes a -4 penalty on ability checks, attack rolls, saving throws, and skills checks for 1 round as if it were affected by [bestow curse](#). A single creature can't be affected by more than one curse from this infusion at a time. A blast with this infusion has the curse descriptor added to its aura.

## ARTISTIC SUMMONER<sup>LK</sup>

Some kineticists consider what they do to be art, forming the elements however they wish in a beautiful combination of raw power and elegant design. But others wish to take this further, creating art with every attack they attempt, their skills and abilities with intricate designs beyond all that their fellows can accomplish, even summoning forth incredible creations to do so.



**Elemental Focus (Ex):** An artistic summoner must select water or wood as their elemental focus.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose water or wood.

**Art Blast (Sp):** Unlike other kineticists, an artistic summoner's talent lies within their most basic of abilities, flowing through them and assaulting opponents. An artistic summoner who selects water must choose water blast, and their blast is composed of ink rather than water. An artistic summoner who selects wood must choose wood blast, their blast is composed of paper rather than wood, and they can apply oil infusion to it.

This alters kinetic blast and replaces the basic utility wild talent.

**Oil Blast (Su):** At 1st level, an artistic summoner gains oil infusion as a bonus infusion, reducing its burn cost by 1 when applied to a water or wood blast. When applied to a water or wood blast, this infusion does not count against the limit of substance infusions that can be applied to a blast.

This replaces the 1st-level infusion.

**Sculpting Talent (Ex):** The artistic summoner treats fire sculptor, gravity sculptor, ice sculptor, shape wood, and stone sculptor as universal wild talents.

**Art Summoner (Sp):** At 2nd level, as a full-round action an artistic summoner can summon forth a piece of paper, either painting a monster upon it (if their elemental focus is water) or folding it into a complex form of a monster (if their elemental focus is wood) before bringing it to life in any square within 30 ft. of themselves. Treat this as the summon monster I-IX ability of the [summoner](#)<sup>APG</sup> (an artistic summoner does not gain access to [gate](#) with this ability), except that an artistic summoner uses their Constitution modifier instead of their Charisma modifier to determine how many times they can use this ability.

Creatures created with this ability are made of either ink or paper, and are treated as neutral aligned constructs for the purposes of spells and effects.

This ability replaces the 15th-level expanded element and the 2nd, 8th, and 14th-level utility wild talents.

**Creative Genius (Su):** At 7th level, an artistic summoner gains wood blast or water blast (whichever is not connected to their primary element), although they can only use wood blast as paper and water blast as ink as per their art blast ability; they do not gain any composite blast from possessing these blasts. As a swift action, they can choose to include a drawing with their kinetic blast.

If they do so, treat this as though it had the oil infusion applied to it, as well as allowing the artistic summoner to use their art summoner ability on the target's square.

This ability replaces the 7th-level expanded element.

**Artistic Expanded Element (Su):** At 10th level, an art summoner gains the expanded element class feature for either wood or water (whichever they did not select at 1st level), except they do not gain a simple blast from this ability.

This ability replaces the 10th-level utility wild talent.

**Artistic Composition (Ex):** At 11th level, the artistic summoner can increase the burn cost of a water or wood blast by 2 to deal damage as a composite blast. In addition, they learn sculpture blast.

## SCULPTURE BLAST<sup>LK</sup>

**Element(s)** universal; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (summoning)

**Prerequisite(s)** water blast and wood blast, artistic summoner 11th

**Blast Type** physical; **Damage** bludgeoning

When a creature is hit by this blast, you can produce a duplicate of the target in a space adjacent to the target. This duplicate is a [lesser simulacrum](#)<sup>UM</sup> of the target, except that it remains for 1 minute per kineticist level and is loyal only to you. Your sculpture can take one of the following forms.

**Ink:** This sculpture deals half the normal damage for its kind and gains the [water] subtype.

**Paper:** This sculpture has half the normal hit points for its kind and gains the [wood] subtype.

If you possess one of the following wild talents, you can instead produce the following sculptures:

**Fire Sculptor:** This sculpture deals half its damage as fire damage and gains the [fire] subtype.

**Gravity Sculptor:** This sculpture deals half its damage as negative energy damage and gains the [shadow] subtype.

**Ice Sculptor:** This sculpture deals half its damage as cold damage and gains the [cold] subtype.

**Shape Wood:** This sculpture gains fast healing 1 and the [wood] subtype.

**Stone Sculptor:** This sculpture gains DR 5/adamantine and the [earth] subtype.

Your sculpture must be produced entirely from one substance. You can only have one [lesser simulacrum](#) created by your sculpture blast active at a time; attempting to produce another will cause the first to collapse and fade. This blast deals damage as a simple blast and is only associated with universal infusions.

# BESTIAL KINETICIST<sup>LK2</sup>

## (ANIMAL COMPANION ARCHETYPE)

The fates don't always see fit to check if a being is intelligent enough to comprehend supernatural abilities before granting them, and this is the case with a bestial kineticist. Sometimes envoys or natives of the elemental planes, sometimes creatures of the Material Plane born with unusual abilities, they typically require a strong master to help them learn to utilize their gifts.

**Wild Tricks:** In addition to the standard animal companion feats, a bestial kineticist can select any feat which requires kineticist levels, using its hit dice as its kineticist level. If both the bestial kineticist and its master possess kinetic blasts of the same element and the Interweave Composite Blast feat, they can use Interweave Composite Blast to create a composite blast which requires that element as its primary and expanded elements (such as ice blast) in addition to its normal effects. A bestial kineticist can choose to gain an infusion or utility wild talent for which it would qualify instead of a trick (including its starting tricks based on Intelligence); it can never know more than 2 more utility wild talents than it knows infusions, and vice versa. Learning a wild talent this way functions the same as learning a trick and requires a Handle

Animal check with DC equal to 15 + the wild talent's level; this DC is reduced by 5 if the bestial kineticist's master possesses the wild talent's element or by 10 if they possess the wild talent itself. Bestial kineticists can never select the Extra Wild Talent feat.

This ability alters feats and tricks.

**Ability Score Bonus:** Choose Strength or Dexterity; once this choice is made it cannot be changed. The bestial kineticist receives a +1 bonus to the ability score chosen and to their Constitution score per 3 druid levels its master possesses (minimum 0).

This replaces Str/Dex bonus.

**Wild Kineticism:** A bestial kineticist gains all kineticist class features except elemental defense, expanded element, metakinesis, and omnikinesis, using its hit dice as its kineticist level to determine when it can use these class features, the effects of its wild talents and class features and what wild talents it qualifies for. It does not learn infusions or utility wild talents other than basic utility wild talents unless it does so through its wild tricks class feature. In addition, bestial kineticists can use kinetic blasts with any appendage with which they could use a natural attack.

This replaces evasion and improved evasion.

**Elemental Form (Su):** The bestial kineticist is treated as an outsider (native) in addition to its normal creature type to determine what spells, abilities, and effects can affect it. As long as its elemental overflow is active, it is also treated as one or more subtypes depending on its simple blast:

*Acid blast* - acid<sup>ToHC</sup>, earth<sup>B1</sup>, or water<sup>B1</sup> subtype

*Air blast* - air<sup>B1</sup> subtype

*Bone blast* - shapechanger<sup>B1</sup> subtype

*Chrono blast* - aether<sup>B5</sup> or time<sup>ToHC</sup> subtype

*Cold blast* - cold<sup>B1</sup> subtype

*Earth blast* - earth subtype

*Electric blast* - air or electricity<sup>ToHC</sup> subtype

*Fire blast* - fire<sup>B1</sup> subtype

*Gravity blast* - aether or gravity<sup>ToHC</sup> subtype

*Junk blast* - clockwork<sup>B3</sup> or robot<sup>B5</sup> subtype

*Light blast* - aether or fire subtype

*Mental blast* - aether or psionic<sup>ToHC</sup> subtype

*Negative blast* - aether or unbreathing<sup>AHGG1</sup> subtype

*Positive blast* - aether subtype

*Sonic blast* - air subtype

*Telekinetic blast* - aether or psionic subtype

*Vibration blast* - air subtype

*Water blast* - water subtype

*Wood blast* - earth subtype





Unlisted simple blasts' associated subtypes are also available at GM discretion. The subtype is chosen at the same time the bestial kineticist gains its simple blast; once this choice is made, it cannot be changed. The bestial kineticist does not gain vulnerabilities from its subtype (though it retains any vulnerabilities it had as part of its original creature type). If it possesses 5 or more burn, it is also treated as having the **elemental**<sup>B1</sup> subtype. As long as it possesses a subtype gained this way, it also gains the **augmented**<sup>B1</sup> subtype. Bestial kineticists that gain the clockwork subtype do not gain clockwork augmentations, and those that gain the unbreathing subtype can also have the fire subtype, unlike normal for the unbreathing subtype.

**Bounding Blast (Su):** At 9th level a bestial kineticist can imbue its master with its simple kinetic blast as a standard action, allowing them to use it once for no burn cost and treating the blast's damage as from a kineticist 2 levels higher than the bestial kineticist's hit dice; this blast must be used by the end of the bestial kineticist's master's next turn or else it is lost, and can include infusions the bestial kineticist possesses. At 16th level the bestial kineticist can perform this action with a composite blast as well. It must be within 60 ft. of its master to do this and still accepts the burn to use this blast as if it'd used it itself.

This replaces multiattack.

**Expanded Element:** At 12th level, the bestial kineticist gains the kineticist's expanded element class feature. If it chooses its primary element as its expanded element, it receives a +1 bonus to attack rolls, damage, DCs, and caster levels for wild talents of that element, as well as gaining a bonus infusion or utility wild talent for which it qualifies.

It also gains a second subtype as per its elemental form ability, choosing from those associated with the second chosen simple blast. If it does not gain a second simple blast this way, it instead gains a second subtype associated with the simple blast it currently possesses. If no additional subtypes are made available to it this way (such as choosing air and sonic blasts, or choosing fire as both primary and expanded elements), no additional subtype can be gained this way unless its primary element could provide a second; for example, if a bestial kineticist would gain the water subtype from its acid blast, then gains water blast through its expanded element, it can gain the acid or earth subtype at this time.

This replaces the 12th-level bonus trick.

## BLIGHTBURN<sup>HOTD</sup>

Certain geokineticists sometimes exhibit supernatural powers associated with radioactive crystals. Blightburner kineticists harness this radioactivity in pyrotechnic displays, an unusual feat for those connected to the element of earth.

**Earth Focus:** A blightburner must choose earth as their elemental focus.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose earth as their primary element.

**Blightburn Manipulation (Su):** A blightburner can harness radiation for nondestructive purposes. A blightburner can channel blightburn radiation as





a standard action, causing themselves to glow like a torch. This effect lasts until they dismiss it as a standard action. Additionally, they can generate small amounts of heat with their hands. This radiation can slowly heat unattended objects with a touch to a warm (but not painfully hot) temperature, or cook raw meat or vegetable matter at a rate of 1 pound per minute. If used on a living creature, this ability deals 1 point of nonlethal damage per minute of contact, which manifests as reddened and blistering skin.

This replaces the basic utility wild talent.

**Radiation Absorption (Su):** At 2nd level, whenever a blightburner would take ability damage from radiation, they can accept 1 point of burn to reduce the ability damage by 4 points. Any remaining ability damage is applied normally.

This replaces the 2nd-level utility wild talent.

**Blightburn Aura (Su):** At 2nd level, a blightburner's body surges with a greenish, radioactive glow whenever they accept burn. This energy sheds light like a candle. A creature that hits the blightburner with a natural attack, unarmed strike, or non-reach melee weapon attack while they're under the effect of their blightburn aura takes fire damage equal to their elemental overflow bonus (minimum 1). By accepting 2 points of burn, they can increase this damage by an amount equal to their elemental overflow bonus; they can increase the damage in this way up to four times. A blightburner can temporarily suppress the visual effects of a blightburn aura by concentrating for 1 full round, but doing so also suppresses all of this ability's other benefits. The next time they use a wild talent, the visual effects and benefits return instantly.

At 6th level, whenever the blightburner has at least 3 points of burn, the blightburn aura expands to fill all adjacent squares. In addition to damaging creatures that hit the blightburner with melee attacks, the aura also deals damage to other creatures that end their turns within the aura.

At 11th level, whenever the kineticist has at least 5 points of burn, the blightburn aura expands to a 10-foot-radius aura, and any creature that takes damage from it must also succeed at a Fortitude save (DC = 10 + half the blightburner's level + her Constitution bonus) or be sickened for 1 round. This ability is a poison effect.

At 16th level, whenever a blightburner has at least 7 points of burn, any creature that takes damage from the blightburn aura and fails its Fortitude save also become fatigued.

A blightburner does not gain bonuses to their ability scores from their elemental overflow ability.

This alters elemental overflow and replaces elemental defense.

**Radiation Resistance (Su):** At 6th level, a blightburner becomes resistant to all forms of radiation, and can use the radiation's energy as gathered power. They gain a bonus on saving throws to resist the effects of radiation equal to their elemental overflow bonus. When they succeed at a save against radiation, they can reduce the total burn cost of a blast wild talent used before the end of their next turn as if they had gathered power with a move action. Once they gain this benefit, they can't do so again for 1 minute, even if they're exposed to radiation again before that. They can't use this ability if they're immune to poison or radiation. A blightburner gains an internal buffer at 11th level, and it has a capacity as if they were 5 levels lower.

This ability alters gather power and internal buffer.

## BLIGHTED DEFILER<sup>UW</sup>

A few kineticists have developed the ability to steal the life force from the surrounding land in order to infuse themselves with unnatural strength beyond their bodies' normal capabilities.

**Alignment:** Blighted defilers must be evil in order to use steal power, since defiling the land and reaping the vulnerable for power is a particularly vile act. Non-evil blighted defilers can continue to gain kineticist levels and use their other abilities.

**Steal Power (Su):** A number of times per day equal to their Strength modifier, a blighted defiler can draw energy from the surrounding land to gather power, gaining one of the three following benefits.

They can increase the burn reduction from gather power by 1 for a kinetic blast wild talent.

Alternatively, they can use gather power to reduce the cost of a defense, infusion, or utility wild talent by 1, regardless of whether they gather power for longer or have abilities that increase the burn reduction from gather power.

Finally, they can siphon the energy into healing themselves, recovering 2 hit points per kineticist level.

When a blighted defiler uses steal power, they afflict the area within a radius of 250 feet per kineticist level (maximum 5,000 feet at 20th level) by stunting plants as the stunt growth option from *diminish plants*, weakening and killing minor wildlife (creatures too small or insignificant to themselves have statistics), and reducing the rate of live birth among the other surviving creatures in the area. If a blighted defiler uses steal power in an area that overlaps a previous use of their steal power within the same month, they expend a daily use and the remaining area is still blighted as above, but they don't gain any benefits. Steal power doesn't work in barren



landscapes, the void of space, or other places without enough life to steal.

This alters gather power.

**Elemental Might (Ex):** A blighted defiler uses their Strength modifier instead of their Constitution modifier to determine their damage with wild talents, the DCs of Constitution-based wild talents, the durations of wild talents with Constitution-based durations, their bonus on concentration checks for wild talents, and other Constitution-based effects of their wild talents. They can't use abilities to substitute their Strength modifier for another ability score when determining damage from wild talents.

A blighted defiler gains attack and damage bonuses from elemental overflow based on their current burn total + the number of times they successfully used steal power that day. For instance, a 9th-level blighted defiler who used steal power twice and had 1 point of burn would add a +3 bonus on attack rolls and a +6 bonus on damage rolls. A blighted defiler does not gain size bonuses to physical ability scores or a chance to ignore critical hits and sneak attacks from elemental overflow.

This alters the key ability score of wild talents and elemental overflow.

**Life Buffer (Su):** At 6th level, a blighted defiler gains a buffer they can use to store life potential from healthy areas in order to use it later. They must use steal power on a healthy area and take none of the three usual benefits, and this doesn't count as a use of steal power for elemental might or stolen strength. This grants their buffer 1 life point. It can hold 1 life point at 6th level, 2 life points at 11th level, and 3 life points at 16th level. When using steal power, they can spend 1 life point to gain the benefits even in an area they already blighted that month. Life points remain in the buffer until they spend them.

This replaces internal buffer.

**Stolen Strength (Su):** At 6th level, a blighted defiler gains the ability to collect unused portions of the life they've stolen throughout the day to bolster themselves. After the third time they successfully use steal power in a given day, they gain a +2 size bonus to Strength and to either Dexterity or Constitution until they recovers uses of steal power. Starting at 11th level, after the fifth time the blighted defender successfully uses steal power in a day, they instead gain a +4 size bonus to Strength and a +2 size bonus to Dexterity and Constitution, and they can use the life energy to increase their size category by one (to a maximum of Large). Starting at 16th level, after the seventh time the blighted defender successfully uses steal power in a day, their size bonuses increase to +6 to Strength, +4 to either Dexterity or Constitution, and +2 to the remaining ability score, and they can also grow to Huge. Finally, at 20th level, after the 9th time they successfully use steal power in a day, they can also grow to

Gargantuan. All of these size increases function as kinetic form, meaning they don't change their ability scores in any way. A blighted defiler can never gain a defense wild talent or the expanded defense utility wild talent.

This replaces elemental defense.

**Steal Life (Su):** At 20th level, a blighted defiler who successfully uses steal power when gathering power as a move action can use a standard action on the same turn and choose a living creature within 30 feet. The creature must succeed at a Fortitude save (DC = 20 + the blighted defiler's Strength modifier) or die; this is a death effect. If the creature dies and was CR 10 or higher, on the blighted defiler's next turn, they count as if they had used a full round to gather power with steal power. If the target survives or was lower than CR 10, they lose all benefits from both their gather power and steal power, as normal at the end of their turn.

This replaces omnikinesis.

## BLOOD KINETICIST<sup>OA</sup>

To a blood kineticist, the water in a creature's blood is just like any other sort, and she uses that knowledge to brutal ends.

**Blood Focus (Ex):** A blood kineticist must choose water as their primary element and must choose water blast as their first simple blast. All of their infusions granted by this archetype work only on targets with blood and automatically fail if the target is immune to bleed damage.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose water as their primary element.

**Wrack (Su):** At 1st level, a blood kineticist gains wrack as a bonus infusion.

This replaces the 1st-level infusion.

### WRACK<sup>OA</sup>

**Element(s)** water; **Type** form infusion; **Level** 1; **Burn** 0

**Prerequisite(s)** blood kineticist 1st

**Associated Blasts** acid rain, blood, bloody murder, charged water, gore, petrolic, prismatic, rainbow, steam, water

**Saving Throw** Fort halves

You can use your abilities to wrack a target within 30 feet, harming the target by manipulating its blood from the inside. The target takes half the normal damage from this blast, and can attempt a Fortitude save to reduce that amount to 1/4 normal damage, but the damage is untyped and ignores damage reduction.

**Bleeding Infusion (Su):** At 5th level, a blood kineticist gains bleeding infusion as a bonus infusion.

This replaces the 5th-level infusion.





## BLEEDING INFUSION<sup>OA</sup>

**Element(s)** water; **Type** substance infusion; **Level** 2; **Burn** 2

**Prerequisite(s)** blood kineticist 5th

**Associated Blasts** acid rain, blood, bloody murder, charged water, gore, prismatic, rainbow, steam, water

**Saving Throw** Fort negates

You can infuse your blasts with a vicious power that causes internal or external bleeding. The target takes 1 point of bleed damage for every die of this blast's damage. Bleed from this infusion stacks with bleed caused by bloody and greater bloody infusions, but not with itself. A target that fails its saving throw against the wrack form infusion does not receive a saving throw to avoid the bleed damage from bleeding infusion on the same blast.

**Blood Tell (Sp):** At 6th level, a blood kineticist gains blood tell as a bonus utility wild talent.

This replaces the 6th-level utility wild talent.

## BLOOD TELL<sup>OA</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** blood kineticist 6th

Your connection to blood allows you to learn much from the blood of another. This works as *blood biography*<sup>APC</sup>, except you suddenly know the information, rather than having it appear on a parchment. You can accept 1 point of burn to reduce the casting time to a standard action instead of 1 minute.

**Blood Blast (Su):** The first time a blood kineticist selects water with expanded element, they don't gain the cold simple blast or the ice composite blast; instead, they gain blood blast. If the blood kineticist selects water with expanded element a second time, they gain cold and ice blasts as normal. If they select both water and viscera as expanded elements, they gain bloody murder blast.

This alters expanded element, but does not prevent other archetypes which alter expanded element from taking this archetype.

## BLOOD BLAST<sup>OA</sup>

**Element(s)** water; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** necromancy and transmutation

**Prerequisite(s)** primary element (water), expanded element (water), blood kineticist 1st

**Blast Type** physical; **Damage** bludgeoning

You batter the foe with a burst of blood. This is associated with the same infusions as water blast.

## BLOODY MURDER BLAST<sup>KOP2</sup>

**Element(s)** viscera and water; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** necromancy and transmutation

**Prerequisite(s)** blood blast, bone blast

**Blast Type** physical; **Damage** bludgeoning, piercing, and slashing

You launch a blood soaked skull at a target. This blast deals an additional 2 damage for each of its damage dice, and is associated with the same infusions as gore and water blasts.

**Blood Throw (Su):** At 8th level, a blood kineticist gains the foe throw infusion as a bonus infusion, and can use it with the water element on water, blood, and bloody murder blasts, in addition to its normal associated element and blasts.

This replaces the 8th-level utility wild talent.

**Gut-Wrenching Infusion (Su):** At 9th level, a blood kineticist gains gut-wrenching infusion as a bonus infusion.

This replaces the 9th-level infusion.

## GUT-WRENCHING INFUSION<sup>OA</sup>

**Element(s)** water; **Type** substance infusion; **Level** 4; **Burn** 3

**Prerequisite(s)** blood kineticist 9th

**Associated Blasts** acid rain, blood, bloody murder, charged water, gore, prismatic, rainbow, steam, water

**Saving Throw** Fort negates

You can infuse your blasts with the ability to manipulate your opponent's insides to the point of impairing their function. The target of this blast is sickened for 1 minute. A target that fails its saving throw against the wrack form infusion does not receive a saving throw to avoid the sickened condition from this infusion on the same blast.

**Vampiric Infusion (Su):** At 11th level, a blood kineticist gains vampiric infusion as a bonus infusion, ignoring its prerequisites. They treat it as a water infusion associated with acid rain, blood, bloody murder, charged water, gore, prismatic, rainbow, steam, and water blasts. It heals using their kinetic healer instead of void healer; if they don't possess the kinetic healer utility wild talent, they can still use this ability, but it heals only half as much.

This replaces the 11th-level infusion.

**Blood Mastery (Su):** At 20th level, a blood kineticist no longer ages and can't be magically aged. They don't take penalties to their ability scores for aging and remove any such penalties they already possess. They still accrue age bonuses as normal, but they don't die of old age when their time would be up. Because of their utter control over their own blood, they are immune to bleed, injected poisons, injury diseases, and the sickened and nauseated conditions unless they choose to be affected.

This replaces omnikinesis.

Blood kineticists can manifest the following unique mutation:

## FURYSHAPER MUTATION<sup>KOP4</sup>

While most blood kineticists receive the benefits of hydrokinetic and sometimes corpokinetic powers, the furyshaper can use fire to the same effect.

**Restrictions:** Must possess the blood kineticist archetype.

**Benefit:** A blood kineticist with this mutation gains fire as their primary element instead of water and fire blast as their kinetic blast instead of water blast. They treat bleeding, bloody, foe throw, gut-wrenching, hypertensive, vampiric, and wrack infusions as fire infusions instead of water, and can apply them to the following blasts: afterburn, blood, bloody murder, blue flame, fire, green flame, hellfire, steam, solar, and thunder flash. In addition, they can apply any infusion to their blood or bloody murder blasts which is associated with fire blast (including those previously listed), and their blood and bloody murder blasts deal half bludgeoning, half fire damage and are treated as fire-

element blasts instead of water (bloody murder blast is still viscera). Blood kineticists with this mutation can take other archetypes that alter elemental focus so long as they still allow the kineticist to choose fire as their primary element.

**Drawback:** A blood kineticist with this mutation cannot apply infusions to their blood or bloody murder blasts that are associated with water blast unless those infusions are also associated with fire blast. They do not gain blue flame blast the first time they select fire as an expanded element, gaining blood blast instead (they can gain blue flame blast by selecting fire as an expanded element a second time). Their wrack infusion deals fire damage instead of untyped damage. Blood kineticists with this mutation cannot take archetypes for which fire cannot be chosen as a primary element.

## CEREBRAL KINETICIST<sup>KoP</sup>

The pathway to the power possessed by a kineticist is rarely a straight one, and those who attempt to learn such abilities without any form of manifesting them earlier in life are able to force such powers at the expense of wholeness of their mind. While less hardy than their fellow kineticists, a cerebral kineticist is generally far more intelligent than them, even if the strain of managing such powers can be daunting.

These mental adepts risk their sanity with each use of their powers, knowing full well that they teeter on the razor's edge of sanity.

**Intellectual Control (Su):** A cerebral kineticist uses their Intelligence modifier instead of their Constitution modifier to determine their damage with wild talents, the DCs of Constitution-based wild talents, the duration of wild talents with Constitution-based duration, their bonus on concentration checks for wild talents, and all other Constitution-based effects of their wild talents. The maximum amount of burn a cerebral kineticist can willingly accept per day is 3 + their Intelligence modifier. They add all Knowledge skills to the list of kineticist class skills.

This alters the kineticist's class skills and the key ability scores of wild talents.

**Mental Barrier (Ex):** The powers of a cerebral kineticist allow them to avoid the most dangerous effects of channeling such powers, if only slightly. A cerebral kineticist can accept up to 2 points of burn without suffering any negative effects. At 4th level and every 5th level after, they can accept 1 additional point of burn





without suffering negative effects. This ability does not affect how much burn they can accept per day.

This ability replaces the 1st-level infusion.

**Psychological Burn (Ex):** Unlike a typical kineticist, a cerebral kineticist takes all possible strain of summoning such powers upon their mind, forcing it to a breaking point. They can willingly accept up to 3 + their Intelligence modifier points of burn per day (though they can be forced to accept additional burn beyond this limit). Until they recover from burn, the cerebral kineticist cumulatively suffers the following effects when they have accepted an amount of burn exceeding their mental barrier:

+1: The cerebral kineticist is dazzled.

+2: The cerebral kineticist is shaken.

+3: The cerebral kineticist is treated as though they are under the effects of *feblemind*.

+4: The cerebral kineticist falls comatose for 8 hours.

A cerebral kineticist cannot accept burn if they are immune to any of these conditions.

This alters burn.

**Cerebral Overflow (Ex):** A cerebral kineticist can choose to use the power of their element to open up new neural pathways, enhancing their already genius-level intellect. A cerebral kineticist can choose to forgo a size bonus to one of their physical ability scores provided by elemental overflow to instead get an equal morale bonus to a mental ability score of their choice.

The alters elemental overflow.

## CINDER ADEPT<sup>WO</sup>

Among the Sun Clan's most noted champions are those who can tame the flames and bend them to their will. These kineticists are skilled riders, able to wield both weapons and fire with deadly skill.

**Class Skills:** A cinder adept gains Handle Animal and Ride as class skills, but does not gain Stealth and Use Magic Device as class skills.

This alters the kineticist's class skills.

**Fire Focus (Su):** When a cinder adept gains elemental focus, they must select fire as their chosen element. When they gain the expanded element class feature, they must select their primary element of fire and do not learn to use a new element.

This alters elemental focus and expanded element. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus or expanded element so long as they still allow the kineticist to choose fire as their primary element and expanded elements.

**Galloping Siphon (Su):** When a cinder adept gathers power while mounted, they and their mount gain fire resistance 5 for a number of rounds equal to the total value of the burn cost they reduce. This resistance increases to fire resistance 10 at 11th level. The cinder adept and their mount lose this resistance if they dismount before the duration ends. In addition, a cinder adept gains *Mounted Combat* as a bonus feat and a +1 bonus on concentration checks due to riding. This bonus increases by +1 at 4th level and every 4 levels thereafter (up to a maximum of +6 at 20th level).

This alters gather power and replaces the infusion gained at 1st level.

**Mount:** At 4th level, a cinder adept gains a loyal mount. This ability functions like the druid's animal companion ability (as described in the nature bond class feature), except that the cinder adept always gains a horse or pony (though they can gain additional options at the GM's discretion) and their effective druid level is equal to their cinder adept level -3.

This replaces the utility wild talents gained at 4th, 8th, and 12th levels.

## CORPSE PUPPETEER<sup>KoP3</sup>

Not all respect life equally, and some are more apt to use its remnants than others. The shrewdest of chaokineticists and corpokineticists are likely to see value even in death, animating a corpse through either a surge of negative energy or wresting control of its very flesh and bones, wielding it as a weapon of their own design. These foul masters of power find strength in cannibalizing the bodies of others to aid their own vile beast, creating an unholy chimera unfit to walk in the light.

**Elemental Focus:** A corpse puppeteer must select viscera or void as their elemental focus.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose viscera or void as their primary element.

**Corpse Puppet (Su):** At 1st level, a corpse puppeteer can create a corpse puppet from the corpse of a deceased Medium or Small humanoid or a four legged animal (other animal corpses may be allowed upon GM approval). Treat this as an undead for corpse puppeteers with void as their elemental focus. If their elemental focus is viscera, it instead is treated as a construct (therefore a chaokineticist's corpse would gain additional hit points upon raising its Charisma, while a corpokineticist's corpse receives additional hit points according to its size).



This corpse functions as a druid's animal companion, using the corpse puppeteer's level as their effective druid level, and gains statistics based upon its form and size, regardless of the form it took when alive (see below). Despite being mindless, it gains feats as it levels up, although they must be from the list available to an animal companion.

Controlling a corpse requires a swift action, and a corpse will continue whatever action it was last given, standing completely still if it has no task given to it. As it is mindless, it cannot be given any complex task, being limited to "attack", "defend", "stay", and "flee." A corpse can only be healed with kinetic healer, regressive healer, void healer, wood healer, or any other wild talent for which one of those wild talents is a prerequisite (this is an exception to the normal rule of what these talents can heal).

A corpse puppeteer can break the connection between themselves and their corpse as a full round action, causing it to revert to a normal corpse. To form a connection with a new corpse, they must spend 1 hour with a new corpse, accepting an amount of burn equal to 1/2 their character level (minimum 1). A corpse puppeteer can reduce the amount of burn needed by supplying an additional amount of Small or larger humanoid

corpses equal to the amount of burn they must accept. Any corpse they control will rot as it normally would, although this does not affect its abilities.

This replaces the 1st, 5th, 9th, 13th, and 17th-level infusions.

**Share Utility Wild Talents (Su):** At 1st level, a corpse puppeteer's companion can use any spell-like utility wild talents that require a standard action to use that the corpse puppeteer possesses. If they do so, the corpse puppeteer cannot take a standard action on their next round. A corpse puppet cannot accept burn while using any of these utility wild talents.

This ability replaces the companion's link and share spells abilities.

**Fleshcrafting (Ex):** At 4th level, a corpse puppeteer can spend 10 minutes to apply the unnatural evolution talent to any corpse they control permanently. A corpse can only have one such alteration at a time, and adding a second causes the first one to rot off and become worthless. At 8th level, and every 4 levels afterwards, they can apply an additional use of unnatural evolution to their corpse. A corpse can take the [Extra Evolution<sup>UM</sup>](#) feat as if it was an eidolon and apply its effects to itself, treating its hit dice as its character level for the purpose of how many times it can select it.



This replaces the 4th-level utility wild talent.

**Preserved Puppet (Ex):** At 6th level, a corpse puppeteer's companion is preserved as though under the effect of a continual *gentle repose* spell.

This replaces the companion's devotion ability.

**Advanced Puppetry (Ex):** At 7th level, a corpse puppeteer can form a connection with a Large corpse or spend 10 minutes and accept 1 point of burn to permanently increase the size of a Medium corpse puppet to Large.

A corpse puppeteer can also choose to instead form a connection with two Small corpses, treating their effective druid level as their corpse puppeteer level -3 for both of them. While they both share feats, applications of fleshcrafting are separate among them.

This replaces the 7th-level expanded element.

**Expanded Element (Su):** At 10th level, a corpse puppeteer gains the expanded element class feature.

This replaces the 10th-level utility wild talent.

**Improved Fleshcrafting (Ex):** At 10th level, a corpse puppeteer can use two uses of their unnatural evolution to instead apply one use of improved unnatural evolution.

**Fleshcrafting Master (Ex):** At 15th level, a corpse puppeteer can form a connection with a Huge corpse or spend 1 hour and accept 2 points of burn to permanently increase the size of a Large corpse puppet to Huge.

A corpse puppeteer can also use three uses of their unnatural evolution to instead apply one use of greater unnatural evolution. They can also instead form a connection between two Medium or smaller corpses treating their effective druid level as their corpse puppeteer level -2 for both of them. Both of these corpses gain a +4 to their strength and natural armor as well as 20 additional hit points each.

This replaces the 15th-level expanded element.

**Corpse Master (Ex):** At 20th level, a corpse puppeteer's companion gains a +8 bonus to Strength, +6 to its natural armor bonus, and 40 additional hit points. The corpse puppeteer can also instead form a connection between two Large or smaller corpses using their full corpse puppeteer level as their effective druid level, both corpses gaining a +4 bonus to their Strength and natural armor bonus as well as 20 additional hit points each.

This replaces omnikinesis.

Corpse puppeteers' corpse companions use the following stat blocks:

#### SMALL HUMANOID CORPSE

**Size** Small; **Speed** 20 ft.; **AC** +2 natural armor; **Attack** 2 claws (1d3); **Ability Scores** Str 13, Dex 16, Con --, Int --, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, *construct traits* (if viscera)/*undead traits* (if void)

#### SMALL ANIMAL CORPSE

**Size** Small; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 17, Con --, Int --, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, *construct traits* (if viscera)/*undead traits* (if void)

#### MEDIUM HUMANOID CORPSE

**Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** 2 claws (1d4); **Ability Scores** Str 16, Dex 13, Con --, Int --, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, *construct traits* (if viscera)/*undead traits* (if void)

#### MEDIUM ANIMAL CORPSE

**Size** Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 17, Dex 13, Con --, Int --, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, *construct traits* (if viscera)/*undead traits* (if void)

#### LARGE HUMANOID CORPSE

**Size** Large; **Speed** 40 ft.; **AC** +4 natural armor; **Attack** 2 claws (1d6); **Space** 10 ft.; **Reach** 10 ft.; **Ability Scores** Str 20, Dex 13, Con --, Int --, Wis 10, Cha 12; **Special Qualities** DR 10/bludgeoning, *construct traits* (if viscera)/*undead traits* (if void)

#### LARGE ANIMAL CORPSE

**Size** Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** bite (1d8); **Space** 10 ft.; **Reach** 10 ft.; **Ability Scores** Str 20, Dex 13, Con --, Int --, Wis 10, Cha 12; **Special Qualities** DR 10/bludgeoning, *construct traits* (if viscera)/*undead traits* (if void)

#### HUGE HUMANOID CORPSE

**Size** Huge; **Speed** 50 ft.; **AC** +8 natural armor; **Attack** 2 claws (1d8); **Space** 15 ft.; **Reach** 15 ft.; **Ability Scores** Str 26, Dex 13, Con --, Int --, Wis 10, Cha 14; **Special Qualities** DR 10/bludgeoning and magic, *construct traits* (if viscera)/*undead traits* (if void)

#### HUGE ANIMAL CORPSE

**Size** Huge; **Speed** 60 ft.; **AC** +8 natural armor; **Attack** bite (2d6); **Space** 15 ft.; **Reach** 15 ft.; **Ability Scores** Str 26, Dex 13, Con --, Int --, Wis 10, Cha 14; **Special Qualities** DR 10/bludgeoning and magic, *construct traits* (if viscera)/*undead traits* (if void)



## DARK ELEMENTALIST<sup>HA</sup>

Some kineticists who are loath to suffer the consequences of channeling their power study the darkest esoteric energies of the planes and use souls to fuel their occult might. The spiritual tortures these dark elementalists inflict upon their victims' souls are horrifically selfish acts on par with the actions of daemons.

**Alignment:** Since harming souls is a wicked act, a dark elementalist must be of an evil alignment. If they become non-evil, they can't use any of their dark elemental abilities other than dark studies, though they can still use their other kineticist class features.

**Dark Studies:** A dark elementalist's base Will save bonus from the kineticist class is equal to  $2 + 1/2$  their kineticist level, and their base Reflex and Fortitude save bonuses are equal to  $1/3$  their kineticist level. They gain all Knowledge skills as class skills.

A dark elementalist uses their Intelligence modifier instead of their Constitution modifier to determine their damage with wild talents, the DCs of Constitution-based wild talents, the durations of wild talents with Constitution-based durations, their bonus on concentration checks for wild talents, and any other Constitution-based effects of all their wild talents.

This alters the kineticist's class skills, base saving throws, and the key ability score of wild talents.

**Soul Power:** A dark elementalist uses the souls of others to protect themselves from the dangers of burn. They can't choose to accept burn if doing so would raise their total number of points of burn above 3. However, a number of times per day equal to their Intelligence modifier, as a full-round action they can gather up the soul of a sentient creature with a CR equal to or higher than their character level, as long as that creature died in the past minute. When they do, some of their existing burn is unloaded into the departing soul, racking it with unspeakable torment, but reducing their current burn total by 1 point. A soul used in this way cannot be brought back to life as if it died of a death effect. Using a soul like this doesn't heal the nonlethal damage from that point of burn immediately, but does enable the dark elementalist to heal the nonlethal damage from that point of burn normally.

At 6th level, racking a soul in this way forces anyone trying to bring the creature back to life to succeed at a caster level check ( $DC = 10 +$  the dark elementalist's kineticist level) or the attempt fails. At 11th level, even if the creature returns from the dead, its soul is so damaged by the agony that it takes  $2d6$  points of Wisdom damage (or  $3d10$  points of sanity damage if using the

sanity system). At 16th level, the soul is destroyed in the process, and the creature can be restored only by a *miracle* or *wish*.

A dark elementalist gains attack and damage bonuses from elemental overflow based on how many times that day they have used soul power to rack a soul, rather than based on their current burn total. For instance, a 9th-level dark elementalist who used soul power to rack three or more souls during the course of the day would add a +3 bonus on attack rolls and a +6 bonus on damage rolls. A dark elementalist does not gain size bonuses to physical ability scores or a chance to ignore critical hits and sneak attacks from elemental overflow.

This alters burn and elemental overflow and replaces internal buffer.

Dark elementalists may learn the following unique feats:

### SOUL FEAST<sup>LK2</sup>

**Prerequisite(s):** Dark elementalist 7th.

**Benefit:** You gain alchemical bonuses to your mental ability scores based on the number of souls you've wracked with soul power since the last time you've recovered burn and your current dark elemental level. If you've racked three or more souls, you receive a +2 alchemical bonus to two mental ability scores of your choice; if you've wracked five or more souls and you are at least an 11th level dark elementalist, you receive a +4 alchemical bonus to one mental ability score of your choice and a +2 alchemical bonus to each of the remaining mental ability scores; if you've wracked seven or more souls and you are at least a 16th level dark elementalist, you receive a +6 alchemical bonus to one mental ability score, a +4 alchemical bonus to another, and a +2 alchemical bonus to the third.

**Normal:** You only receive bonuses to your attack and damage rolls from using soul power to rack souls.

### SOUL TORMENTOR<sup>LK2</sup>

**Prerequisite(s):** Dark elementalist 7th.

**Benefit:** You can use your soul power class feature to wrack the soul of any sentient creature that has died within the past week. In addition, your elemental overflow's bonuses are based on a combination of both the amount of burn you've accepted that day plus the number of souls you've racked with soul power that day.

**Normal:** You can only use soul power to wrack the soul of a sentient creature that has died in the past minute, and your elemental overflow's bonuses are based only on how many souls you have racked that day.



## DIMENSIONAL RIPPER<sup>KoP3</sup>

The threads of reality are not as strong as most would be lead to believe, and there are those who possess the power to pull these threads apart, creating gaps in dimensions. A dimensional ripper is capable of finding the weak points in the fabric of dimensions through pulling at the strands of aether, slipping between moments in time, or even through more esoteric means. Reality itself is but a plaything of these kineticists, traveling in places best left untouched by mortals.

**Elemental Focus:** A dimensional ripper must select aether, time, or void as their elemental focus.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose aether, time, or void as their primary element.

**Dimensional Tear (Sp):** At 2nd level, as a standard action a dimensional ripper can accept 1 point of burn to create up to 2 tears in the dimension veil for 1 minute per dimensional ripper level they possess. They can also choose to create tears as a full round action without

needing to accept burn. The dimensional ripper must select a number of empty squares within 50 ft. of themselves equal to the amount of tears they wish to create to which they have line of sight, creating a tear in each of those squares (these squares cannot contain hazardous terrain).

The distance from which a dimensional ripper may create a tear increases by 10 ft. per dimensional ripper level they possess past 2nd level. These two dimensional tears stand 5 ft. tall and wide, must be placed vertically upon solid ground, and can be identified by a DC 15 Knowledge (planes) as a dimensional tear. Dimensional tears block line of sight. A tear cannot be created in any space where extradimensional travel is blocked. A dimensional ripper can close one or more tears as a free action. If a tear is closed while a creature is inside of it, they are shunted off to the nearest empty square and take 1d6 damage.

A dimensional ripper's tears are connected only to each other, making them independent of other tears, and if a dimensional ripper is ever further than 100 feet + 10 feet per dimensional ripper level they possess from a tear, it instantly closes. A Large or smaller creature can step into one tear, exiting on the other side of any tear to which



they have line of sight. If they cannot see another tear, the tear from which they exit is decided randomly. If a dimensional ripper creates only 1 tear, anything entering it will exit through the same tear. If a dimensional ripper's placement of tears would create an infinite loop, both tears will instantly close after a creature enters the same tear a third time. Objects and spells that enter a tear (including attacks) used by someone other than a dimensional ripper that enter a tear exit through a random tear (or the tear they entered if there is only one tear in existence), while a dimensional ripper can choose from which tear they exit.

A dimensional ripper can fire their kinetic blast into one tear, causing it to exit from another tear of their choice, although the maximum distance traveled cannot exceed that of the kinetic blast (if the dimensional ripper applies the kinetic blade, kinetic whip wild talent to their blast, there must be tear within 5 or 10 feet of the target and themselves respectively, and it can only travel through 1 tear). If a dimensional ripper applies a form infusion to their blast that alters the shape of the blast, they must be within 5 feet of a tear, using the tear that the blast is exiting from as the point of origin of the blast. For each tear a ranged kinetic blast travels through, increase the maximum range of the blast by 10 feet, up to a maximum of 10 feet per 3 dimensional ripper levels they possess, although this doesn't change the area or shape of a blast which has an infusion applied to it with a set area such as the wall infusion.

A dimensional ripper can maintain a number of tears equal to twice the amount they can create with a single use of this ability. If a dimensional ripper attempts to create another tear while they already have their maximum in effect, the oldest tear instantly closes.

This replaces the 2nd-level utility wild talent.

**Improved Tearing (Sp):** At 7th level and every 4 levels afterwards, a dimensional ripper can create an additional tear when using dimensional tear, as well as being able to place a tear in the air. A tear placed in the air can be no further from the ground than half the maximum distance of the tear from the dimensional ripper (a 7th level dimensional ripper could place a tear 45 feet into the air), and cannot be placed over hazardous terrain. In addition, they can accept 1 point of burn to create one or more tears as a move action. If the dimensional ripper chooses to create a tear as a standard action, they no longer need to accept burn to do so. They also gain an infusion for which they qualify.

This replaces the 7th-level expanded element.

**Dimensional Travel (Sp):** At 8th level, a dimensional ripper knows how to slip between dimensions as though using the light speed travel wild talent. In

addition, they can increase the amount of burn needed to create a tear by 1 to increase the duration of a tear to 1 hour per dimensional ripper level they possess or until they recover burn. A dimensional ripper can increase the burn cost of their blast by 1 to treat it as though it had the hyper-dimensional blast infusion applied to it as long as passes through at least one tear.

This replaces the 8th-level utility wild talent.

**Dimensional Fury (Sp):** At 9th level, a dimensional ripper can increase the force of their blast by forcing it through different dimensions. Whenever a dimensional ripper attacks through one of their tears, they can increase the burn cost of their blast by 1 to increase its destructive force. For each tear a dimensional ripper's blast travels through (up to 1 per 3 dimensional ripper levels they possess), that blast gains +1 to attack and damage rolls. A dimensional ripper who makes a charge attack through a tear using either kinetic blade, kinetic fist, or kinetic whip is treated as though they had pounce for the attack, increasing their base land or flight speed by 10 feet for each tear they pass through up to a maximum of 10 feet per 3 dimensional ripper levels they possess.

This replaces metakinesis (maximize).

**Rapid Tearing (Sp):** At 10th level, a dimensional ripper can create one or more tears as a swift action. If they choose to create a tear as a move action, they no longer need to accept burn to do so. If they use a standard action to create a tear, they no longer need to accept burn to increase the duration.

This replaces the 10th-level utility wild talent.

**Mobile Tears (Su):** At 11th level, a dimensional ripper can move any number of tears they create up to 30 feet as a move action, although two or more tears cannot occupy the same square. As an immediate action, a dimensional ripper can accept 1 burn to move a tear in the pathway of a charging enemy, forcing them to make a Reflex save equal to  $10 + \frac{1}{2}$  the dimensional ripper's level + their constitution modifier or be forced to enter the tear, the dimensional ripper choosing through which tear they exit.

This replaces the 11th-level infusion.

**Expanded Element (Su):** A dimensional ripper must select either aether, time, or void as their expanded element.

This alters the 15th-level expanded element.

**Multi-Dimensional Fury (Su):** At 17th level, a dimensional ripper can split their assault by using their attacks from parallel dimensions, increasing the burn cost of their kinetic blast by 3 when they make an attack through one of their tears. If they do so, their attack emerges from each tear except for the one being used to



make the attack, dealing damage as a kineticist of half their level. A kinetic blast cannot have a form infusion applied to it while using this ability except for extended range and extreme range.

This replaces metakinesis (twice).

**Spatial Collapse (Sp):** At 20th level, a dimensional ripper can accept 1 burn to move two or more tears into the same square and collapse them in on each other as a standard action. This forces all creatures within 15 ft. of the square to make a Reflex save equal to 20 + the dimensional ripper's Constitution modifier or be caught in the blast, disintegrating them instantly as per the spell. Those who make their saving throw only take 10d6 damage. For each two additional tears used in a spatial collapse beyond the second, increase the DC by 1 and the damage taken on a failed save by 2d6.

This replaces omnikinesis.

Dimensional rippers (and those who simulate their abilities) may learn the following unique feat:

#### EXTRA TEAR<sup>KOP3</sup>

**Prerequisite(s):** Dimensional rip wild talent or dimensional tear class ability

**Benefit:** You can create an additional dimensional tear with your dimensional rip wild talent or the dimensional tear class feature.

## DIVINE CONDUIT<sup>KOP2</sup>

The powers of the kineticist are known to those in power among the heavens, and the gods are quite aware of such unique powers. On rare occasions, some benevolent deities will bless their most virtuous members with powers unheard of among their brethren. While some do not answer the call, those that do are made champions of virtue among their element, wielding the power of the exalted in their every blast. Only the most pure of kineticists can bear such a responsibility, standing out among others as an example to all those who witness them.

**Alignment:** A divine conduit must be good-aligned. If a divine conduit's alignment changes from this, they can no longer gain kineticist levels and lose all supernatural and spell-like abilities granted through class features until their alignment is returned to an acceptable one.

**Aura of Good (Ex):** A divine conduit gains an aura of good as a [paladin](#) of their kineticist level, and their kinetic blasts have the good descriptor added to their auras (even if the blast doesn't deal good damage).

**Kinetic Smite (Sp):** At 1st level, the divine conduit gains kinetic smite as a bonus utility wild talent.

This replaces the 1st-level infusion.

#### KINETIC SMITE<sup>KOP2</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 1; **Burn** 1

**Prerequisite(s)** divine conduit 1st

As a swift action, choose one creature within 60 feet; you are treated as having selected that creature as the target of smite evil as per the paladin class feature. You can add 1/2 of your Constitution modifier in place of your Charisma modifier to determine attack bonuses and deflection bonuses to AC from your smite.

**Divine Defense (Su):** At 2nd level, the divine conduit gains the adamant faith defense wild talent. They can select their primary element for the expanded defense wild talent.

This replaces elemental defense.

#### ADAMANT FAITH<sup>KOP2</sup>

**Element(s)** universal; **Type** defense (Su); **Level** --; **Burn** 0

**Prerequisite(s)** divine conduit 2nd

Your body is suffused with raw divine power. You gain DR 1/evil. This DR increases by 1 for every 2 kineticist levels you possess beyond 2nd. By accepting 1 point of burn, you can increase the DR by 1 until the next time your burn is removed, to a maximum DR equal to your kineticist level.

Whenever you accept burn while using a wild talent, the energy surging through you spills into your adjacent allies, granting them DR against evil equal to your own for 1 round. You can dismiss and restore this effect as an immediate action.

**Holy Healing (Sp):** At 2nd level, a divine conduit gains kinetic healer as a bonus utility wild talent, ignoring its prerequisites. A divine conduit cannot force their target to accept burn for their kinetic healer. They can use kinetic healer on themselves as a swift action. A divine conduit always calculates the amount of this healing as though they possessed a physical simple blast, regardless of what simple blast they possess.

This replaces the 2nd-level utility wild talent.

**Fearless Defender (Su):** At 4th level, a divine conduit becomes immune to fear (magical or otherwise). Each ally within 10 feet of them gains a +4 morale bonus on saving throws against fear effects.

This replaces the 4th-level utility wild talent.

**Empowering Aura (Su):** At 10th level, whenever a divine conduit uses a spell-like utility wild talent that affects themselves with a duration longer than 1 round (such as wings of air), they can choose to have it also affect a number of allies equal to their Constitution modifier within 30 feet of themselves for 1 round per kineticist level they possess (or for the normal duration of the wild talent, if it is shorter).

This replaces the 10th-level utility wild talent.

Divine conduits may learn the following unique wild talent:



## DIVINE MOUNT<sup>KOP2</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 4; **Burn** 0  
**Prerequisite(s)** divine conduit 8th

You gain the ability to conjure a mount, as per the *phantom steed*<sup>UC</sup> spell. This steed is composed of raw elemental power and divine energy, and treats your kineticist level as your caster level, although it cannot be dispelled. You can accept 1 point of burn to increase the mount's hit points to 1/2 of your maximum total until it is dismissed. If your divine mount is destroyed, you cannot use this utility wild talent for 1 week.

## DRAGON PACT KINETICIST<sup>KOP2</sup>

Of the many sources assumed to provide kinetic power, one of the least understood is the influence dragons have in awakening these abilities. Draconic involvement isn't as random or altruistic as most would assume though, as dragons are nothing if not enterprising in their involvement in mortal affairs. Some dragons use pacts to draw individuals into their labyrinthine schemes, toying with their pact-bound, while others simply see it as an investment and often forget about it the moment the pact is sealed. The power that dragons bestow always includes one very important constant; it always has a cost.

**Draconic Pact (Ex):** The powers of a dragon pact kineticist are forged through the pact made with a true dragon of very old age or older, requiring both parties to agree on terms. Some dragon pact kineticists seek out such pacts, while others are born into them without any knowledge (this decision should be left up to the player to decide upon). This pact bestows the dragon with the ability to always be aware of their pactbound's location and actions, although most dragons rarely intercede in the affairs of their chosen pact bound, instead allowing them to do as they wish.

The dragon itself simply bestows the potential upon their pact bound, and the powers that manifest because of it are entirely the choice of the pact bound. It is not uncommon to see a red dragon with a number of pact bound toxikineticists or geokineticists, and dragons often encourage such deviation. The details of how such a pact is formed are best left up for the GM to decide, although it should require at least 7 days and a tribute of 500 gold per character level the pact bound possesses. This should only be used for characters whose pact has been broken and are searching for another; any character taking this archetype is assumed to have a pact in effect, even if they are unaware of it. This does allow a character to take this archetype after character creation though, replacing (or, at the GM's discretion and if possible, adding to) any other kineticist archetype the character may possess.

A dragon pact is incredibly powerful, and can only be broken by one party killing the other or by both agreeing to dissolve the pact. Dragons are rarely willing to voluntarily dissolve a pact, as it would require them to return the tribute that was paid to them for its establishment. As the dragon has already given its power to the dragon pact kineticist, the death of the dragon through other circumstances will not remove their gift from the dragon pact kineticist, although a dragon pact kineticist may not form another pact with a different dragon so long as their current pact remains intact. A dead dragon is always treated as willing to dissolve their pact.

Whenever a dragon pact kineticist selects their elemental focus, they also gain an element associated with their dragon pact. The following dragons correspond to the following energy types:

*Acid:* black, copper, green

*Cold:* silver, white

*Electricity:* blue, bronze

*Fire:* brass, gold, red

Players can select other types of dragons to form pacts with at the GM's discretion, although the dragon should have an associated energy type for the skin of the dragon and draconic fusion class features.

**Draconic Aspect I (Su):** At 1st level, a dragon pact kineticist must select one aspect of the dragon, gaining abilities based on their choice:

*Breath of the Dragon* - A breath aspect dragon pact kineticist gains both draconic breath (cone) and draconic breath (line) as bonus form infusions, reducing their burn cost by 1.

*Form of the Dragon* - A form aspect dragon pact kineticist gains kinetic fist as a bonus form infusion, reducing its burn cost by 1. They also gain draconic form as a bonus utility wild talent.

A dragon pact kineticist cannot use their kinetic blast without applying either the draconic breath (cone), draconic breath (line), or kinetic fist form infusion to it.

This alters kinetic blast and replaces the 1st-level infusion.

## DRACONIC BREATH (CONE)<sup>KOP2</sup>

**Element(s)** universal; **Type** form infusion; **Level** 1; **Burn** 1  
**Prerequisite(s)** draconic aspect I (breath) or pact unbound class feature

**Associated Blasts** any

**Saving Throw** Reflex half

Your kinetic blast erupts from your mouth in a 15-foot cone, damaging all creatures inside of it. This infusion deals half your normal amount of blast damage (or full damage for energy blast). The saving throw DC is Dexterity-based.



## DRACONIC BREATH (LINE)<sup>KOP2</sup>

**Element(s)** universal; **Type** form infusion; **Level** 1; **Burn** 1  
**Prerequisite(s)** draconic aspect I (breath) or pact unbound class feature

**Associated Blasts** any

**Saving Throw** Reflex half

Your kinetic blast erupts from your mouth in a 30-foot line, damaging all creatures inside of it. This infusion deals half your normal amount of blast damage (or full damage for energy blast). The saving throw DC is Dexterity-based.

## DRACONIC FORM<sup>KOP2</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 1; **Burn** --  
**Prerequisite(s)** draconic aspect I (form) or pact unbound class feature

Your features shift into those of a mighty dragon. You gain a bite attack; this is a primary natural attack which deals 1d6 bludgeoning, piercing, and slashing damage. While your skin of the dragon is active, you also gain two claws; these are primary attacks which deal 1d6 bludgeoning and slashing damage. While making an attack with only your natural weapons, reduce the burn cost of the kinetic fist form infusion by 1.

**Draconic Defense (Su):** At 2nd level, the dragon pact kineticist gains the skin of the dragon defense wild talent.

This replaces elemental defense.

## SKIN OF THE DRAGON<sup>KOP2</sup>

**Element(s)** universal; **Type** defense (Su); **Level** --; **Burn** 0  
**Prerequisite(s)** dragon pact kineticist 2nd

Your skin is as thick and resistant as a dragon's hide. You gain 1 resistance against your draconic pact element and a +1 enhancement bonus to your natural armor bonus. This resistance increases by 1 for every 2 kineticist levels you possess past 2nd. By accepting 1 point of burn, you can increase the enchantment bonus to your natural armor bonus by 1. For every 3 levels beyond 2nd, you can accept 1 additional point of burn to further increase this enchantment bonus by 1 (to a maximum of +7 at 20th level).

Whenever you accept burn using a wild talent, your scales grow far more resistant, granting you immunity to your resisted element for 1 round. You can dismiss or restore this effect as an immediate action.

**Draconic Aspect II (Su):** At 7th level, the dragon pact kineticist gains the draconic fusion composite blast. In addition they gain the following abilities depending on the draconic aspect chosen for draconic aspect I:



*Breath of the Dragon* - A dragon pact kineticist can increase the burn cost of their draconic breath (cone) or draconic breath (line) form infusions by 2 to increase their area of effect by either 15 feet for draconic breath (cone) or 30 feet for draconic breath (line). If they possess a physical blast, they gain the brutal breath composite blast; otherwise they gain brutal breath whenever they gain a physical blast.

*Form of the Dragon* - The dragon pact kineticist gains tail of the dragon as a bonus utility wild talent.

This replaces the 7th-level expanded element.

## BRUTAL BREATH<sup>KOP2</sup>

**Element(s)** universal; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** varies

**Prerequisite(s)** any physical blast, any draconic breath form infusion or pact unbound class feature



**Blast Type** physical; **Damage** special (see text)

You can channel the power of your breath through a physical simple blast. Your physical simple blasts do full damage instead of half when using either draconic breath (cone) or draconic breath (line); this otherwise acts as the simple blast. At 15th level you can apply this to a composite blast by increasing the burn cost of the blast by 1. This blast's aura is the same as that of the simple blast.

#### **DRACONIC FUSION**<sup>KOP2</sup>

**Element(s)** universal; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** varies

**Prerequisite(s)** any simple blast, draconic aspect II class feature

**Blast Type** special; **Damage** special (see text)

You can draw from the power granted to you to fuel a simple blast. Damage from this blast is treated as both one damage type from one of your simple blasts and as the damage type associated with your dragon pact (for example, a kineticist with a red dragon bond and both electric and air blasts can treat this as electricity and fire or as bludgeoning and fire). If your simple blast is physical, this is a physical blast; if it is energy, this is an energy blast. This blast's aura is as the simple blast, and adds the elemental descriptor of your chosen draconic bond's damage type if it has an associated descriptor.

#### **TAIL OF THE DRAGON**<sup>KOP2</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** draconic aspect II (form aspect) or pact unbound class feature

While your skin of the dragon is active, you grow a tail that can be used to make a tail slap; this is a secondary natural attack which deals 1d6 bludgeoning damage. You can accept 1 point of burn to instead have your tail slap be treated as a primary attack, as well as being able to be used as a prehensile tail (as per the [tiefeling](#) alternate racial trait) until the next time you recover burn.

**Draconic Flight (Su):** At 8th level, the dragon pact kineticist gains wings of the dragon as a bonus utility wild talent.

This replaces the 8th-level utility wild talent.

#### **WINGS OF THE DRAGON**<sup>KOP2</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** dragon pact kineticist 8th

You grow a set of majestic wings, granting you a flight speed of 60 feet with good maneuverability.

**Expanded Element (Su):** At 10th level, a dragon pact kineticist gains the expanded element class feature.

This replaces the 10th-level utility wild talent.

**Draconic Aspect III (Su):** At 15th level, the dragon pact kineticist gain a fear aura that extends out 30 feet. This aura has a save DC of 10 + their Constitution modifier + 1/2 their dragon pact kineticist level, frightening creatures inside of it for 1 round per 4 kineticist level they possess. A creature can only be affected by this fear aura once per day, and a dragon pact kineticist can dismiss or resummon this aura as a free action. A dragon pact kineticist can also select the elemental eater utility wild talent regardless of their elemental focus, being able to absorb the energy type associated with their pact. In addition, they gain the following abilities based on the draconic aspect they chose for draconic aspect I:

*Breath of the Dragon* - The dragon pact kineticist can increase the burn cost of their draconic breath (cone) or draconic breath (line) form infusions by 4 to increase their area of effect by either 45 feet for draconic breath (cone) or 90 feet for draconic breath (line).

*Form of the Dragon* - The dragon pact kineticist treats their tail slap as a primary attack, and all of their natural attacks gained from this archetype have their critical range doubled. This increase does not stack with any other increase to critical range.

This replaces the 15th-level expanded element.

**Pact Unbound (Su):** At 20th level, a dragon pact kineticist has mastered the power bestowed upon them, and is no longer bound by the terms of their pact. They gain the benefits of draconic aspect I, II, and III for whichever aspect they did not select as well as gaining immunity to the energy type of their dragon pact.

Dragons rarely like to let a dragon pact reach this level of power, and will often engineer the dragon pact kineticist's downfall before they can reach such a point.

This ability replaces omnikinesis.

## **DREAD SOUL**<sup>KOP3</sup>

The source of a kineticist's power can come from many sources, and some are far less respectable than others. When one's power fails to fully manifest, some kineticists can search for more devious sources to unlock their true strength, summoning forth the power of the lower planes. These dread souls form agreements with the denizens of evil to empower themselves beyond mortal means, selling their souls for true power.

**Alignment:** A dread soul cannot be good-aligned. If a dread soul's alignment ever becomes good, they can no longer gain kineticist levels and lose all supernatural and spell-like abilities granted through kineticist class features until their alignment is returned to an acceptable one.

**Aura of Evil (Ex):** The power of a dread soul's aura of evil (see the [detect evil](#) spell) is equal to their dread soul



level, even if they are not themselves evil, being treated as though their alignment was evil for the purposes of spells and other abilities that are dependent on their alignment.

**Damned Loyalty (Ex):** When a dread soul is killed, their soul is instantly claimed by the lower planes. In time, the dread soul's soul is transformed into an evil outsider appropriate to the greatest sins the dread soul gloried in while they lived. A lawful dread soul must swear themselves to devils, a chaotic dread soul must swear themselves to demons, and a true neutral or neutral evil dread soul must swear themselves to daemons. Any character attempting to resurrect a slain dread soul must succeed at a caster level check equal to 10 + the dread soul's level or the spell fails. That character cannot attempt to resurrect the dread soul again until the following day, though other characters can attempt to do so if they please.

**Evil Blast (Su):** At 1st level, a dread soul's kinetic blasts are treated as though they had the aligned infusion wild talent applied to them, although they can only select evil as the alignment of the infusion. Evil blast's application of aligned infusion doesn't count toward the limit of substance infusions per kinetic blast. This does not increase the burn cost of their blast.

This replaces the 1st-level infusion.

**Fiendish Form (Su):** At 2nd level, the dread soul gains the flesh of the fallen defense wild talent.

This replaces elemental defense.

#### FLESH OF THE FALLEN<sup>KOP3</sup>

**Element(s)** universal; **Type** defense (Su); **Level** --; **Burn** 0

**Prerequisite(s)** dread soul 2nd

Your skin is as thick and sharp as a fiend's hide. You gain a +1 enhancement bonus to your natural armor bonus. Depending on your damned loyalty, you also gain energy resistance equal to 3 times the natural armor provided by this wild talent:

*Devil (Lawful):* Fire

*Demon (Chaotic):* Electric

*Daemon (Neutral or Neutral Evil):* Acid

By accepting 1 point of burn, you can increase this enhancement bonus by +1. For every 3 levels beyond 2nd, you can accept 1 additional point of burn to further increase this enhancement bonus by +1 (to a maximum of +7 at 20th level). Whenever you accept burn using a wild talent, your scales grow far sharper, dealing piercing damage equal to the highest amount of energy resistance this ability provide you with to any creature that strikes you with a non-reach melee or natural attack for 1 round. You can dismiss or restore this effect as an immediate action.



**Damning Drain (Sp):** At 5th level, a dread soul learns to sap the soul out of others, forcing them to accept burn in their stead. As part of using any wild talent for which a dread soul must accept burn (excluding defense wild talents), they can target a living intelligent creature (Intelligence of 3 or higher) within 30 feet, forcing them to make a Will save (DC = 10 + 1/2 their dread soul level + their Constitution modifier) or else be forced to accept 1 point of burn, reducing the amount of burn a dread soul must accept when using the wild talent by 1. Good creatures receive a -1 penalty to these saves, while evil creatures



receive a +1 circumstance bonus to them. At 11th level a dread soul can force a creature to accept up to 2 points of burn from a wild talent they use, and at 17th this increases to 3. This effect cannot be used to force a creature to accept more burn than is required to reduce the wild talent's burn cost to 0. If the target succeeds this save, the dread soul must accept the burn as normal, as well as being staggered until the end of their next round. A willing conscious creature may choose not to save against this effect. Burn which a dread soul forces a target to accept counts against the dread soul's daily and per-round burn limits.

This replaces the 5th, 11th, and 17th-level infusion specializations.

**Evil Soul (Su):** At 6th level, a dread soul increases the total amount of burn they may accept per day by 1. This increases again at 11th level, and a third time at 16th (allowing a dread soul to accept up to 6 + Con burn per day).

This replaces internal buffer.

**Blessing of the Beast (Su):** At 7th level, the dread soul gains soul burning infusion as a bonus infusion. In addition, they can select a second element for their flesh of the fallen to defend against, although they only gain resistance equal to two times their natural armor bonus against that element. They also gain a circumstance bonus to Intimidate checks equal to the natural armor bonus granted by flesh of the fallen.

This replaces the 7th-level expanded element.

### SOUL BURNING INFUSION<sup>KOP3</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** dread soul 7th

**Associated Blasts** any

**Saving Throw** Will negates

Your infusions can burn the soul of a target with the fury of hell. When a creature takes damage from this infusion, they are forced to accept 1 point of burn. This burn is treated as ability damage in how it can be removed, although a good aligned creature who attempts to use magic to heal this burn must succeed a caster level check equal to your kineticist level + 10 or fail to remove the burn. You can increase the burn cost of this infusion by 1 to instead treat the damage from this point of burn as lethal damage to the creature.

**Sinful Soul (Su):** At 9th level, a dread soul can pour their dark powers into their kinetic abilities, more easily searing their enemies' spirits. A number of times per day equal to their Constitution modifier, a dread soul using their damning drain ability can force a creature to make two Will saves instead of one; it must succeed both saves to avoid damning drain's effects.

This replaces metakinesis (maximize).

**Expanded Element (Su):** At 10th level, a dread soul gains the expanded element class feature.

This replaces the 10th-level utility wild talent.

**Soul Ravage (Su):** At 15th level, the dread soul gains their choice of either improved soul burning infusion or soul entrapment infusion as a bonus infusion (they can gain the other in the same way they could normally select an infusion). In addition, their kinetic blasts receive a +1 bonus to attack and damage rolls against good-aligned creatures, and all wild talents used against good targets receive a +1 bonus to their effective caster level and DCs (these bonuses are doubled against good-aligned dragons, positive energy-fueled undead, and outsiders with the good subtype).

This replaces the 15th-level expanded element.

### SOUL BURNING INFUSION, IMPROVED<sup>KOP3</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 8; **Burn** 4

**Prerequisite(s)** soul burning infusion, dread soul 15th

**Associated Blasts** any

**Saving Throw** Will partial

This infusion is treated as soul burning infusion, except that the damage caused by the burn is always treated as lethal damage and cannot be removed through natural means, requiring *greater restoration* or stronger magic to recover from it.

### SOUL ENTRAPMENT INFUSION<sup>KOP3</sup>

**Element(s)** universal; **Type** form infusion; **Level** 8; **Burn** 4

**Prerequisite(s)** soul burning infusion, dread soul 15th

**Associated Blasts** any

**Saving Throw** Will negates; **Spell Resistance** yes

Your blasts don't simply scar souls, they steal them. If a foe's hit points are reduced to 0 or lower by this blast, its body transforms into a soulstone (a soulstone is created even if the target is incorporeal) which immediately flies into your hand unless something obstructs its path. You can target a soulstone you've created with damning drain as if it was an intelligent, non-willing creature (using the trapped creature's Will save), and the soulstone shatters once it receives 1 burn per 6 hit dice of the creature used to create it. This form infusion has no effect against objects, creatures with less than 3 Intelligence, or creatures with less than half your dread soul levels in hit dice. If you attempt to create another soulstone while you already have one in existence, the previous soulstone immediately shatters. Soulstones have no monetary value, hardness 10, and hit points equal to three times the hit dice of the creature used to create them, but otherwise act like soul gems created through the *soul bind* spell.



**Soul-Damning Specialization (Su):** At 16th level, the dread soul is more efficient at damaging and enslaving souls. The cost to apply soul burning infusion, improved soul burning infusion, and soul entrapment infusion to their kinetic blasts is reduced by 1 burn each. In addition, when using damning drain with a kinetic blast to which any of these infusions is applied, the target only adds half their Wisdom modifier to their Will save against the effects of the infusions.

This replaces composite specialization.

**Master of Damnation (Su):** At 20th level, a dread soul's dark might rivals the evil creatures to which they've sworn their soul, becoming a master at leaving spiritual wounds upon their foes. The dread soul can now use their sinful soul ability a number of times per day equal to two times their Constitution modifier. In addition, burn they force creatures to accept through using damning drain no longer counts against the dread soul's daily burn limit.

This replaces omnikinesis.

## ELDRITCH KIN

Though rare, some kineticists are possessed of familiars. Taking a cue from the eldritch guardians of yore, they have learned to bestow a piece of their elemental power upon their allied creatures.

**Class Skills:** An eldritch kin gains Diplomacy, Handle Animal, and Ride as class skills, and can add their Constitution modifier to Diplomacy and Handle Animal checks made in regards to their familiar instead of their Charisma modifier.

This alters the kineticist's class skills.

**Elemental Familiar (Su):** At 1st level, an eldritch kin receives elemental whispers as a bonus wild talent. Rather than manifesting their elemental voice as an animal by concentrating, the whisper can be manifested as a full-round action, acts as a normal familiar as per the [wizard](#) class feature, and receives the ability to speak to animals of its kind when it normally would. It does not return to the eldritch kin when it takes damage, or if they do not concentrate when it moves further than 30 feet from them, instead doing so only if they call it back into their mind as a standard action or it dies (at which point it cannot be manifested until the eldritch kin pays the usual costs for replacing a familiar).

An eldritch kin cannot have the greater elemental whispers utility wild talent and the [Improved Familiar](#) feat at the same time. They can choose to gain Improved Familiar even if they normally could not gain a new familiar so long as the familiar granted through their elemental whispers is not manifested; the type of familiar they choose for this feat permanently replaces the animal type chosen for their elemental whispers.

In addition, the familiar gains a burn pool. It can accept up to 1 point of burn per round and up to 3 points of burn per day, regardless of its hit dice, otherwise functioning as the kineticist class feature. It can use any simple blast its master possesses, treating 1/2 its hit dice as its kineticist level for this purpose. If it does not possess a prehensile limb, it can use any body part to deliver its blast so long as that body part is associated with a natural attack it possesses (such as a crab's pincers or a wolf's mouth), but if it possesses neither a prehensile limb nor any natural attacks, it cannot deliver kinetic blasts. As long as the familiar is within 30 feet of its master, they can perform a DC 10 Handle Animal check (or Diplomacy, if their familiar is not an animal or magical beast) to have it use that blast with one or more infusions or metakinesis the eldritch kin possesses, increasing the DC by 5 for each total point of burn the familiar would accept to do so and for each point of burn it currently has; if the eldritch kin fails this check, the familiar is unwilling to suffer the pain of this burn, and its kinetic blast is harmlessly dispelled. At 13th level, they can increase the DC of this check by 10 to have their familiar use a composite blast they possess instead. Kinetic blasts used by the eldritch kin's familiar benefit from their infusion specialization, composite specialization, and metakinetic master abilities.

This replaces gather power and the 1st-level infusion, as well as the familiar's deliver touch spells and scry on familiar abilities.

**Weakened Burn (Su):** An eldritch kin can only accept an amount of burn per day equal to their Constitution modifier (rather than 3 + their Constitution modifier).

This ability alters the burn class feature.

**Shared Power (Ex):** When the eldritch kin uses or possesses a utility wild talent other than elemental whispers or greater elemental whispers which normally only affects themselves, it affects their familiar as well. If the effect has a duration, its duration is the same for both the eldritch kin and their familiar.

This replaces the familiar's share spells ability.

**Beastly Bonds (Ex):** Whenever the eldritch kin is capable of learning a new infusion, they can choose to instead have their familiar learn a bonus feat. The familiar must meet the prerequisites for any feats that it learns this way. If their familiar is lost or dies, the eldritch kin can reclaim the feat slots and select new infusions for themselves or apply the slots toward their new familiar.

This alters infusions.

**Kindred Souls (Su):** At 11th level, if the eldritch kin is gravely injured or about to die, their soul immediately transfers to their familiar's body (if their familiar is not manifested, it immediately manifests). The two souls share the familiar's body peaceably, can communicate freely, and both retain their ability to think and reason. The familiar can allow its master's soul to take over the

body temporarily or reclaim it as a move action. They can persist in this state indefinitely, or the eldritch kin can return to their own body (if available) by touch, transfer into a suitable vessel (such as a *clone*), or take over another body as if using *magic jar* (with no receptacle).

So long as the eldritch kin's soul is residing in and in control of their familiar's body, it possesses all abilities they would have possessed in their own body and it is treated as having their mental ability scores, they share their burn pools, and all Handle Animal checks to make the familiar perform a kinetic blast automatically succeed. However, these abilities are limited by the familiar's physiology (for example, they may not be able to use a weapon that the familiar could not normally use given its physical form, even if the eldritch kin is proficient with it).

This ability replaces supercharge and the 12th-level utility wild talent.

## ELEMENTAL ANNIHILATOR<sup>OA</sup>

For some kineticists, nothing in life is as sweet as destruction and pain. Elemental annihilators pursue only uses of their powers that harm others.

**Devastating Infusion (Su):** At 1st level, an elemental annihilator gains devastating infusion as a bonus infusion.

This replaces the 1st-level infusion and the basic utility wild talent.

### DEVASTATING INFUSION<sup>OA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 1; **Burn** 0  
**Prerequisite(s)** elemental annihilator 1st

**Associated Blasts** any physical

**Saving Throw** none

You can make a single melee attack as if you were using kinetic blade as an attack action. For this attack, treat your base attack bonus as equal to your kineticist levels. A devastating infusion always deals an amount of damage equal to  $1d8 + \text{your Constitution modifier}$ , regardless of class level or use of composite blasts. When making a melee attack with devastating infusion, you don't provoke attacks of opportunity, and if you use two hands, the attack's damage is equal to  $1d8 + 1\frac{1}{2} \text{ times your Constitution modifier}$ . Unlike with kinetic blade, you can use Vital Strike with devastating infusion. The damage bonus from elemental overflow doesn't apply to devastating infusion's damage rolls.

**Dampened Versatility (Ex):** An elemental annihilator can never gain utility wild talents.

**Bonus Feats:** At 2nd level, an elemental annihilator can select a bonus feat from the following list: Accelerating Kinetics, *Deadly Aim*, *Double Slice*, Force-Focusing Oath, Godhood from the Bottom of a Bottle, *Point-Blank Shot*, *Power Attack*, *Precise Shot*, *Rapid Shot*, *Two-Weapon Fighting*, *Weapon Finesse*, and Weapon Focus. Rapid Shot and Two-Weapon Fighting can be used with a kinetic blast only if the annihilator also possesses flurry of devastation.





They gain an additional bonus feat at 8th, 10th, 14th, and 18th levels. At 8th level, they can also select **Improved Two-Weapon Fighting** and **Weapon Specialization**. At 10th level, they can also select **Greater Weapon Focus**, **Improved Critical**, **Improved Precise Shot**, and **Two-Weapon Rend**. An elemental annihilator doesn't need to meet the prerequisites for these feats to select them as bonus feats.

This replaces the 2nd, 8th, 10th, 14th, and 18th-level utility wild talents.

**Increased Range (Su):** At 3rd level, an elemental annihilator gains the extended range infusion. At 9th level, they gain the extreme range infusion.

This replaces the 3rd and 9th-level infusions.

**Ever-Present Threat (Su):** At 4th level, an elemental annihilator threatens all foes within their natural reach. If anyone provokes an attack of opportunity from them, they can form their melee devastating infusion and make the attack, after which the weapon disappears.

This replaces the 4th-level utility wild talent.

**Blast Training (Ex):** At 5th level, an elemental annihilator gains a +1 bonus on attack rolls and damage rolls with their devastating infusion form infusion. This bonus increases by 1 at 9th level and every 4 levels thereafter.

This replaces the 5th-level infusion.

**Flurry of Devastation (Su):** At 6th level, an elemental annihilator gains flurry of devastation as a bonus infusion.

This replaces the 6th, 12th, and 16th level utility wild talents.

### FLURRY OF DEVASTATION<sup>OA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 3; **Burn** 1

**Prerequisite(s)** devastating infusion, elemental annihilator 6th

**Associated Blasts** any physical

**Saving Throw** none

You can make a full attack of devastating infusions against targets within 120 feet as a full-attack action. Each individual attack deals damage as a devastating infusion. Abilities such as **Rapid Shot** and **haste** that grant additional attacks apply normally to this full attack. If you make only melee attacks with this infusion, you can use the **Two-Weapon Fighting** feats (unlike with the kinetic blade wild talent), but ranged attacks made this way do not work with **Two-Weapon Fighting**. For your off-hand attacks with **Two-Weapon Fighting**, you add half your Constitution modifier to the damage (increasing to your full Constitution modifier if you have **Double Slice**). Though you can normally mix melee and ranged attacks with your flurry of devastation, you can't do so when you use **Two-Weapon Fighting**. You can never use metakinesis or substance infusions with flurry of devastation.

**Omnicide (Su):** At 20th level, an elemental annihilator gains the omnicide composite blast.

This replaces omnikinesis and the 20th-level utility wild talent.

### OMNICIDE<sup>OA</sup>

**Element(s)** aether, air, earth, fire, and water; **Type** composite blast (Sp); **Level** --; **Burn** 4; **Aura** conjuration (creation) [cold, earth, electricity, fire, force]

**Prerequisite(s)** elemental annihilator 20th

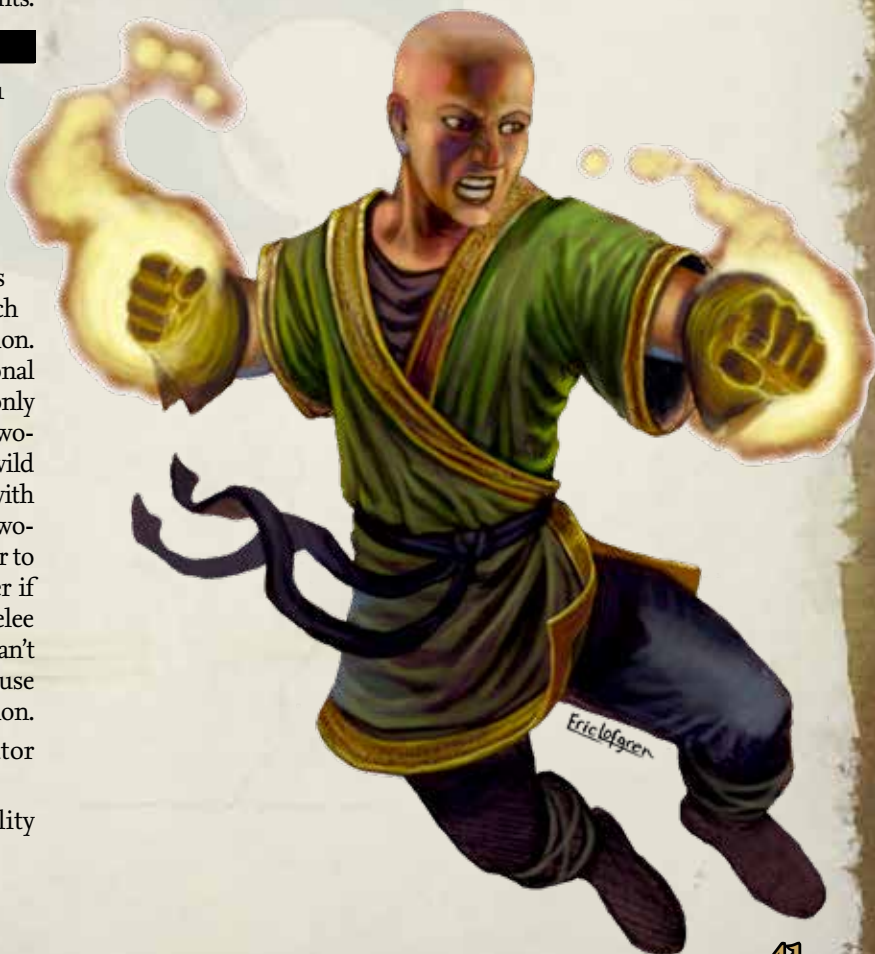
**Blast Type** physical; **Damage** special (see text)

You unleash a devastating storm of elemental destruction. This blast deals 10d6+10 points of bludgeoning damage, 10d6+10 points of cold damage, 10d6+10 points of electricity damage, 10d6+10 points of fire damage, and 10d6+10 points of force damage.

### ELEMENTAL ASCETIC<sup>OA</sup>

Combining the elemental powers of a kineticist with the rigid physical discipline of a monk, an elemental ascetic channels his powers through his body to enhance himself in combat.

**Elemental Flurry (Su):** At 1st level, an elemental ascetic gains **Improved Unarmed Strike** as a bonus feat. They gain the kinetic fist form infusion and it costs 0 points of burn instead of 1 point of burn. When using the kinetic fist form infusion with a full attack, they can make a flurry of blows as the **monk** class feature. They must use only their fists to make this flurry, no matter





what other abilities they possess. Like a monk, they can use this ability only when unarmored, not using a shield, and unencumbered. They can't use their kinetic blast without a form infusion, nor can they ever use their kinetic blast with the chain, extended range, extreme range, foe throw, flurry of blasts, many throw, or snake form infusions, or with any other form infusion that requires a ranged attack roll or ranged touch attack roll.

This alters kinetic blast and replaces elemental overflow.

**Elemental Wisdom (Su):** An elemental ascetic can use their Wisdom modifier instead of their Constitution modifier to determine the DCs of Constitution-based wild talents, the duration of wild talents with a Constitution-based duration, and their bonus on concentration checks for wild talents.

This alters the key ability scores of wild talents.

**AC Bonus (Ex):** At 2nd level, when unarmored, not using a shield, and unencumbered, an elemental ascetic adds their Wisdom bonus (if any) to their AC and their CMD. These bonuses to AC apply even against touch attacks or when the elemental ascetic is flat-footed. They lose these bonuses when they are immobilized or helpless. This bonus increases by 1 for every 4 kineticist levels the elemental ascetic possesses beyond 2nd. The elemental ascetic's kineticist levels stack with monk levels for the purpose of determining when the bonus increases. An elemental ascetic can never take the expanded defense utility wild talent.

This replaces elemental defense.

**Powerful Fist (Su):** At 5th level, an elemental ascetic can accept 2 additional points of burn when using kinetic fist to increase that infusion's damage die size by one step (1 > d2 > d3 > d4 > d6 > d8 > d10 > d12). At 9th level, he can instead accept 3 additional points of burn to increase the damage die size by two steps. At 13th level, they can instead accept 4 additional points of burn to increase the damage die size by three steps. Damage die size cannot be increased above d12 in this manner. All of these options count as burn from a form infusion and can thus be reduced by infusion specialization.

This replaces the 5th, 9th, and 13th-level infusions.

## ELEMENTAL AVATAR<sup>KoP</sup>

While it is common for some kineticists to expand their elemental focus as they grow in power, others are born with an abundance of elemental power, requiring a good deal more training to contain it all. Elemental avatars are often tasked with traveling to different lands to learn from foreign masters to help their training along, their travel locations often coinciding with the leylines of power inherent in the world itself.

**Universal Focus (Su):** An elemental avatar treats air, earth, fire, and water as their primary elements, gaining one simple blast of their choice from each element as well as the basic utility wild talent of each element. An elemental avatar cannot use simple blasts to meet the prerequisites for composite blasts.

This alters elemental focus.

**Chosen Defense (Su):** At 2nd and 8th levels, the elemental avatar chooses one of their primary elements, gaining the defense wild talent of that element. The elemental avatar can choose one of their primary elements for the expanded defense utility wild talent.

This alters elemental defense.

**Delayed Utility Wild Talents (Ex):** The elemental avatar gains a utility wild talent at 2nd level and every third level thereafter.

This replaces utility wild talents.

**Delayed Infusions (Su):** The elemental avatar gains an infusion wild talent at 3rd level and every third level thereafter.

This replaces infusions.

**Elemental Fusion (Sp):** At 7th level, the elemental avatar gains their choice of either avatar blast or spirit blast. At 15th level they gain whichever of these two composite blasts they didn't choose at 7th level.

This replaces expanded element.

### AVATAR BLAST<sup>KoP</sup>

**Element(s)** air, earth, fire, and water; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [air, earth, fire, water]

**Prerequisite(s)** elemental avatar 7th (without spirit blast), or elemental avatar 15th and spirit blast

**Blast Type** physical; **Damage** bludgeoning, piercing, and slashing

You combine all of the physical aspects of the elements into a single focused blast. The damage dealt by this blast is 1 step lower than normal (using d4s instead of d6s before other modifications). It is associated with the same infusions as air, earth, and water blasts.

### SPIRIT BLAST<sup>KoP</sup>

**Element(s)** air, earth, fire, water; **Type** composite blast (Sp); **Level**; **Burn** 2; **Aura** evocation [cold, earth, electricity, fire]

**Prerequisite(s)** elemental avatar 7th (without avatar blast), or elemental avatar 15th and spirit blast

**Blast Type** energy; **Damage** untyped

You fuse all of the energies of the elements into a perfectly balanced blast. The damage dealt by this blast



is 1 step lower than normal (using d4s instead of d6s before other modifications). It is associated with the same infusions as cold, electric, and fire blasts.

**United Defense (Ex):** At 9th level, for every 2 points of burn the elemental avatar accepts to increase the effect of one of their defense wild talents, they can select another defense wild talent they possess, treating it as though they had accepted 1 point of burn to increase its effect.

This replaces metakinesis (maximize).

**Apex State (Su):** At 20th level, an elemental avatar has reached the zenith of their skill, becoming a true avatar. As a free action the elemental avatar can enter into an apex state. While in this state, they treat all elemental defenses and the elemental overflow class feature as if they had accepted 10 points of burn to increase their effects and reduce the burn cost of their kinetic blasts by 2.

At the end of each round in which the elemental avatar is in their apex state, they must accept 1 point of burn. An elemental avatar can only remain in their apex state for a number of rounds equal to their Constitution modifier (minimum 1), and can leave this state early as a free action at the beginning of a round. When they leave their apex state, the elemental avatar becomes exhausted for 2 rounds for each round they spent in their apex state (minimum 2 rounds).

Elemental avatars can manifest the following unique mutation:

#### AVATAR MUTATION<sup>KOP4</sup>

While some elemental avatars are composed of the basic elements of nature, there are those who instead embrace a different natural order, choosing to summon the elements of other realms of existence, forsaking the natural order.

**Restrictions:** Must have the elemental avatar archetype.

**Benefit:** A kineticist with this mutation can choose the material or esoteric array from the entropist archetype when deciding the elements to which they have access. Avatar blast counts as poison, sound, viscera, and wood element, can be used with infusions with which bone, vibration, and/or wood blast are associated, and has an aura of transmutation [acid, sonic]. Spirit blast counts as aether, light, time, and void element, can be used with infusions with which chrono, force, and/or light blast are associated, and has an aura of evocation [darkness, force, light].

**Drawback:** A kineticist who chooses esoteric array cannot learn avatar blast, and one that chooses material array cannot learn spirit blast.

## ELEMENTAL BRETHREN<sup>KOP3</sup>

(IFRIT, OREAD, SULI, SYLPH, OR  
UNDINE RACIAL ARCHETYPE)

Unlike other kineticists, an elemental brethren holds a closer connection to the raw elements, infused with their power from birth. Born with bonds to the elements that cannot be broken, an elemental brethren can tap into their heritage to draw even greater strength from the elements, tapping into sources of power unknown to most kineticists, granting them strength beyond what was thought possible.



Bob Groganstein



**Elemental Focus:** The elemental brethren must select the primary element associated with their race as their primary element:

*Ifrit:* Fire

*Oread:* Earth

*Suli:* Air, Earth, Fire, or Water

*Sylph:* Air

*Undine:* Water

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose the element to which their race limits them as their primary element.

**Blood of the Elements (Su):** At 1st level, a non-suli elemental brethren gains the sulis race's energy strike alternate racial ability using their primary element. Suli elemental brethren with elemental assault do not need to change it, but those with energy strike may only use their primary element for it. All elemental brethren gain **Incremental Elemental Assault**<sup>ARG</sup> as a bonus feat, ignoring its prerequisites. Non-suli elemental brethren are also treated as a sulis for the purpose of selecting **Extra Elemental Assault**<sup>ARG</sup>. An elemental brethren can apply their elemental assault to their kinetic blast as though it was a weapon. The type of damage that can be chosen with this is determined by the race of the character, and cannot be changed by non-suli:

*Ifrit:* Fire

*Oread:* Acid

*Suli:* Acid, Cold, Electric, or Fire

*Sylph:* Electric

*Undine:* Cold

This replaces the basic utility wild talent.

**Elemental Fuel (Su):** At 3rd level, as a free action an elemental brethren can spend 1 round of their elemental assault to reduce the burn cost of an infusion of up to 3rd level by 1. At 8th level, they can spend 2 rounds of their elemental assault to reduce the burn cost of an infusion of up to 6th level by 1. At 12th level, they can spend 3 rounds of their elemental assault to reduce the burn cost of an infusion of up to 9th level by 1.

**Augmented Internal Buffer (Su):** At 6th level, an elemental brethren can spend 4 rounds of their elemental assault to fill 1 point of their internal buffer as a full round action.

This alters internal buffer.

**Elemental Genius (Su):** At 7th level, an elemental brethren selects one infusion on the list of those available to their element; they may treat that infusion as

if it was 1 spell level lower for the purpose of qualifying to learn it. They also gain an infusion and a utility wild talent as bonus wild talents.

This replaces the 7th-level expanded element.

**Blast Burst (Su):** At 9th level, as a free action an elemental brethren can spend 3 rounds of their elemental assault to increase the damage die of their kinetic blast by 1 step (1 > d2 > d3 > d4 > d6 > d8 > d10 > d12) for 1 round.

This replaces the 9th-level infusion.

**Improved Expanded Element (Su):** At 10th level, an elemental brethren gains the expanded element class feature, although they may only select air, earth, fire, or water for their expanded elements. Unlike normal kineticists, they treat their kineticist level as two levels lower instead of four for the purpose of determining which wild talents they can select from their expanded element. If an elemental brethren chooses to expand their understanding of an element they already have, select one infusion on the list of those available to their element; they may treat that infusion as if it was 1 spell level lower for the purpose of qualifying to learn it (this effect stacks with the effect from elemental genius). They also gain an infusion and a utility wild talent as bonus wild talents.

This replaces the 10th-level utility wild talent.

**Efficient Assault (Su):** At 15th level, an elemental brethren reduces the amount of rounds of elemental assault they need to spend to use elemental fuel, augmented internal buffer, and blast burst by 1. This cannot reduce the amount of rounds needed to 0. They also gain an infusion or utility wild talent for which they qualify as a bonus wild talent.

This replaces the 15th-level expanded element.

**Efficient Omnikinesis (Su):** At 20th level, an elemental brethren can spend 4 rounds of elemental assault to use any kinetic blast wild talent they don't know for 1 round or change any of their wild talents into any other wild talent of the same category for 24 hours. An elemental brethren cannot use or change a wild talent into an element other than air, earth, fire, water, or universal.

This alters omnikinesis.

## ELEMENTAL PURIST<sup>POP</sup>

An elemental purist spurns all elements that are not their own, for utter devotion can allow one to accomplish even seemingly impossible heroics.

**Limited Buffer (Su):** An elemental purist does not gain internal buffer at 6th level. They instead gain internal buffer at 11th level and treat their kineticist level as 5 lower for the purpose of the ability.

This alters internal buffer.



**Elemental Impossibility (Su):** At 7th level, an elemental purist learns one composite blast as if they had an expanded element that matched their primary element. In addition, they learn one impossible infusion - a form infusion or substance infusion that does not need to be associated with their primary element's type. If the infusion can be applied to their kinetic blasts normally, they can use it as normal. If the infusion is not an associated infusion, they can accept 1 point of burn as a free action to enter a state of elemental impossibility for one minute. This burn cannot be reduced in any way. While in this state, they can apply their impossible infusions to their kinetic blast, even if it is not an associated infusion for the blast type; however, if an infusion can be applied only to energy blasts or only to physical blasts, they can apply it only to a kinetic blast of that type. The elemental purist learns one additional impossible infusion at 11th, 15th, and 19th levels.

This replaces expanded element, as well as the 11th and 19th-level infusions.

**Elemental Apocalypse (Su):** At 20th level, an elemental purist learns apocalypse as a bonus infusion.

This replaces omnikinesis.

#### APOCALYPSE<sup>POP</sup>

**Element(s)** universal; **Type** form infusion; **Level** 9; **Burn** 5  
**Prerequisite(s)** elemental purist 20th

**Associated Blasts** any

**Saving Throw** Reflex half

This functions as the explosion form infusion, except you can center the spread anywhere you can see within 1 mile, and you can choose to set the radius anywhere between 5 feet and 360 feet.

Elemental purists may learn the following unique feats:

#### IMPOSSIBLE EXPERTISE

**Prerequisite(s):** Elemental impossibility class feature.

**Benefit:** Whenever you would gain an infusion of your choice, you can instead choose to gain an impossible infusion, as per the elemental impossibility class feature. In addition, when you enter a state of elemental impossibility, increase the duration of this state by an additional number of rounds equal to your Constitution modifier.

#### IMPOSSIBLE EXPERTISE, GREATER

**Prerequisite(s):** Impossible Expertise, elemental impossibility class feature, kineticist 13th.

**Benefit:** Once per day, you can choose to enter a state of enhanced elemental impossibility. This functions in all ways as elemental impossibility, except you must accept 2 points of burn when entering this state, and you gain a +1 bonus to attack rolls and a +2 bonus to damage rolls on kinetic blasts used during this state for each infusion applied to them that is not normally associated with the blast.

## ELEMENTAL SCION<sup>KoP</sup>

There are some who, instead of focusing on the powers beyond their own, decide to concentrate on their innate talents to acquire powers far beyond a minor dabbler. All elements are equally likely to embark on such singular focus, confident in their innate gifts.

**Elemental Heart (Su):** The devotion of an elemental scion supersedes all others. When an elemental scion selects an element for their elemental focus class feature, they can choose to either gain both associated simple blasts for their element (if it has two different simple blasts) or permanently increase the damage die of their chosen simple blast by one step (1 > d2 > d3 > d4 > d6 > d8 > d10 > d12). They cannot increase the damage die beyond d12 in this way.

This alters elemental focus and replaces the 1st-level infusion.





**Focused Element (Su):** At 7th level, an elemental scion gains a composite blast that requires the expanded element for their primary element (such as metal blast for earth). An elemental scion is treated as 2 levels higher for the purpose of which infusions and utility wild talents they can select, as well as increasing the DCs of their infusions and wild talents by +1. In addition, they also gain an additional utility wild talent or infusion. If an elemental scion did not increase the damage die of their simple blast at 1st level, they can choose to do so for one of their simple blasts in place of the infusion or utility wild talent gained with this ability.

This replaces the 7th-level expanded element.

**Elemental Master (Su):** At 15th level, an elemental scion increases the DCs of their infusions and wild talents by an additional +1, as well as increasing the damage of all simple and composite blasts they possess by 1 additional step (to a maximum size of d12). In addition, they also gain an additional utility wild talent or infusion.

This replaces the 15th-level expanded element.

**Elemental Embodiment (Su):** At 20th level, an elemental scion has reached their peak of power. An elemental scion treats all infusions and wild talents as though they had accepted 1 point of burn or increased the burn cost by 1 for the purpose of their effects. They also gain an additional infusion and an additional utility wild talent.

This replaces omnikinesis.

## ELYSIOKINETICIST<sup>POTW</sup>

Similar to how phytokineticists draw their power from the Fey World, elysiokineticists trace their abilities to the riotous wilderness of the plane known as Elysium. Many such kineticists vow to fight against evil planar intrusions into the Material Plane.

**Elysium's Soul:** An elysiokineticist must be chaotic good, and they have alignment auras of chaotic and good as if they were a chaotic good outsider with a number of Hit Dice equal to their kineticist level. They must choose wood as their primary element and positive blast as their first simple blast. At 7th level, they gain verdant blast and wood blast, as well as a 3rd-level or lower wild talent of their choice. At 15th level, they gain a 7th-level wild talent of their choice. They gain Heal and Knowledge (religion) as class skills but do not gain Handle Animal and Knowledge (nature) as class skills.

This alters elemental focus and the kineticist's class skills, and replaces expanded element. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose wood as their primary element.

**Basic Elysiokinesis (Sp):** An elysiokineticist can use the power of Elysium to assist others and bolster their vigor, allowing them to cast *resistance*, *stabilize*, or *virtue* as a spell-like ability at will as a standard action.

This replaces the basic utility wild talent.

**Elysian Infusion (Su):** At 1st level, an elysiokineticist gains elysian infusion as a bonus infusion.

This replaces the 1st-level infusion.

### ELYSIAN INFUSION<sup>POTW</sup>

**Element(s)** wood; **Type** substance infusion; **Level** 1; **Burn** 1

**Prerequisite(s)** elysiokineticist 1st

**Associated Blasts** ghaelelight, positive

You can infuse your positive blast with the power of Elysium to battle evil. The infused blast damages evil outsiders as if they were undead and counts as both chaotic and good.

**Elysian Aura (Su):** At 2nd level, an elysiokineticist gains the elysian aura defense wild talent.

This replaces elemental defense.

### ELYSIAN AURA<sup>POTW</sup>

**Element(s)** wood; **Type** defense (Su); **Level** --; **Burn** 0

**Prerequisite(s)** elysiokineticist 2nd

You infuse yourself with a holy aura, granting you protection against evil attacks. You gain a +1 deflection bonus to AC and a +1 resistance bonus on saving throws; both apply only against attacks from evil creatures. By accepting 1 point of burn, you can increase both bonuses by 1. At 5th level and every 3 levels thereafter, you can accept 1 additional point of burn to further increase both bonuses by 1 (to a maximum of +7 at 17th level).

Whenever you accept burn while using a wood wild talent, the energy causes your elysian aura bonuses to apply against all attacks for 1 round, and during that time you are protected from evil mental and possession effects, as per *protection from evil*. You can dismiss or restore this effect as an immediate action.

**Ghaelelight Blast (Su):** At 15th level, an elysiokineticist gains the ghaelelight composite blast.

### GHAELELIGHT BLAST<sup>POTW</sup>

**Element(s)** wood; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** evocation [chaos, good, light]

**Prerequisite(s)** positive blast, elysiokineticist 15th

**Blast Type** energy; **Damage** chaotic and good

You shower enemies with the searing light of Elysium. This blast deals damage as a simple blast and is associated with the same infusions as positive blast.



## ENERGY ROPER<sup>KoP4</sup>

Many kineticists have a preferred form for their kinetic blasts: some enjoy throwing their energy as long-range projectiles, some use it as a melee weapon, some prefer to mold it into a barrier. The energy roper chooses to transform the elements into a powerful tentacle that can wrap around enemies and keep them helplessly bound and controlled.

**Kinetic Tendril (Su):** At 1st level, the energy roper gains Kinetic Pin as a bonus feat, ignoring its prerequisites. By accepting the cost of a composite blast, they can use its damage in place of their simple blast's damage when using this feat.

In addition, they gain kinetic tendril as a bonus infusion. The energy roper can increase the burn cost of their kinetic tendril infusion by 1 to attempt to grapple the target hit by it as a free action without provoking an attack of opportunity; if a substance infusion would have them perform another combat maneuver, it is attempted before the grapple. Successfully grappling a creature this way does not give the energy roper the grappled condition, and they do not need to move the grappled foe into an adjacent square (though they can still choose to do so as part of initiating the grapple). They must maintain line of effect between themselves and the grappled creature or else the grapple is broken (creatures of the grappled creature's size or smaller are not considered to break line of effect for this purpose even if they provide cover), and maintaining the grapple keeps one hand occupied. For the purpose of initiating or maintaining a grapple with a kinetic blast, the energy roper's BAB from their energy roper levels is equal to their energy roper level to determine their CMB and no penalty is applied for attempting a grapple with one hand unless they are already grappling another creature. This otherwise functions as if the target had been grappled by a weapon with the grapple weapon trait.

The energy roper cannot use their kinetic blast without applying kinetic tendril except as part of their Kinetic Pin feat, and a hand occupied by a grappling kinetic tendril is treated as free for the purpose of gather power, but not for using a kinetic blast. An energy roper cannot learn any other form infusions.

This replaces the basic utility wild talent and 1st-level infusion and alters infusions and kinetic blast.



### KINETIC TENDRIL<sup>KoP4</sup>

**Element(s)** universal; **Type** form infusion; **Level** 1; **Burn** 0

**Prerequisite(s)** energy roper 1st

**Associated Blasts** any

You form a lash out of elemental matter or energy and whip it toward your foe as part of an attack action. Your blast's damage die is reduced by 1 step (1 > 1d2 > 1d3 > 1d4 > 1d6 > 1d8 > 1d10 > 1d12) and its critical threat range is 19-20. It has a reach equal to your natural reach; this increases by 5 feet at 4th level and every 4 levels thereafter (adding up to 25 feet at 20th level). A kinetic tendril vanishes at the end of your turn unless it is being used to grapple a target. Kinetic tendril is considered a



light weapon for the purposes of all feats, and as the kinetic blade infusion for Kinetic Proficiency, Improved Kinetic Proficiency, Defensive Kinetic Proficiency, and Kinetic Clutches. Telekinetic blasts used with this infusion cannot be used to throw objects or creatures.

**Grappling Utility (Ex):** At 2nd level and every 4 levels thereafter, the energy roper can choose to gain a bonus feat in place of a utility wild talent. They use their energy roper level in place of their BAB to meet the requirements of bonus feats gained this way, but must meet all other prerequisites. They can select their bonus feat from among the following: *Body Shield*<sup>UC</sup>, *Bushwhack*<sup>MC</sup>, *Chokehold*<sup>UC</sup>, *Defensive Kinetic Proficiency*, *Dirty Fighting*<sup>DTT</sup>, *Dirty Grapple*<sup>DTT</sup>, *Greater Grapple*, *Improved Grapple*, *Improved Kinetic Pin*, *Improved Kinetic Proficiency*, *Kinetic Proficiency*, *Kraken Style*<sup>MTT</sup>, *Kraken Throttle*<sup>MTT</sup>, *Kraken Wrack*<sup>MTT</sup>, *Kinetic Coils*, *Pinning Knockout*<sup>UC</sup>, *Pinning Rend*<sup>UC</sup>, *Rapid Grappler*<sup>UC</sup>, *Sleeper Hold*<sup>DEP</sup>, *Snapping Turtle Clutch*<sup>UC</sup>, *Snapping Turtle Shell*<sup>UC</sup>, *Snapping Turtle Style*<sup>UC</sup>, *Snoutgrip*<sup>DH</sup>, *Stout Deterrent*, *Stout Maneuvers*, *Unfair Grip*<sup>ACO</sup>, *Weapon Focus* (kinetic blast or grapple). They can use kinetic blasts in place of unarmed strikes for any feat in this list.

This alters the 2nd, 6th, 10th, 14th, and 18th-level utility wild talents.

**Elemental Grip (Su):** The energy roper does not receive a bonus to their damage rolls or a chance to ignore the effects of critical hits or sneak attacks from their elemental overflow ability. They instead gain a bonus to their CMB to initiate and maintain a grapple equal to twice their elemental overflow's attack roll bonus, and creatures currently grappled by them receive a penalty to attack rolls and saving throws against the energy roper equal to the energy roper's attack roll bonus from elemental overflow.

This alters elemental overflow.

**Powerful Tendrils (Ex):** At 5th level, the energy roper gains Kinetic Clutches as a bonus feat, ignoring its prerequisites. If they already possess Kinetic Clutches, they can instead gain a bonus feat as if through their grappling utility ability. In addition, they can use kinetic blasts and gather energy even while grappling a creature so long as they have at least one hand free, and they reduce the burn cost of a kinetic blast by 1 when they confirm a critical with it (to a minimum of 0; this effect stacks with other effects which reduce burn cost).

This replaces the 5th-level infusion and infusion specialization 1.

**Energy Roper Talents:** At 9th, 13th, and 17th levels, the energy roper can select one of the following abilities:

**Advanced Kinetic Pin (Sp):** By accepting 1 additional point of burn as part of a Kinetic Pin used as a standard action, the energy roper can instead attempt to deal 1/4 their blast's damage to each creature they are currently grappling. A single combat maneuver roll is made at a -10 penalty and

applied against each grappled creature's CMD individually, and the grapple is successfully maintained against all creatures this combat maneuver succeeds against. The energy roper must be 13th level to select this roper talent.

**Around the World (Sp):** When the energy roper successfully trips a creature with their kinetic tendril infusion, they can treat it as if they'd used the *Spinning Throw*<sup>UC</sup> feat, with the *Ki Throw*<sup>APG</sup> and *Improved Ki Throw*<sup>APG</sup> feats, as a move action. By accepting 1 point of burn, the energy roper deals 1/4 their kinetic blast's damage as additional bludgeoning damage against each creature successfully bull rushed by this talent. The energy roper must possess the sweep roper talent to select this roper talent.

**Collateral Damage (Su):** When the energy roper successfully uses Kinetic Pin to damage a grappled creature, they also deal their blast's minimum damage to each creature in a direct line between them and the grappled target, allowing a Reflex save to negate it.

**Counterstriking Tendril (Ex):** The energy roper can make attacks of opportunity with their kinetic tendril infusion, but only threatens squares within their natural reach, and they cannot attempt grapples when making attacks of opportunity this way.

**Deadly Tendrils (Su):** Increase the damage die of the energy roper's kinetic blast by one step (1 > d2 > d3 > d4 > d6 > d8 > d10 > d12). They cannot increase the damage die size higher than d12 in this way. This roper talent can be taken up to three times; its effects stack.

**Empowered Grip (Sp):** When using their kinetic tendril infusion, the energy roper can choose to increase its burn cost by up to 1 point per 4 energy roper levels they possess. For each point of burn added to the kinetic blast's burn cost in this way, they receive a +1 bonus to their CMB to perform combat maneuvers with their kinetic tendril.

**Extended Reach (Su):** Increase the reach of the energy roper's kinetic tendril infusion and the effective weapon reach for the Kinetic Clutches feat by 10 feet each. This roper talent can be taken up to three times; its effects stack.

**Extra Grappling Utility (Ex):** The energy roper gains a single bonus feat from the list of those they could learn with their grappling utility ability. They must still meet the prerequisites as if they had gained it through that ability.

**Focused Kinetic Pin (Sp):** When the energy roper deals damage with Kinetic Pin to a creature they are grappling, their Kinetic Pin deals double damage so long as they've made no other actions this round except maintaining their grapple against that creature.

**Giant Wrangler (Su):** Combat maneuvers originating from the energy roper's kinetic blast which would normally only affect creatures up to one size category larger can affect creatures up to two size categories larger than themselves. They can increase the burn cost of their kinetic tendril infusion by up to 3 additional points when performing a combat maneuver



to allow it to affect a creature one additional size category larger for each point of burn the cost is increased by. The energy roper must be 13th level to select this roper talent.

**Natural Grappler (Su):** Choose one natural attack the energy roper possesses. They can use the body part normally used to deliver it to instead use their kinetic blast, even if it is not prehensile (for example, an energy roper with a bite attack could choose it to allow themselves to use a kinetic blast with their mouth). They cannot use this natural attack while maintaining a grapple made with a kinetic blast from that body part.

**Planar Leash (Ex):** When a creature grappled by the energy roper's kinetic blast attempts to move outside of their kinetic tendrils reach, the energy roper can attempt a drag combat maneuver as an immediate action. If the energy roper succeeds, they can either move that creature to a square adjacent to them or force it to end its movement once it has reached a distance from the energy roper equal to the kinetic tendrils reach; either way, it must then succeed a Reflex save (DC = 10 + the energy roper's level) or be knocked prone. The energy roper must possess the yank roper talent to select this roper talent.

**Strongarm (Ex):** When the energy roper deals damage with a kinetic blast or the Kinetic Pin feat, they deal additional bludgeoning damage equal to their Strength modifier (minimum 0), plus an additional +1 per 4 energy roper levels they possess.

**Sweep (Ex):** When the energy roper successfully strikes a target with a kinetic blast, they can attempt a trip combat maneuver against it as a swift action that does not provoke attacks of opportunity. The energy roper cannot be knocked prone by this attempt even if they fail the attempt by 10 or more. If they possess the tendrils splice talent, they can attempt to trip both creatures hit by it with the same combat maneuver.

**Tendrils Rage (Ex):** The energy roper can increase the burn cost of kinetic tendrils by 2 to perform a full attack with it, treating their BAB as their energy roper level for this purpose. However, they cannot attempt grapples when using kinetic tendrils for a full attack, and their kinetic blast loses the grappling weapon quality until the beginning of their next turn.

**Tendrils Revenge (Ex):** The energy roper threatens all squares within their kinetic tendrils infusion's reach and can attempt grapples when using kinetic blasts for attacks of opportunity. The energy roper must possess the counterstriking tendrils roper talent to select this roper talent.

**Tendrils Splice (Sp):** When the energy roper uses their kinetic tendrils infusion, they can choose to simultaneously attack two targets which are no further apart than the kinetic tendrils reach with a single melee attack or melee touch attack (whichever is normally used for their blast's type) at a -5 penalty against both targets. Any decisions regarding grappling them are made independently (for example, if both creatures become grappled, the player can choose to move

one into an adjacent space while letting the other remain where it was hit), and the grapples must be maintained with individual combat maneuvers. Both grapples initiated and maintained through this ability occupy the same hand.

**Tendrils Utility (Su):** The energy roper can use their kinetic tendrils to assist them in other ways than battle. They add a competence bonus equal to their Constitution modifier to Climb and Swim checks. In addition, they can use a kinetic tendrils to retrieve an unattended object within its reach as a move action, and can use a standard action to have their kinetic tendrils perform finer tasks (such as pulling a lever or pressing a button), or to use it as if it was a *prehensile*<sup>ACG</sup> whip.

**Yank (Ex):** When the energy roper successfully strikes a target with kinetic tendrils, they can attempt a drag combat maneuver check to pull the creature 5 feet closer to them as a swift action that does not provoke attacks of opportunity. They need not move when performing this action unless they wish. If they possess the tendrils splice talent, they can attempt to drag both creatures hit by it with the same combat maneuver.

This replaces metakinesis (maximize, quicken, and twice).

**Suregrip (Ex):** At 11th level, when using a weapon with the grappling property (including their kinetic blast), the energy roper only needs to threaten a critical to be allowed a free grapple attempt, rather than confirm it, and if they threaten a critical with a kinetic blast, they receive a +2 bonus to DCs of any substance infusions applied to it. At 17th level, the energy roper only needs to hit with a grappling weapon to get a free grapple attempt.

This replaces the 11th and 17th-level infusion specializations.

**Tetherlord (Sp):** At 20th level, the energy roper has mastered their ability to bind others in their kinetic tendrils. The cumulative penalty to combat maneuvers to initiate or maintain grapples imposed by their own feats and abilities, including the -4 penalty to initiate or maintain a grapple with one hand and the -10 penalty to tie up a grappled target, is reduced by 3 plus an additional 1 for each point of burn they possess (penalties imposed by other creatures' abilities are not reduced this way). In addition, the energy roper selects one substance infusion wild talent they possess, which can be either universal or of their primary element and up to 2nd level, and which does not require them to attempt a combat maneuver. They reduce its burn cost to 0 and can use it without it counting against the normal limit of 1 substance infusion per blast (though it can only be applied once per blast).

This replaces omnikinesis.

Energy ropers may learn the following unique feat:

#### EXTRA ROPER TALENT<sup>KOP4</sup>

**Prerequisite(s):** Energy roper 11th.

**Benefit:** You gain an additional roper talent.

**Special:** You can select this feat a second time at 15th level, and a third time at 19th level.



## ENTROPIST<sup>KoP4</sup>

The great majority of kineticists have stable power sources to draw from, whether they dedicate themselves to a single element or spread their abilities amongst several at once. For some who revere the powers of Chaos and Entropy however, their power can be granted by a more capricious source. Entropists' elemental powers prove incredibly unpredictable, even to themselves. The erkunae people of Erkusaa combine elemental skills with the power of Chaos, as do others that emulate them.

**Alignment:** Entropists are typically just as fickle as their powers are, leaning toward chaotic, but some are neutral, simply not concerned with how their power manifests. The random nature of an entropist's kinetic powers seems to be stifled by more rigid personalities; as such, an entropist cannot be lawful. If an entropist's alignment ever changes to lawful, they can no longer gain kineticist levels and lose all supernatural and spell-like abilities granted through class features until their alignment is returned to an acceptable one.

**Class Skills:** The entropist does not gain specific class skills based on their chosen elements (see Planar Array) but gains Knowledge (planes) as a class skill.

This alters the kineticist's class skills.

**Planar Array (Ex):** At 1st level, rather than choosing one element, the entropist must choose a group of four elements known as an array. The choices include:

Elemental Array - Air, Earth, Fire, Water

Esoteric Array - Aether, Light, Time, Void

Material Array - Poison, Sound, Viscera, Wood

This determines what wild talents they can learn as well as what elements are available for their shuffling focus and favored focus abilities. At the GM's discretion, they or the player can instead choose four elements for an array, assigning each to a number 1-4 for the purpose of shuffling focus. Choosing an array also grants the entropist an attuned heirloom, typically a striking piece of jewelry, exotic weapon or bizarre tri-dimensional device. The attuned heirloom contains all of the entropist's wild talents, and they cannot access them without it. If the attuned heirloom is lost or destroyed, the entropist must seek out a new heirloom, spending one week's time and 500 gp per entropist level in the process. This new heirloom contains a number of 1st level wild talents equal to the entropist's Constitution modifier in addition to any bonus wild talents gained based on the entropist's level.

**Wild Talents:** Unlike most kineticists, entropists learn a great multitude of infusion and utility wild talents, but do not necessarily have access to them all at once. Entropists can learn and prepare wild talents in much the same manner as an [arcanist](#)<sup>ACG</sup> might learn and prepare spells.

To prepare and use wild talents, the entropist must have a Constitution score of at least 10 + the wild talent's level, and the wild talent must be either universal or an element within their chosen array. They can prepare one wild talent of each wild talent level they can access based on their entropist level. In addition, starting at 3rd level, they can prepare additional wild talents if they have high Constitution (refer to [Table: Ability Modifiers and Bonus Spells](#)). However, no matter what their level or Constitution modifier, they can never have more than three wild talent slots of each wild talent level unless they've gained additional slots from the Extra Talent Slots feat.

To prepare any utility wild talent that has a prerequisite, they must also prepare its prerequisite wild talent or, if the prerequisite is a basic utility or defense wild talent, have access to it through an entropist class ability, a utility wild talent, or a feat. Infusions can be prepared even if their prerequisites are not (for example, flurry of blasts can be prepared without needing to prepare extended range). Utility wild talents can be prepared and benefited from even if the entropist does not have access to the wild talent's element (for example, an entropist who prepares wings of air gains its benefits even if they are not an aerokineticist), but infusions can still only be used with their associated blasts. Both infusions and utility wild talents share the same pool of slots per day.

Wild talents can be prepared in any slot of their level or higher; if a utility wild talent is prepared in a higher-level slot, the wild talent's save DCs receive a competence bonus equal to the slot's level minus the wild talent's level (for example, a 1st level wild talent prepared in a 3rd level slot receives a +2 competence bonus to its DCs); they do not gain this bonus if they possess the Adaptive Utility feat or if they are a legendary kineticist. The entropist can also choose to leave a wild talent slot empty, but this provides them with no benefit. They cannot prepare the same wild talent in multiple slots.

Unlike other wild talents, basic utility and defense wild talents, as well as utility wild talents that could be selected in the place of a basic utility wild talent (such as glass cannon) do not need to be prepared in this way; whether temporarily or permanently available to the entropist, they can always access them, much like how psychic casters can access knacks.

An entropist can know any number of wild talents. They must choose and prepare their wild talents by getting 8 hours of sleep and meditating for 1 hour with their attuned heirloom. While meditating, they select which wild talents they have access to that day. For the purpose of prestige classes that gain spells per day, the entropist is treated as a psychic spellcaster, using this class feature in place of spells per day.





**Starting Wild Talents:** An entropist begins play with an attuned heirloom which contains three 1st-level wild talents of their choice. They also learn additional 1st-level wild talents equal to their Constitution modifier. Basic utility wild talents cannot be learned this way.

**Learning New Wild Talents:** Each level they select one new wild talent of a level up to 1/2 their entropist level, and this wild talent is infused into their attuned heirloom. They do not need to meet prerequisites involving basic utility or defense wild talents, but can only choose universal wild talents or those of elements within their array, and must meet any other prerequisites; they cannot learn basic utility wild talents in this manner. At any time they can learn a new wild talent for which they qualify by meditating over another entropist's attuned heirloom or a crystal of elemental knowledge which contains the wild talent, being taught by any kineticist who possesses the wild talent, or spending time within an elemental saturation, otherwise using the same rules as those they learn upon gaining levels. If none of these methods is available, they can choose to meditate over their attuned heirloom for eight hours per level of the wild talent they wish to learn (these do not need to be consecutive, but cannot include hours spent resting or preparing wild talents), as well as spending 300 gp per level of the wild talent on components to help them focus on their elements.

This alters and replaces infusions and utility wild talents.

**Shuffling Focus (Ex):** Each day, the entropist's attuned heirloom becomes aligned to a random element in their chosen array; the heirloom floods their body with power, allowing them temporary access to a single simple kinetic blast of their choice belonging to that element, as well as temporarily granting them that element's basic utility wild talent. Wild talents of the same element as their shuffling focus receive a +1 bonus to their DCs and caster levels, while those that are not of their shuffling focus or favored focus elements receive a -1 penalty to DCs and caster levels (minimum caster level 1st). Universal wild talents receive neither a bonus nor a penalty in this fashion. They must roll a d4, using the table below to determine their shuffling focus for the day (or using the numbers assigned to the elements chosen for their array if allowed to create a custom array for themselves):

- 1 - Air (Elemental Array), Aether (Esoteric Array), or Poison (Material Array)
- 2 - Earth (Elemental Array), Light (Esoteric Array), or Sound (Material Array)
- 3 - Fire (Elemental Array), Time (Esoteric Array), or Viscera (Material Array)
- 4 - Water (Elemental Array), Void (Esoteric Array), or Wood (Material Array)

This replaces elemental focus and alters kinetic blast.

**Mutable Defense (Su):** Starting at 2nd level, when an entropist's shuffling focus element is chosen, they gain temporary access to that element's defense wild talent as well. Entropists cannot take the expanded defense wild talent.

This alters elemental defense.

**Favored Focus (Ex):** At 7th level, the entropist has adapted to their powers well enough to choose one they favor, and is capable of accessing their powers in this element at any time. They select one element from their array, permanently learning a single simple blast and the basic utility and defense wild talents of that element, and receive a permanent +1 bonus to DCs and caster levels on wild talents of this element. They cannot replace a basic utility wild talent gained this way with another utility wild talent. In addition, they can access the simple blast and basic utility wild talent this grants even if they've lost their attuned heirloom, but treat themselves as a kineticist 1/5 their entropist level to determine their effects until the attuned heirloom is replaced.

When their shuffling focus element is determined, if it is a different element than their favored focus, they gain temporary access to any composite blasts with the blast they choose for it and the blast provided by their favored focus as prerequisites, as well as any composite blast for which a blast they know and expanded element (any) would be prerequisites (such as aetheric boost). Their shuffling focus element's bonuses to DCs and caster levels increase to +2.

If their shuffling focus and favored focus are the same element, they instead gain temporary access to the composite blast that would require that element as both their primary and expanded element, as well as gaining access to both simple blasts for that element should more than one be available and any composite blasts for which a blast they possess and expanded element (any) would be prerequisites. Their defense wild talent is treated as if they'd accepted 1 burn per 6 entropist levels to improve it (up to 3 at 18th), and they receive a +3 bonus to the DCs and caster levels of this element's wild talents (not stacking with their favored focus element's normal +1 bonus) and increase the penalty to DCs and caster levels of other elements to -2.

At 15th level, the entropist gains a second favored focus element and permanently gains any composite blasts they would qualify for with the two blasts they have permanent access to alongside the normal benefits this class feature grants. They cannot select the same element as they chose at 7th level, and do not suffer the -2 penalty for one of these elements if their shuffling focus is the same as the other element (but still suffer this penalty on elements they cannot access). Any composite blasts gained this way can be accessed if the entropist loses their attuned heirloom, but are treated



as if from a kineticist 1/5 the entropist's level until the attuned heirloom is replaced.

This replaces expanded element.

**Bend Fate (Sp):** At 9th level, the entropist learns to sacrifice a little of their power to subtly guide the fates to bend to their will. When rolling to determine their shuffling focus element, the entropist can choose to reroll the result once per day. If they choose to reroll, however, they cannot prepare wild talents at the highest level at which they could normally prepare them, and they must take the result of the second roll to determine their shuffling element even if it is the same as the first. At 17th level, they can instead choose their element from any within their array, making themselves unable to prepare wild talents at the two highest levels at which they could normally prepare them (this decision can be made whether or not they have already used bend fate to reroll). If they use the ability this way, they cannot select the same element they had as their shuffling element the previous day unless they give up the ability to prepare wild talents at the third-from-highest level they normally could prepare as well.

This replaces metakinesis (maximize) and metakinesis (twice).

**Full Array (Sp):** At 20th level, the entropist loses one less level of wild talents they can prepare when using their bend fate ability (they lose no wild talent slots for rerolling, lose only the highest level of slots when they choose a different element than they had the previous day without rolling, and lose only the two highest levels of slots if they choose the same element as the previous day without rolling). They can choose to accept 3 burn when using their bend fate ability to choose an element without rolling; if they do so, they can choose any element, even if it is not within their array, without losing the ability to prepare wild talents. In addition, they permanently gain access to array blast.

This replaces omnikinesis.

#### ARRAY BLAST<sup>KOP4</sup>

**Element(s)** varies (see text); **Type** composite blast (Sp); **Level** --; **Burn** 4; **Aura** varies (see text)

**Prerequisite(s)** entropist 20

**Blast Type** varies (see text); **Damage** varies (see text)

You have fully explored your array's elements, and can combined them into a perfect storm of kinetic power. You choose any four damage types that simple blasts in your array (even those you don't possess) can deal, and this blast deals 10d6 damage of each type. You cannot choose the same type of damage multiple times unless there are three or fewer combined types of damage amongst simple blasts within their array's elements, in which case you must choose all possible types before duplicating types. Force, sonic, and untyped damage is

reduced to 10d4 each, and untyped damage is nonlethal. This blast is only considered an energy blast if all types chosen are also energy types (in which case it has an aura of evocation [chaotic]); otherwise, it's a physical blast, and deals an additional +1 damage per damage die (and has an aura of conjuration (creation) [chaotic]). This blast is counted as all four elements in your array, and is associated with infusions from all of those elements.

Entropists may learn the following unique feats:

#### EXTRA WILD TALENT SLOT<sup>KOP4</sup>

**Prerequisite(s):** Entropist 5th, Constitution 17.

**Benefit:** You gain two additional slots in which you can prepare wild talents. These cannot be applied to the highest level of wild talent you can prepare, and you can never have more slots of one level available than you have of a lower level.

**Special:** This feat can be taken multiple times. Its effects stack.

#### NARROW ARRAY<sup>KOP4</sup>

**Prerequisite(s):** Entropist 1st, shuffling focus class feature.

**Benefit:** Choose one element in your array. Whenever you roll for shuffling focus or use your bend fate ability, reroll any dice that would give you the element chosen for this feat. You cannot choose this element for favored focus and cannot select it if you normally would be able to with your bend fate ability, but you can still learn wild talents of the chosen element as normal.

**Special:** This feat must be taken at 1st entropist level, and cannot be taken if you possess Wide Array or the anarchic mutation.

#### SPONTANEOUS TALENT<sup>KOP4</sup>

**Prerequisite(s):** Entropist 5th.

**Benefit:** A number of times per day equal to your Constitution modifier, you can temporarily fill a wild talent slot that's been left open, gaining access to a utility wild talent or infusion you know up to the level of the chosen slot for 1 minute. You can only spontaneously gain one wild talent at a time. This cannot be used to fill slots to which you don't have access (such as by having too low a Constitution score or having used the bend fate class feature). This is a free action, but can only be performed once per minute.

#### WIDE ARRAY<sup>KOP4</sup>

**Prerequisite(s):** Entropist 1st, shuffling focus class feature.

**Benefit:** Choose two elements not in your elemental array, assigning the number 5 to one and 6 to the other. Whenever you roll for shuffling focus or reroll using



your bend fate ability, roll d6s instead of d4s and apply the elements you've assigned to 5 or 6 for such rolls, and you can select these elements if you use bend fate to select an element without rolling. This feat does not allow you to learn wild talents outside of your array except for universal wild talents.

**Special:** This feat must be taken at 1st entropist level, and cannot be taken if you possess Narrow Array or the anarchic mutation.

Entropists can manifest the following unique mutation:

### ANARCHIC MUTATION

Though entropists are known to have a chaotic source of power, only a few are born with the mindset to truly embrace the nature of their abilities.

**Restrictions:** Must use the entropist archetype and must be chaotic.

**Benefit:** At 7th level, rather than selecting a favored element, an entropist with this mutation selects a second planar array which does not include elements of the array they already possess, assigning its elements to the numbers 5-8. When they roll for their shuffling element, they instead roll 2d8 to determine two shuffling focus elements, gaining the benefits as if they possessed the elements they rolled for as a primary and an expanded element (choosing which is considered primary if they are different). At 15th they select a third planar array which cannot share elements with either array they already possess, assigning its elements to the numbers 9-12, and they roll 3d12 to determine three shuffling focus elements, gaining the benefits as if one was their primary element and the other two were expanded elements (if at least two shuffling elements are the same element, it is considered their primary element; otherwise they choose which is considered primary). In addition, an entropist with this mutation learns one additional wild talent per level beginning at 7th level, and two additional wild talents per level beginning at 15th level.

**Drawback:** An entropist with this mutation does not gain the favored focus class feature, and cannot select the Narrow Array or Wide Array feats. They can prepare one less wild talent per wild talent level per day. Aside from the shuffling focus element they choose as their primary element, all non-universal wild talents must be prepared as if they were 2 spell levels higher than their actual level, but are otherwise treated as being their actual level. Their array blast is only considered to be of their shuffling focus elements, is only associated with those elements' infusions, and they select three damage types for it to deal rather than four, which must be among those that can be dealt by simple blasts of their shuffling focus elements.

## FOCUS KINETICIST<sup>OAT</sup>

Some kineticists need to use a device to project their blasts efficiently, and a special suit of armor or particular set of clothing to use their utility wild talents easily. These kineticists are known as focus kineticists, and they can look quite distinctive.

**Focus:** At 1st level, a focus kineticist designates an armor focus and a device focus. They must purchase these items using their starting wealth, and each item must cost at least 10 gp. If a focus kineticist is not wearing their armor focus, they find it much harder to use their utility wild talents, while if they are not wearing or holding their device focus, they find it much harder to use their infusion wild talents or make composite blasts. Without the relevant focus, the kineticist must make a concentration check or the particular class feature cannot be used that time; the action is wasted. The DC for this check is equal to 20 + twice the effective spell level. If a focus is damaged, it is restored to full hit points the next time the kineticist removes her burn.

If a focus is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per kineticist level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous focus, if it had any. A kineticist can designate an existing magic item as her focus. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a focus.

This replaces the metakinesis (maximize, quicken, and twice).

**Armor Focus (Su):** The armor chosen as an armor focus provides the focus kineticist with the ability to use their utility wild talents. For the purposes of this ability, armor can be a suit of armor or a set of clothing. The set of clothing can include extra elements such as a pair of bracers or a mask to provide a more distinctive image, but these extra pieces do not count as the set of clothing for purposes of whether the focus kineticist loses the ability to use utility wild talents without the need to make Concentration checks.

At 6th, 11th, and 16th levels, the focus kineticist gains an additional point in their internal buffer, but these additional points can only be used on utility wild talents.

If the armor is destroyed, the focus kineticist loses these extra buffer points until they replace the item (as detailed under Focus, above).

This alters internal buffer.



**Device Focus (Su):** The device is the point of origin of all of the focus kineticist's kinetic blasts, as well as for kinetic blade and kinetic whip if they possess those wild talents. For the purposes of this ability, a device is any item that can be worn on a finger or hand, or held in a hand. Thus, a device can be a glove, ring, shield, wand, a ranged weapon, or even a weird science-type object. When the focus kineticist accepts burn, the device charges with power, gaining visual effects as well as the kineticist. For each +1 to attack rolls that elemental overload grants, the focus kineticist gains a property pool of +1, to a maximum of +6 at 18th level. The property pool provided by elemental overload to the device is used to add weapon properties to the device; the device cannot have an enhancement bonus (at least, in respect to attacking with kinetic blast/blade/whip). The weapon properties consume an amount of bonus equal to the property's cost. The following +1 special qualities can be added: *called*<sup>UE</sup>, *corrosive*<sup>UE</sup>, *countering*<sup>UE</sup>, *cruel*<sup>\*UE</sup>, *cunning*<sup>\*UE</sup>, *flaming*<sup>UE</sup>, *frost*<sup>UE</sup>, *limning*<sup>\*UE</sup>, *merciful*<sup>UE</sup>, *planar*<sup>UE</sup>, *seeking*<sup>\*UE</sup>, *shock*<sup>UE</sup>; the following +2: *anarchic*<sup>\*\*UE</sup>, *axiomatic*<sup>\*\*UE</sup>, *designating (lesser)*<sup>UE</sup>, *holy*<sup>\*\*UE</sup>, *igniting*<sup>UE</sup>, *phase locking*<sup>UE</sup>, *unholy*<sup>\*\*UE</sup>; and the following +4: *brilliant energy*<sup>UE</sup>, *designating (greater)*<sup>\*UE</sup>.

*\* This ability can only be used against a single target, and not with infusions that have a duration.*

*\*\* The focus kineticist cannot choose these special qualities if they are opposite to the focus kineticist's alignment. For example, a good focus kineticist cannot pick unholy.*

The properties granted by elemental overload are determined as burn is incurred and cannot be changed until the next time burn is removed. The focus kineticist can "store up" the property pool to grant properties that cost +2 or +4. The properties applied to the device affect only the focus kineticist's kinetic blasts; their kinetic blade and kinetic whip do not gain these properties, and if the device is a weapon, it is not granted the properties either. Similarly, any weapon properties a weapon device has as a weapon are not granted to the device. When the focus kineticist uses kinetic blast through a projectile weapon, they pull the string of a bow and shoot their kinetic blast, or pull the trigger of a gun to do the same thing, making it feel like energy blast ammunition. The device imparts no properties if the item is held or worn by anyone other than the focus kineticist but resumes giving properties if returned to the focus kineticist. If the device is destroyed, the focus kineticist loses the use of this ability until she replaces the item (as detailed under Focus, above).

A focus kineticist does not gain a bonus to damage rolls from their elemental overload ability.

This alters elemental overflow.



**Gather Power (Su):** The focus kineticist must hold or wear their focus device, as appropriate to the type of device, to gather power; holding or wearing this device does not interfere with the ability to gather power. When gathering power, the visible display centers on the device, not on the kineticist. If the focus kineticist has lost their device or it is destroyed, they cannot use gather power until they have a new device.

This alters gather power.

## FUSION KINETICIST<sup>KoP2</sup>

While some kineticists begin with power over a single element, there are others who embody a storm of multiple elements from the onset of their power. These kineticists wield abilities that can at times seem counterintuitive to each other, as each element fights for dominance inside of their host. The struggle



between nurturing both powers can prove impossible for some, but there are a few who are able to harness both elements with equal skill and prove dominant over both, becoming a master of both in a way that no other kineticist can do.

**Unbalanced Elements (Su):** At 1st level, a fusion kineticist selects two elements for their elemental focus, gaining one simple blast from each. A fusion kineticist must select one main element, the other being considered their sub element. A fusion kineticist can only select 1st-level wild talents of their sub element, and does not gain a composite blast even if their choice of simple blasts would qualify them for one.

This alters elemental focus and replaces the 1st-level infusion and basic utility talent normally gained at this level.

**Defined Defense (Su):** At 2nd level, a fusion kineticist gains the elemental defense of their sub element.

This alters elemental defense.

**Elemental Balance (Su):** At 7th level a fusion kineticist treats their effective kineticist level as their fusion kineticist level -2 for the purpose of qualifying for wild talents of their sub element. They also gain a composite blast if they would qualify for one through the simple blasts they possess; if the composite blast gained this way deals half its damage as one type and half as another, all of its damage is instead considered to be both types (for example, a fusion kineticist's magma blast deals bludgeoning and fire damage instead of half bludgeoning, half fire). In addition, they gain the elemental defense from their main element as well as gaining an infusion or utility wild talent for which they qualify as bonus wild talents.

This replaces the 7th-level expanded element.

**Cross Infusion (Sp):** At 9th level, a fusion kineticist can increase the burn cost of an infusion they possess by 1 to apply it to a simple blast to which it would not normally apply.

This ability replaces metakinesis (maximize).

**Elemental Harmony (Su):** At 15th level a fusion kineticist treats their effective kineticist level as their fusion kineticist level for the purpose of qualifying for wild talents of their sub element. They also gain an infusion or utility wild talent for which they qualify as a bonus wild talent. In addition, they can also accept 1 burn to use two utility wild talents with the same standard action as long as those utility wild talents are from two different elements and 2 levels lower than the highest utility wild talent the fusion kineticist can access (wild talents which are multiple elements - such as crystal skin - cannot be used this way).

This replaces the 15th-level expanded element.

**Perfect Fusion (Sp):** At 20th level, a fusion kineticist has perfectly synchronized their elements, gaining two utility wild talents or infusions of different elements as bonus wild talents (wild talents which are multiple elements cannot be chosen this way). They can also use their cross infusion class feature with their composite blasts.

This ability replaces omnikinesis.

## GOD-TOUCHED KINETICIST<sup>OAT</sup>

Some kineticists, like oracles, are instruments of strange powers. They each have a curse, and wield unusual powers alongside their elemental powers. These are the god-touched kineticists. A god-touched kineticist often has a sense of affinity with oracles, even though the former are not spellcasters.

**Kineticist's Curse (Ex):** Each god-touched oracle has a curse, just like an [oracle](#)<sup>APG</sup>. The particular curse is chosen at 1st level, and once made, it cannot be changed. Treat the god-touched kineticist's level as their oracle level for purposes of determining the effects. A god-touched kineticist cannot have a curse that grants bonus spells unless they possess a kineticist archetype which grants them spells up to the highest level that curse provides (for example, they must possess a kineticist archetype which allows them to cast 7th-level spells to select the [haunted](#)<sup>APG</sup> curse).

**Revelation:** At 3rd level, and every four levels thereafter, a god-touched kineticist gains a revelation from a mystery connected to their element:

*Air:* [Wind](#)<sup>APG</sup>

*Earth:* [Stone](#)<sup>APG</sup> (and [Metal](#)<sup>UM</sup>, if they possess metal blast)

*Fire:* [Flame](#)<sup>APG</sup>, [Solar](#)<sup>THH</sup> and [Volcano](#)<sup>PAP95</sup>

*Machine:* [Clockwork](#)<sup>DM</sup> and Metal

*Mind:* [Lore](#)<sup>APG</sup>

*Poison:* [Plague](#)<sup>DM</sup>

*Time:* [Time](#)<sup>UM</sup>

*Void:* [Bones](#)<sup>APG</sup>, [Dark Tapestry](#)<sup>UM</sup>, and [Heavens](#)<sup>APG</sup>

*Water:* [Waves](#)<sup>APG</sup> (and [Winter](#)<sup>APG</sup>, if they possess cold blast or ice blast)

*Wood:* [Life](#)<sup>APG</sup>, [Nature](#)<sup>APG</sup>, and [Wood](#)<sup>APG</sup>

A god-touched oracle cannot select aether, light, sound, or viscera as their primary element or for their expanded element. Treat the god-touched kineticist's level as their oracle level for purposes of determining the effects of each revelation. Where relevant, the saving throw DC against a god-touched kineticist's revelation is equal to 10 + the spell level + the god-touched kineticist's



Constitution modifier. Note that some revelations are not appropriate for a kineticist to gain, because they modify spells or abilities that a kineticist does not have. GMs may wish to expand the possible mysteries from which a god-touched kineticist can select revelations to fit an element which normally could not be used with this archetype.

This ability alters elemental focus and expanded element and replaces the 2nd, 6th, 10th, 14th, and 18th-level utility wild talents. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus or expanded element so long as they still allow the kineticist to choose air, earth, fire, machine, mind, poison, time, void, water, or wood as their primary or expanded elements (other elements may be added to this list at GM fiat).

God-touched kineticists can manifest the following unique mutation:

### BURNCURSED MUTATION

Some kineticists are cursed by the patron spirits which provide their gifts, typically as a test to the individual to prove their worthiness. In rare instances, a kineticist can learn to transmute the pain they suffer from exerting their power into magical effects, making them seem that much more like an oracle.

**Restrictions:** Must possess the burn and kineticist's curse class features.

**Benefit:** A god-touched kineticist with this mutation can select a curse which would normally add spells to an oracle's spell list (or they can keep their current curse if it does so, if they already possess one through another class feature). They use spells gained this way as if they were universal utility wild talents with a spell level equal to that which an oracle would normally treat it. Any effects dependent upon a mental ability score instead use the god-touched kineticist's Constitution score. To use a spell gained this way, the god-touched kineticist must accept an amount of burn equal to half the effective spell level.

**Drawback:** Spells gained this way are not learned as spells or added to or included in any spell lists, even if the god-touched kineticist has a cleric's spell list and could normally learn spells of that level. Whenever they accept burn, a god-touched kineticist with this mutation takes an additional point of nonlethal damage per three kineticist levels they possess for each point of burn they accept (they take this additional damage even if they normally wouldn't receive nonlethal damage from accepting burn).





## HEX KINETICIST<sup>KoP2</sup>

Some assume that the power of a kineticist is theirs and theirs alone, but there are those who share this power with a magical creature, the two forming a symbiotic relationship. In such pairings, a familiar is a vital part of a kineticist's personal growth, as the two advance in power as a single entity. The familiar's powers help their master understand the darker arts of their powers, granting insight into how to harness the power of hexes. The kineticist provides the innate power that fuels their familiar's growth, the two perfectly synchronized with each other in all situations.

**Devoted Servant (Ex):** At 1st level, a hex kineticist gains a familiar, treating their kineticist levels as **witch<sup>APG</sup>** levels for the purpose of their familiar and its abilities. If a hex kineticist's familiar is killed, the damage dice of their kinetic blast damage is reduced by 1/2 (to a minimum of 1 damage die) until they gain a new one, in the same manner as a witch replaces a lost familiar.

This replaces the basic utility wild talent.

**Kinetic Curse (Su):** At 2nd level a hex kineticist gains a hex, as per the witch class feature. At 6th level and every 4 levels after, a kineticist can select a hex in place of a utility wild talent, treating their kineticist level as their witch level. A kineticist treats their Constitution score as their Intelligence score for the purpose of DCs and effects for hexes.

This ability replaces the 2nd-level wild talent and alters utility wild talents.

**Imbued Familiar (Sp):** At 3rd level a hex kineticist's familiar gains an element, as per the kineticist's elemental focus class ability, but does not gain a simple blast or basic utility wild talent. The hex kineticist can accept 1 burn to imbue their familiar with a simple blast associated with that element, which it can use to make an attack with its kinetic blast that deals half of the damage dice of their master's simple kinetic blast. Accepting burn in this fashion reduces the damage dice of the hex kineticist's kinetic blasts by half rounded up (for example, if a kineticist with a 3d6 kinetic blast used this ability, their familiar would gain a kinetic blast that deals 1d6 damage, while the kineticist would deal 2d6 with their own kinetic blast). If their familiar does not possess any prehensile limbs, it can use any body part to deliver its blast so long as that body part is associated with a natural attack it possesses (such as a crab's pincers or a wolf's mouth), but if it possesses neither prehensile limbs nor any natural attacks, it cannot deliver kinetic blasts.

This replaces the 3rd-level infusion and the familiar's deliver touch spells ability.

**Elemental Bond (Su):** At 7th level, the hex kineticist gains hex synthesis as a bonus infusion. In addition, their familiar gains a 1st level infusion and infusion specialization, as per the kineticist class feature, treating itself as a 5th-level

kineticist for this purpose. Their familiar cannot apply an infusion to a blast if it would cause them to accept burn. The hex kineticist and their familiar each gain Interweave Composite Blast as a bonus feat.

This replaces the 7th-level expanded element.

### HEX SYNTHESIS<sup>KoP2</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** hex kineticist 7th

**Associated Blasts** any

**Saving Throw** see text

You know how to fuse hexes into your blast, allowing you to combine any non-major hex that requires a standard action and affects 1 target into your blast. All creatures that take damage from this blast must make a save against the hex added to this blast. This blast counts as targeting a creature for the purposes of how many times per day they can be targeted by a hex. The blast's aura gains the curse descriptor.

**Expanded Element (Su):** At 10th level, a hex kineticist gains the expanded element class feature.

This replaces the 10th-level utility wild talent.

**Greater Elemental Bond (Sp or Su):** At 15th level, the hex kineticist's familiar gains an additional infusion up to 2nd level and treats itself as an 8th-level kineticist for the purpose of its infusion specialization ability. The hex kineticist may now select major hexes with their kinetic curse ability, gaining one major hex as a bonus hex. In addition, they can increase the burn cost of their hex synthesis infusion by 1 to apply a major hex to it.

This replaces the 15th-level expanded element.

**True Elemental Bond (Sp):** At 20th level, a hex kineticist can accept 1 point of burn as a standard action to change any of their hexes or major hexes that aren't being used as a prerequisite for another hex into any other hex of the same type (hex or major hex) for 24 hours. Their familiar also gains an additional infusion up to 3rd level and treats itself as an 11th-level kineticist for the purpose of its infusion specialization ability.

This replaces omnikinesis.

## INDOMITABLE<sup>OAT2</sup>

Some people just don't get hurt easy. Such people are the ultimate survivors: blessed—or cursed - to endure horrors untold without a scratch, suffering abject agonies that would shatter any dozen lesser creatures. Of course, the heart and mind of such a creature are not likewise invulnerable; an indomitable may well find herself weeping, alone and unscarred, bowed amongst



the devastated remains of all that she once loved and held dear. Anyone can burn out eventually, beaten by the pain itself.

**Elemental Focus:** An indomitable must select earth as their elemental focus at 1st level.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose earth as their primary element.

**Limited Versatility (Ex):** An indomitable does not gain basic geokinesis utility wild talent, cannot learn utility wild talents, and cannot gain the Extra Wild Talent feat.

**Fighting Focus (Ex):** At 1st level, while attacking with an unarmed strike, an indomitable treats their base attack bonus from kineticist levels as equal to their indomitable level. Their unarmed strike deals 1d6 points of damage (1d4 if they are Small).

At 5th level, an indomitable gains a +1 bonus on attack rolls and damage rolls with their kinetic fist. This bonus increases by 1 at 9th level and every 4 levels thereafter. They gain these benefits only when wearing light or no armor, not using a shield, and carrying a light load.

If they choose earth as their 7th-level expanded element, they do not gain a bonus wild talent for doing so.

This alters the 7th-level expanded element. This doesn't prevent this archetype from being used with other archetypes that alter the 7th-level expanded element so long as they don't alter or replace the bonus wild talent learned as part of that class feature.

**Unbreakable Fist (Su):** At 1st level, an indomitable gains Improved Unarmed Strike as a bonus feat. They gain kinetic fist as a bonus infusion and it costs 0 points of burn instead of 1.

They cannot use their kinetic blast without a form infusion. They cannot use their kinetic blast with the chain, extended range, extreme range, foe throw, flurry of blasts, or many throw form infusions, nor can they use their kinetic blast with any form infusion that requires a ranged attack roll or a ranged touch attack roll.

This alters kinetic blast.

**Ordinary Power (Ex):** An indomitable - as long as they have not selected an element other than earth for their elemental focus or expanded element - appears to be both a normal and non-magical member of their race. They may freely pass for mundane even while using their elemental overflow or gather power class abilities, and such abilities can be detected by detect magic or similar divinations only if the caster succeeds on a caster level check with a DC of 11 + their

kineticist level. If an indomitable ever gains command over another element - such as aether, fire, or water - they always reveal their power as normal when using their abilities, even when using earth wild talents.

**Bonus Feats:** At 2nd level, and every two levels thereafter, an indomitable can gain a single bonus feat from the following list: Absorb Violent Energies, **Bloody Assault**<sup>APG</sup>, **Bludgeoner**<sup>UC</sup>, **Combat Expertise**, **Counterpunch**<sup>ACG</sup>, **Cleave**, **Cudgeler Style**<sup>MTT</sup>, **Cudgeler Sweep**<sup>MTT</sup>, **Cudgeler Takedown**<sup>MTT</sup>, **Dazing Fist**<sup>ACG</sup>, **Deflect Arrows**, **Destructive Persuasion**<sup>CoC</sup>, **Diehard**, **Dodge**, **Endurance**, **Felling Smash**<sup>UC</sup>, Force-Focusing Oath, **Furious Focus**<sup>APG</sup>, Godhood From the Bottom of a Bottle, **Great Cleave**, **Great Fortitude**, **Greater Vital Strike**, **Heroic Defiance**<sup>APG</sup>, **Heroic Recovery**<sup>APG</sup>, **Improved Bull Rush**, **Improved Great Fortitude**, **Improved Vital Strike**, Kinetic Leap, Power Attack, Psycho-Crusher, **Reverse-Feint**<sup>ARG</sup>, **Staggering Fist**<sup>ACG</sup>, Terrifying Blow (the



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unarmed strike of an indomitable is treated as a slam natural attack for purposes of this feat), **Toughness**, Vital Strike, Weapon Focus (unarmed strike).

An indomitable must meet all of the normal prerequisites for any feat selected, save for racial prerequisites.

This replaces utility wild talents.

**Never Been Sick Since (Ex):** At 3rd level, an indomitable is immune to all diseases, including supernatural and magical diseases, including mummy rot.

This replaces the 3rd-level infusion.

**Lethal Striking Power:** At 5th level, an indomitable can accept 2 additional points of burn when using kinetic fist to increase that infusion's damage by one step ( $1 > d2 > d3 > d4 > d6 > d8 > d10 > d12$ ). At 9th level, they can instead accept 3 additional points of burn to increase the damage by two steps. At 13th level, they can instead accept 4 additional points of burn to increase the damage by three steps. Damage cannot be increased above d12s in this manner. All of these options count as burn from a form infusion and can thus be reduced by infusion specialization.

This ability replaces the 5th, 9th, and 13th-level infusions.

Indomitables may learn the following unique feat:

## PSYCHO-CRUSHER<sup>OAT2</sup>

**Prerequisite(s):** Indomitable 1st, expanded element class feature

**Benefit:** You can select Extra Wild Talent as a bonus feat with your bonus feats class feature. When selecting a wild talent with Extra Wild Talent, you cannot select your primary element unless you've chosen it as an expanded element.

## IOUN KINETICIST<sup>BOTA</sup>

Among the greatest technologies to come from ancient civilizations are ioun stones, small crystalline minerals imbued with magical energies that modern scholars still struggle to dissect. Some kineticists dedicate themselves to unlocking ioun stones' cosmic secrets and seemingly limitless potential.

**Ioun Focus:** An ioun kineticist must choose aether as their elemental focus. They cannot select disintegrating infusion, foe throw, or force hook as infusions, nor can they select aether puppet, telekinetic finesse, telekinetic haul, or telekinetic invisibility as utility wild talents. They instead treat the following infusions and wild talents as though they were part of the aether element: cyclone, fragmentation, jagged flesh, and rare metal infusion. These infusions can be applied to the ioun kineticist's telekinetic blast and ioun cloud blast (see below).

An ioun kineticist's telekinetic blast always sends one or more of their ioun stones to strike their foes and immediately return, and their wild talents typically manifest as their ioun stones moving or spinning to create fields of energy.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose aether as their primary element.

**Ioun Cloud (Su):** An ioun kineticist forms a powerful bond with three *dull gray ioun stones*<sup>SoS</sup>, referred to as their ioun cloud. They begin play with these stones at no cost, and they gain a bond with an additional free *dull gray ioun stone* at 6th, 12th, and 18th levels. They also increase the AC of stones in their ioun cloud by an amount equal to their class level, and they increase the hardness of these stones by an amount equal to half their class level (minimum +0). An ioun kineticist cannot use their gather power, ioun buffer, kinetic blast, or personal resonance class abilities unless they have at least one bonded ioun stone orbiting them. They take a cumulative -2 penalty on concentration checks for each bonded ioun stone less than their possible maximum in their current





ioun cloud. When they use their gather power class ability, their ioun cloud buzzes, glows, spins rapidly, and traces eldritch symbols in the air.

While the ioun kineticist can own additional ioun stones outside of this bond, only bonded ioun stones can be a part of their ioun cloud. An ioun kineticist can spend 1 hour meditating with an ioun stone to bond with it and add it to their ioun cloud, but doing so immediately unbonds and removes one ioun stone of their choice from their ioun cloud unless they are replacing an ioun stone that has been lost or destroyed.

**Basic Iounkinesis (Su or Sp):** An ioun kineticist can manipulate ioun stones with ease and channel their magical fields to create simple effects. They can activate (making the stones orbit them) or stow a number of ioun stones equal to their class level in any combination as a move action, and they can activate or stow twice as many as a standard action. They can affect only ioun stones orbiting them and unattended ioun stones within 15 feet with this ability. This ability also allows them to cast *prestidigitation* at will as a spell-like ability.

This replaces the basic utility wild talent.

**Ioun Buffer (Su):** An ioun kineticist can store excess energy in their ioun cloud. This functions as the kineticist's internal buffer ability, except they store each point of burn within a different ioun stone in their ioun cloud. They can access the burn stored in an ioun stone only if it is orbiting them. When expending an ioun stone's stored point of burn to reduce the cost of a kinetic blast, the ioun kineticist can expend all of that ioun stone's energy, permanently transforming it into a *dull gray ioun stone*. If the ioun stone's market price was at least 4,000 gp, this effect further reduces the burn cost of that wild talent by 2. If the ioun stone's market price was at least 10,000 gp, it instead further reduces the burn cost by 3. If the ioun stone's market price was more than 20,000 gp, it instead further reduces the burn cost by 4.

This alters internal buffer.

**Personal Resonance (Su):** At 6th level, an ioun kineticist can harmonize their body's energies with that of their ioun cloud. Whenever they have at least 3 points of burn, they gain the resonant powers of two ioun stones of their choice in their ioun cloud; they are treated as holding a *wayfinder*<sup>SoS</sup> for the purpose of using any resonant powers. As a standard action, they can switch which two ioun stones are granting their resonance powers. At 11th level, whenever they have at least 5 points of burn, they can gain the resonance powers of up to four ioun stones in her ioun cloud. At 16th level, whenever they have at least 7 points of burn, they gain the resonance powers of all of the ioun stones in their ioun cloud.

In place of gaining the resonant power of a *deep red sphere*, *incandescent blue sphere*, *pale blue rhomboid*, *pink and green sphere*, *pink rhomboid*, or *scarlet and blue sphere*, the ioun kineticist can instead increase the enhancement bonus it grants to an ability score to +4. This bonus increases to +5 at 11th level when they have at least 5 points of burn and increases to +6 at 16th level when they have at least 7 points of burn. An ioun kineticist can increase only one ioun stone's enhancement bonus in this way at a time.

Ioun kineticists do not gain bonuses to their ability scores from their elemental overflow.

This alters elemental overflow.

**Ioun Blast (Su):** An ioun kineticist who selects aether as their expanded element gains ioun blast. Ioun kineticists cannot learn force blast.

## IOUN BLAST<sup>BOTA</sup>

**Element(s)** aether; **Type** composite blast (Sp); **Level** --; **Burn** 2

**Prerequisite(s)** primary element (aether), expanded element (aether), ioun kineticist 7

**Blast Type** physical; **Damage** bludgeoning, piercing, or slashing

You batter foes relentlessly with your ioun cloud. This blast is associated with the same infusions as telekinetic blast.

## KINETIC CHIRURGEON<sup>OA</sup>

While many kineticists can learn the rudiments of healing, some kineticists are virtuosos of the curative arts.

**Kinetic Surgery (Su):** A kinetic surgeon must select either aether, mind, viscera, water, or wood as their primary element. If they select aether, mind, viscera, or water, they gain kinetic healer as a bonus utility wild talent at 1st level. If they select wood, they must then select positive blast as their first simple kinetic blast, and they gain wood healer as a bonus utility wild talent at 1st level. At 3rd level and every 2 levels thereafter, the kinetic surgeon can select any one paladin mercy that a paladin of that level could select. Each time they use kinetic healer, they can apply one of these mercies to the target of the healing. A kinetic surgeon can never use infusions.

This ability alters elemental focus and replaces infusions. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose aether, mind, viscera, water, or wood.

**Metahealer (Su):** Starting at 5th level, a kinetic surgeon can apply any one of the following metahealer abilities to their kinetic healer wild talent





instead of using their mercies. At 5th level, they can choose to roll one additional die when using kinetic healer. This increases to two additional dice at 11th level, and to three additional dice at 17th level. At 9th level, they can choose to bring an ally who died within 1 round back from the dead; this functions similarly to the *breath of life* spell. The ally regains the normal number of hit points from kinetic healer. An ally revived in this way takes 1 additional point of burn, beyond the normal 1 point of burn that either the kinetic surgeon or the ally must accept as a cost of the kinetic healer wild talent. At 13th level, a kinetic surgeon can choose to use kinetic healer on themselves as a swift action. At 17th level, they can choose to heal both themselves and another target with the same use of kinetic healer, although in that case, both they and their target must each accept 1 point of burn, instead of only one of them needing to do so as normal for kinetic healer. Regardless of their level, the kinetic surgeon can apply only one metahealer ability to a single use of kinetic healer. For instance, they could not bring back a dead ally and also roll extra dice for healing.

This replaces metakinesis and infusion specialization.

**Healing Buffer (Su):** At 6th level, a kinetic surgeon's internal buffer has double the usual maximum size, and they can use it only when they would accept points of burn for the kinetic healer wild talent.

This alters internal buffer.

Kinetic surgeons may learn the following unique feats:

### KINETIC CHANNELING<sup>LK</sup>

**Prerequisite(s):** Kinetic surgeon 4th

**Benefit:** You gain the supernatural ability to channel positive energy as a *cleric* of your kineticist level by accepting 2 points of burn, which can be reduced through healing buffer. You cannot apply mercies or metahealing to it. This feat counts as the channel energy class feature for the purpose of meeting the prerequisites for feats.

**Special:** If you take the Elemental Channel feat, you can only select an element you have through your elemental focus or expanded element class features unless you can channel energy through another source (such as having levels as a cleric). If you possess the negative blast or void healer wild talent, you can choose to channel negative energy instead of positive when selecting this feat.

### KINETIC CHANNELING, IMPROVED<sup>LK</sup>

**Prerequisite(s):** Kinetic channeling (positive)

**Benefit:** You can apply a mercy and a metahealer ability to kinetic channeling when using it to heal.

**Special:** When applying the ability to use kinetic healer as a swift action, you instead use kinetic channel as a swift action. You cannot apply the ability to cause kinetic healer to affect both you and another target simultaneously to kinetic channeling.

### SPONTANEOUS CHIRURGERY<sup>LK</sup>

**Prerequisite(s):** Improved Kinetic Channeling or Substantial Channeling

**Benefit:** You gain the ability to spontaneously cast cure spells as spell-like abilities if you can channel positive energy, or inflict spells if you can channel negative energy. Doing so requires your kinetic surgeon level to be at least twice that of the cure or inflict spell you wish to cast and for you to accept 1 point of burn, which can be reduced with healing buffer. You can accept an additional 1 burn to apply the effects of either the Empowered Spell or Intensified Spell metamagic feats, or 2 burn to apply both effects.

### SUBSTANTIAL CHANNELING<sup>LK</sup>

**Prerequisite(s):** Kinetic Channeling (negative)

**Benefit:** Choose one substance infusion wild talent of your primary element for which you would qualify if you could learn infusions. When you use kinetic channeling to deal damage, you can take an additional amount of burn equal to twice the chosen infusion's burn cost to apply its effects to each creature damaged. This additional burn cannot be reduced by healing buffer. You can spend 24 hours in meditation to change the substance infusion this feat grants.

## KINETIC DUELIST<sup>KoP</sup>

In the more martial minded parts of the world, the way of the kinetic duelist is drilled into the training regimens of any potential kineticist, wanting to train them for conflict as soon as possible. Their training often emphasizes their fondness for individual combat. The art of the kinetic duelist can also be sneaky and swift, as a warrior who can carry a blade at all times without suspicion is a valuable soldier. Kinetic duelists themselves are more prone to fighting a single opponent, and abstain from larger combat whenever possible.

**Weapon and Armor Proficiencies:** Kinetic duelists are proficient with all simple weapons, light armor, medium armor, and bucklers.

This alters the kineticist's weapon and armor proficiencies.

**Kinetic Blade Mastery (Su):** At 1st level, a kinetic duelist begins along their martial path. As a free action,



they can channel their power into one of their hands for as long as they wish, dismissing it as a free action. A kinetic duelist can attack with this energy as though using the kinetic blade infusion, as well as being able to make attacks of opportunity with it. This ability is considered as kinetic blast as well as kinetic blade for all effects relating to it. A kinetic duelist cannot make a ranged kinetic blast without the ranged blast infusion, nor can they add a form infusion to their kinetic blast except ranged blast or a form infusion for which kinetic blade or kinetic whip is a prerequisite.

This alters kinetic blast.

**Synchronous Charge (Su):** At 11th level, a kinetic duelist can gather power once as a free action when

making a full attack, allowing them to reduce the total burn cost of a blast used on their next round by 1. A kinetic duelist can also continue to gather power on their next round as a move action to reduce the total cost of an infusion used that round by 2.

This replaces supercharge.

**Kinetic Assault (Su):** At 13th level, the kinetic duelist gains kinetic assault as a bonus infusion.

This replaces metakinesis (quicken).

### KINETIC ASSAULT<sup>KOP</sup>

**Element(s)** universal; **Type** form infusion; **Level** 6; **Burn** 4

**Prerequisite(s)** kinetic blade, kinetic duelist 13th

**Associated Blasts** any

**Saving Throw** none

You are capable of putting incredible power into a charge. As a full round action, you can make a charge attack using the kinetic blade infusion; the movement from this charge does not provoke an attack of opportunity. If this attack is successful, the damage is doubled and all DCs associated with this blast are increased by 2. If you possess the kinetic whip infusion, you can treat this infusion as using the kinetic whip infusion instead of kinetic blade.

**Dual Blades (Su):** At 17th level, the kinetic duelist gains the dual blades form infusion as a bonus infusion.

This replaces metakinesis (twice).

### DUAL BLADES<sup>KOP</sup>

**Element(s)** universal; **Type** form infusion; **Level** 8; **Burn** 4

**Prerequisite(s)** kinetic blade, kinetic duelist 17th

**Associated Blasts** any

**Saving Throw** none

You can form more than one kinetic blade at a time. This infusion is treated as kinetic blade, allowing you to form two kinetic blades instead of one until the beginning of your next round. You are unable to wield either blade in two hands, and both are treated as light weapons for the purposes of Two-Weapon Fighting. You can increase the burn cost by 1 to be treated as though you possess both the Two-Weapon Fighting and Improved Two-Weapon Fighting feats for the purposes of the attacks you can make and their penalties. You can increase the burn cost by 1 to use this form infusion with kinetic assault, allowing you to make 2 attacks at the end of your charge. If you have the kinetic whip



mastery utility wild talent, you can treat this infusion as using the kinetic whip infusion instead of kinetic blade.

Kinetic duelists may learn the following unique wild talent:

### KINETIC WHIP MASTERY<sup>KOP</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 5; **Burn** 1

**Prerequisite(s)** kinetic whip, kinetic duelist 10th

Until the next time you recover burn, your kinetic blade mastery class feature is treated as though you were using the kinetic whip infusion instead of kinetic blade.

## KINETIC KNIGHT<sup>PA</sup>

A kinetic knight dons armor and wields a blade of elemental energy.

**Courtly:** The kinetic knight adds Diplomacy and Sense Motive to their list of class skills instead of Acrobatics and Stealth.

This alters the kineticist's class skills.

**Elemental Blade (Su):** At 1st level, a kinetic knight gains kinetic blade as a bonus infusion, and it costs 0 points of burn instead of 1 point. They can't use their kinetic blast without kinetic blade or an infusion that lists kinetic blade as a prerequisite.

At 3rd level, the kinetic knight gains blade rush as a bonus infusion. At 5th level, they gain kinetic whip as a bonus infusion. Their kinetic whip has the disarm, performance, and trip weapon qualities. At 9th level, they gain blade whirlwind as a bonus infusion. At 11th level, they gain whip hurricane as a bonus infusion. At 13th level as a swift action, they can accept 2 points of burn to unleash a kinetic blast with their blade rush.

This alters kinetic blast and infusions, and replaces metakinesis and metakinetic master.

**Kinetic Warrior (Ex):** The kinetic knight can use their Constitution score in place of their Intelligence score when qualifying for combat feats. This ability counts as having Combat Expertise for the purpose of feat prerequisites.

**Elemental Bastion (Ex):** At 2nd level, the kinetic knight becomes proficient with medium and heavy armor and shields (except tower shields). In addition, the kinetic knight can accept 1 point of burn to attune themselves to a specific light or heavy shield until the next time their burn is removed. Wielding an attuned shield doesn't prevent the kinetic knight from gathering power. A kinetic knight gains the elemental defense ability at 4th level, rather than 2nd, and its benefits apply only while

they are wearing heavy armor and wielding an attuned shield. If the kinetic knight selects the expanded defense utility wild talent, its benefits also apply only under these conditions. If they have shroud of water, whenever its bonus would be increased by accepting burn, they instead increase the enhancement bonus of their armor or attuned shield by an equal amount (to a maximum of +5).

This alters elemental defense.

**Knight's Resolve (Ex):** At 3rd level, the kinetic knight gains the samurai's UC resolve class feature, as a samurai of their kineticist level -2. At 11th level, they gain the samurai's greater resolve ability. If they also have samurai levels, those levels stack with their kineticist levels to determine the benefits of this ability.

This replaces the 3rd-level infusion and supercharge.





## KINETIC LANCER<sup>KoP4</sup>

Masters of the sky, kinetic lancers have mastered the ancient art of combat practiced by the dragoons of old, blessed by the wind itself and given power to nearly fly for short periods of time. Untethered by the ground, these warriors can make impressive aerial strikes that would be impossible for their lesser kin.

**Energy Pounce (Ex):** At 1st level, a kinetic lancer gains Kinetic Leap as a bonus feat, ignoring its prerequisites, as well as kinetic blade as a bonus infusion. Whenever the kinetic lancer accepts burn with their Kinetic Leap, they also reduce the burn cost of kinetic blade as well as any infusion for which it is a prerequisite by 1 until their burn is removed. All movement during a round in which the kinetic lancer has used Kinetic Leap does not provoke attacks of opportunity, and a kinetic lancer does not take falling damage from falling from any height.

This ability replaces the basic utility wild talent and 1st-level infusion.

**Dragoon Dive (Ex):** As a full-round action, a kinetic lancer can use their Kinetic Leap to leap into the air, making an attack with their kinetic blade or any infusion for which it is a prerequisite at the end of their movement, reducing the burn cost of the blast by 1. This is treated as a charge for the purposes of bonuses and penalties. At 11th level, they instead reduce the burn cost of the blast by 2.

This replaces gather power.

**Dragoon Leap (Ex):** At 2nd level, a kinetic lancer gains air's leap as a bonus utility wild talent, ignoring its prerequisites. They also ignore their base land speed for determining if their jumping distance exceeds their base land speed while using their Kinetic Leap, allowing them to leap as far as their Acrobatics check would allow. If the kinetic lancer already possesses air's leap, they can select another utility wild talent for which they qualify.

This replaces the 2nd-level utility wild talent.

**Dragoon Frenzy (Ex):** At 8th level, a kinetic lancer can make a full attack with their kinetic blade or any other infusion for which it is a prerequisite while using the dragoon dive class feature. If the kinetic lancer applies vital blade to their kinetic blast, all adjacent squares to the target take damage equal to the minimum damage of the kinetic lancer's kinetic blast (Reflex save for half). A kinetic lancer can choose a number of spaces equal to their Constitution modifier; these spaces do not take damage from this ability.

This replaces the 8th-level utility wild talent.

**Impaling Crash (Su):** At 9th level, by accepting 1 point of burn when they use their dragoon dive ability, the

kinetic lancer can impale their foe with their kinetic blast upon making a successful attack, leaving a spike of elemental energy or matter inside of the creature for a number of rounds equal to their Constitution modifier. Each round the creature is impaled by this weapon, they take damage equal to the minimum damage of the kinetic blast (effects of substance infusions and damage bonuses from elemental overflow do not apply to this damage). The creature can spend a standard action to make a Strength check (DC equal to 10 + twice the kinetic lancer's Constitution modifier) to remove it.

This replaces metakinesis (maximize).

**Impossible Leap (Ex):** At 11th level, whenever a kinetic lancer possesses 3 or more burn, they are always treated as though they have accepted burn when using the air's leap wild talent.

This replaces supercharge.

**Furious Dragoon (Ex):** At 13th level, by accepting 2 points of burn when they use their dragoon dive ability, the kinetic lancer can make an additional attack with their kinetic blade or an infusion for which it is a prerequisite. If the kinetic lancer's kinetic blast has the vital blade form infusion applied to it, they instead double the area of additional damage done by dragoon frenzy.

This replaces the 13th-level infusion.

**Brutal Dragoon (Su):** At 17th level, whenever a kinetic lancer uses the dragoon dive class feature, they deal 1 additional damage for each damage die their kinetic blast deals and increase the DC of any substance infusion applied to it by +2.

This replaces metakinesis (twice).

Kinetic lancers may learn the following unique wild talent:

### KINETIC SPEAR<sup>KoP4</sup>

**Element(s)** universal; **Type** form infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** kinetic blade, kinetic lancer 5th

**Associated Blasts** any

**Saving Throw** none

You form a dense spear of raw energy. This form infusion functions as kinetic whip except its critical threat range is increased to 19-20. If you make an attack inside of your natural reach with this infusion, you cannot score a critical hit with this infusion and its damage is reduced by 1 step (1 > d2 > d3 > d4 > d6 > d8 > d10 > d12). If you also possess the vital blade form infusion, you can use this infusion with it as though it was the kinetic whip form infusion.

Kinetic lancers may learn the following unique feats:



## KINETIC BARBS<sup>KOP4</sup>

**Prerequisite(s):** Kinetic lancer 11th.

**Benefit:** Whenever you impale a creature with your impaling crash ability, when the creature successfully removes the spear, they must succeed a Fortitude save (DC 10 + 1/2 your kinetic lancer level + your Constitution modifier) or become sickened for a number of rounds equal to your Constitution modifier. If the creature fails this save by 5 or more, they also take bleed damage equal to your Constitution modifier.

## KINETIC HARPOON<sup>KOP4</sup>

**Prerequisite(s):** Impaling crash class ability.

**Benefit:** Whenever you impale a creature with your impaling crash ability, that creature becomes entangled for the duration of their impalement. They must also attempt a Reflex save (DC 10 + 1/2 your kineticist level + your Constitution modifier) to avoid having elemental matter spear them in place, reducing all movement speeds they possess to 0 feet. Either way, a successful Strength check to remove the spear ends the entangled condition and the reduced movement speed.

# LESHYKINETICIST<sup>UW</sup>

## (VINE LESHY RACIAL ARCHETYPE)

Of all those who pursue the path of a kineticist, only leshykineticists are both made of plant matter and born of nature spirits. These curious creatures wield ancient powers unknown to any other kineticists.

**Leshy Element:** A leshykineticist must select the wood element as their primary element and for both their expanded elements. They must choose wood blast as their first simple blast and positive blast as their second simple blast. At 6th level, they gain green tongue as a bonus utility wild talent, ignoring its prerequisites. At 7th level, when they first gain positive blast, they gain kinetic healer and the photokinetic infusion instead of the extra wild talent of 3rd level or lower for expanding in the same element. Their kinetic healer wild talent restores 1 extra hit point per die when healing plant creatures. At 9th level, they gain a bonus wild talent of 3rd level or lower of their choice. At 10th level, they gain greater green tongue as a bonus utility wild talent, ignoring its prerequisites.

This alters elemental focus and expanded element, and replaces the 6th and 10th-level utility wild talents and metakinesis (maximize). This doesn't prevent this archetype from being used with other archetypes that alter elemental focus or expanded element so long as they still allow the kineticist to choose wood as their primary element and expanded elements.

**Basic Leshykinesis (Su):** A vine leshy leshykineticist can use their basic phytokinesis to move while in their alternate vine form, with a base speed of 10 feet and a climb speed of 10 feet. The vine counts as a prehensile appendage for the purpose of aiming kinetic blasts and gathering power. At the GM's discretion, this ability might apply to leshykineticists of other [leshy](#)<sup>B3</sup> varieties as long as their alternate forms aren't rooted to the ground (and even then, they might be able to use something like a branch to aim kinetic blasts).

This alters the basic utility wild talent.

**Photosynthetic Buffer:** A leshykineticist fills their buffer with energy photosynthesized from sunlight, rather than from internal energy. Once per day, they can spend 1 hour motionless in their alternate plant form.





soaking in sunlight to fill their internal buffer. However, they can't fill their internal buffer by accepting burn, and their internal buffer becomes empty whenever their burn is removed. They can't benefit from any abilities that increase the maximum burn their buffer can hold.

This alters internal buffer.

**Green Rebirth (Su):** At 20th level, a leshykineticist taps into the ancient power of the First World. When their verdant burst ability activates, it heals all allies and plant creatures in the area as if by a maximized version of their kinetic healer ability, rather than only 1d8 hit points. After 24 hours, one of the plants that grew in the area serves as a vessel for the leshykineticist's spirit again, allowing them to return to life without penalty. Killing all the new plants that grew from their verdant burst within 24 hours prevents them from reviving in this way.

This replaces omnikinesis.

## METAKINETIC SAVANT<sup>LK2</sup>

While most kineticists who possess the gift of metakinesis will only use it to emulate certain techniques, the metakinetic savant has learned how to morph their kinetic blasts in more unique and often unexpected ways.

**Metakinetic Feats:** At 5th level and every 4 levels thereafter, the metakinetic savant can choose a metamagic feat as a bonus feat in place of learning the metakinesis they would normally gain at that level; this metamagic feat cannot increase the level of a spell by more than the amount of burn they would have spent on the metakinesis (for example, they cannot replace metakinesis (empower) with a metamagic feat which increases a spell's level by more than 1), and they must still meet its prerequisites as normal. They can apply this metamagic feat to any kinetic blast as if the blast was a spell by increasing the kinetic blast's burn cost by the amount by which the metamagic would increase a spell's level. For this purpose, they treat their kinetic blasts as spells with the schools, subschools, and descriptors matching those blasts' auras.

Kinetic blasts which do not have an aura defined have their equivalent schools, subschools, and descriptors decided at GM fiat, though the general rule is that physical blasts are considered conjuration (creation) spells with their blasts' descriptors and energy blasts are considered evocation spells with their blasts' descriptors.

This ability cannot be used to select the following metamagic feats to replace metakinesis: [Consecrate Spell](#)<sup>BoA</sup>, [Echoing Spell](#)<sup>UM</sup>, [Empower Spell](#), [Enlarge Spell](#), [Intuitive Spell](#)<sup>OA</sup>, [Intensified Spell](#)<sup>APG</sup>, [Logical Spell](#)<sup>OA</sup>, [Maximize Spell](#), [Quicken Spell](#), [Reach Spell](#)<sup>APG</sup>,

[Scouting Summons](#)<sup>MSH</sup>, [Silent Spell](#), [Solid Shadows](#)<sup>MSH</sup>. Metamagic feats chosen this way cannot affect spells as normal; they can only affect kinetic blasts.

This alters and replaces metakinesis.

**Metakinetic Expansion (Ex):** A metakinetic savant can select Expanded Metakinesis starting at 1st level, ignoring its prerequisites. Starting from 5th level, the metakinetic savant can select any metamagic feat for Expanded Metakinesis that increases a spell's effective level by 1 or less in addition to the metamagic feats normally available for Expanded Metakinesis when gaining this feat. They cannot select a metamagic feat through it that they've selected with their metakinetic feats ability or vice versa, nor can they select any metamagic feat which cannot be selected through their metakinetic feats ability.

**Metakinetic Buffer (Su):** A metakinetic savant's internal buffer is doubled in size and multiple points can be spent per round from it on the same wild talent, but points from their internal buffer can only be spent to avoid accepting burn added to a kinetic blast's cost from applying metakinesis or a metakinetic feat.

This alters internal buffer.

**Advanced Metakinetic Master (Su):** At 16th level, the metakinetic savant's metakinesis and metakinetic feats increase the burn cost of kinetic blasts they are applied to by 1 less burn. If multiple metakinesis and/or metakinetic feats are applied to a single blast, this effect does not stack.

This replaces metakinetic master.

*Special: This archetype can be taken in conjunction with other archetypes which alter or replace metakinesis, but cannot replace a metakinesis which the other archetype(s) alter or replace and cannot be taken if all four types of metakinesis are altered or replaced. (For example this archetype can be taken with the telekinetic bladeshifter archetype, but a character doing so will not gain access to the metakinetic feats ability at 9th or 17th levels as the telekinetic bladeshifter archetype replaces metakinesis normally gained on those levels.) A legendary kineticist with this archetype can take the Maximize Spell feat for their metakinetic feats class feature, but cannot take Persistent Spell. An artistic summoner with this archetype can take Scouting Summons through their metakinetic feats ability starting at 9th level but can only apply it to sculpture blast or a blast to which they've applied their creative genius ability.*

## MYSTICAL KINETICIST<sup>OA</sup>

Some kineticists choose to develop their knowledge of the elements by focusing on utility wild talents, rather than learning new techniques to attack others. Such kineticists have greater non-combat flexibility. Mystical



kineticists are flexible in how many additional utility talents they gain; some might gain a lot, and some, few.

**Infusion (Su):** At 3rd level, a mystical kineticist does not gain an infusion wild talent, but instead gains a new utility wild talent (in addition to all the other utility wild talents they would normally gain). At each level that the mystical kineticist would normally gain an infusion thereafter (at 5th, 9th, 11th, 13th, 17th, and 19th levels, as well as 7th and 15th levels for legendary kineticists), they can choose whether to gain an additional utility wild talent instead of an infusion. A mystical kineticist can only use the Extra Wild Talent feat to gain utility wild talents.

This replaces the 3rd-level infusion and alters the 5th, 9th, 11th, 13th, 17th, and 19th-level infusions. If this archetype is taken by a legendary kineticist it also alters the 7th and 15th-level infusions.

## NECROTECH MASTER<sup>MTA</sup>

While due to the vigorous strain on the body, most kineticists tend to come from living races, there are those who have adapted themselves to be able to channel the power of technology through less pure ways, instead causing their bodies to adapt to these new powers. Born of bone or iron, these unliving kineticist exemplify mastery over machine and necromantic forces.

**Special:** A necrotech master must be a construct or corporeal undead.

**Alignment:** A necrotech master cannot be good-aligned. If they become good, they cannot advance as a necrotech master, although they retain all class features gained from this archetype.

**Birth by Steel (Su):** At 1st level, a necrotech master must choose machine as their primary element.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose machine as their primary element.

**Necrotic Kineticist (Ex):** A necrotech master uses their Charisma modifier instead of their Constitution modifier to determine their damage with wild talents, the DCs of Constitution-based wild talents, the duration of wild talents with a Constitution-

based duration, their bonus on concentration checks for wild talents, and all other Constitution-based effects of all their wild talents.

This alters the key ability score of wild talents.

**Composition Deterioration (Ex):** A necrotech master weakens their physical form through their exertion. They take a -1 to Fortitude saves for each point of burn they have accepted, rather than taking nonlethal damage from burn. They can accept an amount of burn equal to 3 + their Charisma modifier. Otherwise, their burn works like that of a normal kineticist.

This alters burn.





**Unholy Union (Ex):** Necrotech masters are treated as both a construct and undead whenever it would benefit them (a necrotech master cannot be turned or rebuked, and can be healed by effects that would heal a construct or an undead creature). If the necrotech master is a construct, they gain additional hit points equal to their Charisma modifier per level (this applies retroactively) as though they were an undead, and if they are an undead, they gain hit points according to their size as though they were a construct.

Whenever a necrotech master is reduced to 0 hit points, they are merely disabled, being able to survive until being reduced to a number of negative hit points equal to their Charisma modifier + their necrotech master level before being destroyed.

This ability replaces the basic utility wild talent and elemental defense. At 4th level or higher, a necrotech master can take diesel heart in place of a utility wild talent.

**Necrotic Overflow (Su):** At 3rd level, if the necrotech master's elemental overflow would provide a size bonus to a physical ability score, they can choose to have it provide a profane bonus of the same amount to their Charisma instead.

This alters elemental overflow.

**Corrupted Creation (Su):** At 6th level, a necrotech master gains the construct creator utility wild talent and can use this ability as though it was *animate dead*, although they must provide the material components for it. Constructs that the necrotech savant have created are treated as undead for the purpose of gaining benefits from being inside the area of a *desecrate* spell.

This replaces the 6th-level utility wild talent.

**Necrotech Implant (Su):** At 6th level, a necrotech master can accept 1 burn to select any undead or construct they have created. That creature gains a single machine defense or utility wild talent they possess with a burn cost of 0 or --; the level of the wild talent must be equal to or less than 1/3 the necrotech master's class level. This wild talent persists until they recover their burn. For any effects of the wild talent, the creature is treated as though its kineticist level is equal to its Hit Dice and uses its Charisma in place of its Constitution. The creature cannot accept burn even if the wild talent would normally allow them to do so.

A necrotech master can only grant a wild talent to one creature at a time, and can choose to not recover burn accepted from this ability, allowing it to persist as long as they wish. If a creature benefitting from this ability dies or is destroyed, the necrotech master is made instantly aware of it as long as they are on the same plane.

At 11th level, the necrotech master can accept an additional burn to grant two wild talents. The creature

must meet the prerequisites for any wild talent which it is granted. At 16th level, the necrotech master can accept an additional burn to grant three wild talents.

This replaces internal buffer.

**Tainted Expansion (Su):** At 7th level, a necrotech master must select void for their expanded element, and must choose negative blast for their simple blast. In addition, any undead or construct created, returned to life, or awakened by the necrotech master gains the unholy union class feature.

At 15th level, a necrotech master must select machine for their expanded element and gains the void blast composite blast, despite not meeting its prerequisites.

This alters expanded element. This doesn't prevent this archetype from being used with other archetypes that alter expanded element so long as they still allow the kineticist to choose void as their 7th-level expanded element and machine as their 15th-level expanded element.

**Corrupted Hacker (Su):** At 8th level, a necrotech master gains construct hacker as a bonus utility wild talent and can use this ability on undead as though they were constructs.

This replaces the 8th-level utility wild talent.

**Vile Metakinesis (Su):** At 9th level, by accepting 2 points of burn as part of making a kinetic blast, a necrotech master can infuse their kinetic blast with necrotic energy. Any living creature dealt damage by the blast also gains a negative level.

This replaces metakinesis (maximize).

**Corrupted Revival (Su):** At 12th level, a necrotech master gains forced reboot as a bonus utility wild talent and can use this ability to revive undead, causing them to return as undead. While using this ability to revive undead, the material components must be black onyx instead of rare metals.

This replaces the 12th-level utility wild talent.

**Corrupted Awakening (Su):** At 14th level, a necrotech master gains turing computation as a bonus utility wild talent and can use this ability on undead.

This replaces the 14th-level utility wild talent.

Necrotech masters may learn the following unique feats:

### NECROTECH GENIUS<sup>MTA</sup>

**Prerequisite(s):** Necrotech Adept, burn class feature, necrotech master 5th.

**Benefit:** For every 2 points of burn you possess, you gain a +1 profane bonus on saving throws against bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and mind-affecting effects.

**Special:** Your Constitution score is permanently lowered by 2 points. If your Constitution score is 2 or lower, you cannot select this feat.



## NECROTECH LEADER<sup>MTA</sup>

**Prerequisite(s):** Necrotech master 5th.

**Benefit:** As a standard action, you can accept 1 burn to enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to  $10 + 1/2$  your kineticist level + your Charisma modifier. Undead that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of *control undead*. Intelligent undead receive a new saving throw each day to resist your command. You can control any number of undead, so long as their total Hit Dice do not exceed your kineticist level. If an undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

## NECROTECH TRANSFORMATION<sup>MTA</sup>

**Prerequisite(s):** Necrotech Adept, Necrotech Genius, necrotech master 9th.

**Benefit:** Your creature type changes to undead and you lose your Constitution score. If a creature attempts to return you from the dead, you can choose to come back as an undead. If you choose to come back as a living creature, you lose this feat and any feats that are a prerequisite for this feat, and must select 3 new feats for which you meet the prerequisites.

**Special:** You must have a Constitution score of 4 or higher when you select this feat, and you cannot retrain this feat or any of its prerequisite feats. Once you gain this feat, you are treated as an undead for the purposes of the necrotech master archetype.

## NIHILICIST<sup>LK2</sup>

Sometimes a kineticist's powers come from a source so obscure that they never find the very matter they were born to manipulate. Rather than waste their lives seeking out whatever impossibly rare substance they were meant to manipulate, they simply use... nothing. Some find this nothingness a place of calm in their minds, while for others this emptiness serves only to echo screams of psychological trauma.

**Alignment:** A nihilicist must be within one step of neutral. A nihilicist who becomes an alignment two steps from neutral loses their nihilicist class features and must return to within one step of neutral, requiring an *atonement* spell to regain their lost class features.

**Unfound Element:** A nihilicist can never be forced to gain any element, kinetic blast, or wild talent. If the nihilicist ever willingly gains a primary element or any non-universal wild talent (with the exception of those associated with empty blast or zero blast), they permanently lose this archetype, becoming a normal kineticist and gaining any kineticist class features this archetype replaced. Only divine intervention can reverse this effect.

**Null Element (Su):** A nihilicist does not gain a particular element to control, granting them an unusual ability to control nothingness, gaining unique kinetic blasts to this end. At 1st level, the nihilicist gains empty blast, and at 7th level they gain zero blast.





In addition, at 1st level the nihilicist gains empty infusion as a bonus infusion, and at 7th and 15th level they are granted a bonus feat, infusion, or utility wild talent of their choice for which they qualify.

The nihilicist can only learn universal utility wild talents, universal infusions, and infusions with which their empty blast or zero blast is associated.

This replaces the basic utility wild talent, elemental focus, and expanded element, and alters utility wild talents.

### EMPTY BLAST<sup>LK2</sup>

**Element(s)** none; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** necromancy

**Prerequisite(s)** nihilicist 1st

**Blast Type** special; **Damage** untyped

You drain a small portion of your target's existence away from it, dealing nihil damage. You can decide if this is an energy or physical blast each time you use this blast. This blast is only associated with universal infusions as well as the following: bowling, chain, cloud, cyclone, disintegrating, enervating, explosion, grappling, pulling, pushing, singularity, torrent, and unraveling. Physical empty blasts can benefit from the crushing blast or keen blast infusions despite not having a damage type (though only one at a time).

### ZERO BLAST<sup>LK2</sup>

**Element(s)** none; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** necromancy

**Prerequisite(s)** empty blast, nihilicist 7th

**Blast Type** special; **Damage** untyped

You leave those affected by your blast with gaping holes of nothingness within them, dealing nihil damage. You can decide if this is an energy or physical blast each time you use this blast. This blast is only associated with universal infusions as well as the following: bowling, chain, cloud, cyclone, disintegrating, enervating, explosion, grappling, pulling, pushing, singularity, torrent, and unraveling. Physical empty blasts benefit from the crushing blast or keen blast infusions despite not having a damage type (though only one at a time).

**Nihil Damage (Ex):** A nihilicist's kinetic blast deals nihil damage; treat nihil damage as nonlethal damage for how it is cured, except it affects creatures normally immune to nonlethal damage. A creature normally immune to nonlethal damage which possess an amount of nihil damage equal to their current hit points becomes staggered, even if they would normally be unable to be staggered. Nihil damage ignores hardness, and if an object takes an amount of nihil damage equal to its hit points, it is destroyed as though it was affected by a *disintegrate* spell.

**Nihilistic Curse (Su):** A nihilicist can select up to one creature up to 60 feet away plus an additional one creature per three nihilicist levels they possess, converting all nihil damage those creatures possess into lethal damage as a standard action. This can be done while gathering power as a full-round action by decreasing the burn reduction it provides by 1 (but cannot be done while gathering power as a move action).

When a nihilicist is converting damage to lethal damage, they can choose to convert an amount of that nihil damage into a condition instead, its duration being a number of rounds equal to their Constitution modifier (minimum 1). These effects can be avoided with a Fort save with DC equal to 10 + 1/2 their nihilicist level + their Constitution modifier:

5 damage: dazzled, deafened, fatigued, or sickened

10 damage: staggered or blinded

20 damage: dazed, exhausted, or silenced (as per *respectful quiet*<sup>ISR</sup>)

30 damage: paralyzed or stunned

The nihilicist must convert all damage at once when using this ability, whether they apply a condition or not. They can only apply a condition if their nihilicist level is at least half the amount of nihil damage they'd need to convert.

This replaces the 1st, 9th, and 17th-level infusions.

**Nullify Wounds (Sp):** At 2nd level a nihilicist can convert an amount of lethal damage they've sustained equal to their Constitution modifier into nonlethal damage once per day as a full-round action. They can use this ability an additional time per day at 5th level and every 3 levels thereafter (up to 7 times at 20th). Whenever they accept burn to use a wild talent, they gain damage resistance equal to their nihilicist level + their Constitution modifier against nonlethal damage for 1 round; this damage resistance does not prevent damage from burn, nor does it affect nonlethal damage converted from lethal damage by this ability.

This replaces elemental defense.

**Reduced Existence (Ex):** At 2nd level a nihilicist is constantly under the effects of *negate aroma*<sup>APG</sup>, only needs to consume 1/4 as much food and water to survive, and only needs to sleep 2 hours per day. At 6th level they are constantly under the effects of *nonetection* with a caster level equal to their nihilicist level and no longer need to breath or sleep, gaining immunity to sleep effects (though they still must rest 2 hours to recover from burn).

At 12th level, the nihilicist is also constantly under the effects of *mind blank*<sup>UC</sup>. In addition, anyone whom the nihilicist has met will slowly forget them; one



will forget their name after 1 day, finer details of their interactions and appearance after 3 days, general details of their interactions and appearance after 5 days, and will completely forget their existence after 1 week. At will, the nihilicist can, with a touch, cause a creature to be permanently immune to this effect (though this does not restore any memories lost regarding the nihilicist); they can accept 1 point of burn to attempt a touch attack as a standard action to remove this immunity (subject to a Will save against DC 10 + the nihilicist's class level; this save even applies to willing and unconscious targets).

This replaces the 2nd, 6th, and 12th-level utility wild talents.

**Nihilistic Infusion (Su):** At 3rd level, the nihilicist gains nihilistic infusion as a bonus infusion.

This replaces the 3rd-level infusion.

### NIHILISTIC INFUSION<sup>LK2</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 2; **Burn** 1

**Prerequisite(s)** nihilicist 3rd

**Associated Blasts** empty, zero

**Saving Throw** Fort partial

You immediately apply the effects of your nihilistic curse on creatures damaged by your blast; however, this effect only allows you to convert the damage this blast would have normally dealt, not any nihil damage the target is currently suffering from, and reduces any lethal damage converted to 1/2. At 7th level you can instead increase this infusion's burn cost to 2 to have it convert nihil damage into lethal damage as normal, and at 15th you can increase the burn cost to 3 to also be able to convert nihil damage the affected foe is currently suffering from.

**Terminus (Sp):** At 20th level, the amount of nihil damage which must be converted to apply a condition to a creature is reduced by 1/5.

As a full-round action, a nihilicist can accept 6 points of burn to create an area of all-consuming nothingness. This first affects a sphere with a 15-foot radius centered on them and everything within it (including themselves), and the area increases exponentially each round to 30 feet on the second round, 60 feet on the third, 120 feet on the fourth, and 240 feet on the fifth and final round. Everything in this space is consumed into oblivion, leaving nothing behind except for a *sphere of annihilation*<sup>UE</sup> where the nihilicist once stood. All memory of the nihilicist's existence is lost (even to those made immune to the effects of reduced dependence), though those who knew them will feel as if they've forgotten something vital. Those the nihilicist was especially close to in life can control the remaining

*sphere of annihilation* as if they were an arcane spellcaster in possession of a *talisman of the sphere*<sup>UE</sup> regardless of actual spellcasting ability. A *miracle* or *wish* can revive any one other creature that was within this area or reverse the effects of this ability on a 10-foot cube of the space it left behind, but its effects are otherwise permanent.

This replaces omnikinesis.

## ONSLAUGHT BLASTER<sup>LK2</sup>

Sometimes the tide of enemies refuses to recede, and one has no choice but to meet barrage with barrage. Onslaught blasters are an often skittish and paranoid breed of blaster, preferring widespread accuracy over a single path of destruction. Adepts at sending their blasts out in volleys, they ensure that no enemies draw too near without severe risk.





**Onslaught Blast (Sp):** At 1st level, whenever the onslaught blaster uses their kinetic blast, they fire multiple blasts. The damage of these blasts is equal to 1d6+1 for physical and 1d6 for energy blasts, regardless of whether it is a simple or composite blast. They can fire an additional blast for every 2 kineticist levels past 1st. Each unique target hit takes additional damage equal to the onslaught blaster's Constitution modifier for physical blasts and 1/2 their Constitution modifier for energy blasts. The targets of each attack are decided before any attack roll is made. If the onslaught blaster applies a substance or form infusion to their blast, it applies to all blasts.

Against a single target, they pool together their attacks into a stronger blast. Each successive blast in the attack sequence is treated as a single attack. They do not roll multiple attack rolls and any effect such as spell resistance, damage resistance, and effects from feats such as Deadly Aim is only calculated once. For every two blasts beyond the first which target the same creature, the target takes an additional +3 damage for physical blasts and +1 damage for energy blasts.

An onslaught blast cannot have any form infusion which reduces the range of a blast, emulates a melee attack, increases the amount of kinetic blasts they can make (such as flurry of blasts), or the many throw infusion applied to it. If an onslaught blaster chooses to throw an object with telekinetic blast, they can only throw a single object.

This alters kinetic blast.

**Focused Blaster (Ex):** Whenever an onslaught blaster uses their onslaught blast, they can use it as a full-round action, reducing the burn cost of the blast by 1. At 11th level, they instead reduce the burn cost of the blast by 2 or by 1 if using their onslaught blast as a standard action. At 19th level, they instead reduce the burn cost of the blast by 3 or by 2 if using their onslaught blast as a standard action.

This replaces gather power, supercharge, and metakinesis master.

**Burned Blaster (Ex):** At 3rd level, whenever an onslaught blaster uses their focused blaster ability while they possess at least 1 point of burn, they create one additional blast. At 9th level if the onslaught blaster possesses at least 3 points of burn, they create two additional blasts, and at 15th level if they possess at least 5 points of burn, they create three additional blasts.

**Weakened Overflow (Su):** An onslaught blaster's elemental overflow does not provide a bonus on damage.

This alters elemental overflow.

**Excessive Blaster (Su):** At 5th level, the onslaught blaster can increase the burn cost of their onslaught blast by 1 to create one additional blast. At 7th level they instead create two additional blasts, plus one more for every 4 onslaught blaster levels beyond 7th. Each blast the onslaught blaster creates deals +1 additional damage.

This replaces metakinesis (empower).

**Targeted Strike (Su):** At 9th level, whenever the onslaught blaster uses their onslaught blast, for every five blasts that successfully hit the same creature, that creature takes a -1 penalty to their AC until the beginning of their next round. This penalty cannot exceed the onslaught blaster's Constitution modifier. Each blast you create deals +1 additional damage.

This replaces metakinesis (maximize).

**Extreme Blaster (Su):** At 13th level, the onslaught blaster can increase the burn cost of their onslaught blast by 3 to create seven additional blasts. At 15th level they instead create eight additional blasts, plus one more for every 2 onslaught blaster levels beyond 15th. Each blast the onslaught blaster creates deals +1 additional damage.

This replaces metakinesis (quicken).

**Omni Strike (Su):** At 17th level, the onslaught blaster can increase the burn cost of their onslaught blast by 4 to double the number of blasts they create. Each blast the onslaught blaster creates deals +1 additional damage. This ability cannot be used with excessive blaster or extreme blaster.

This replaces metakinesis (twice).

Onslaught blasters may learn the following unique feat:

#### KINETIC RAILGUN<sup>LK2</sup>

**Prerequisite(s):** Excessive blaster class feature.

**Benefit:** Whenever you are affected by a *haste* spell or effect, you can fire 1 additional blast while using your onslaught blast. In addition, when you use your focused blaster ability while affected by *haste* spell or effect, you can reduce the cost of a blast's burn by an additional 1 point of burn.

## OVERWHELMING SOUL<sup>OA</sup>

Some kineticists have such a powerful personality that they can seize control of their element with their minds alone, without endangering their bodies.

**Mind Over Matter (Ex):** An overwhelming soul uses their Charisma modifier instead of their Constitution modifier to determine their damage with wild talents, the DCs of Constitution-based wild talents, the duration



of wild talents with a Constitution-based duration, their bonus on concentration checks for wild talents, and the other Constitution-based effects of all their wild talents. They add Bluff and Diplomacy to their list of kineticist class skills.

This alters the kineticist's class skills and the key ability score of wild talents.

**Mental Prowess (Su):** An overwhelming soul's mind is strong enough to protect their body from the stress of channeling the elements. However, in exchange, they are unable to push their limits quite as far as other kineticists. They can't choose to accept burn, though they can use wild talents with a burn cost if they can reduce that cost to 0 points with abilities such as gather power and infusion specialization. If they would be forced to accept burn against their will (for example, if they fail a concentration check), instead of taking burn they take 1 temporary negative level, which never kills them and can't be removed with restoration or greater restoration, but which disappears automatically after 24 hours. At 6th level, once per day, they can reduce the total burn cost of any wild talent by 1. They can use this ability an additional time per day at 10th level and every 4 levels thereafter.

This alters burn and replaces internal buffer.

**Overwhelming Power (Ex):** At 3rd level, an overwhelming soul gains a +1 bonus on attack rolls and damage rolls with their kinetic blasts. The damage bonus doesn't apply to kinetic blade, kinetic whip, or other infusions that don't apply the damage bonus from elemental overflow. This bonus increases by 1 at 6th level and every 3 levels thereafter.

This replaces elemental overflow.

Overwhelming souls may learn the following unique wild talent:

#### OVERWHELMING SKILL<sup>LK</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** greater skilled kineticist, overwhelming power class feature

The benefits of skilled kineticist apply to all of your kineticist class skills, and you do not need ranks in these skills to make skill checks with them. At 12th level this instead applies to all skills.

Overwhelming souls may learn the following unique feats:

#### OVERWHELMING DEFENSE<sup>KOP3</sup>

**Prerequisite(s):** Overwhelming soul 3rd.

**Benefit:** You are treated as though you have accepted 1 burn when determining the effect of your elemental

defense. At 6th level, and every 3 levels thereafter, you are treated as having accepted an additional burn in your elemental defense. If you have more than 1 elemental defense, you can split this effective burn between them in whatever way you wish.

**Special:** This feat cannot allow you to be treated as accepting more burn than would normally be allowed by an elemental defense.

#### OVERWHELMING PROWESS<sup>LK</sup>

**Prerequisite(s):** Overwhelming soul 6th, Cha 15

**Benefit:** You can use the mental prowess ability to reduce the burn cost of wild talents an additional number of times per day equal to 1/2 your Charisma modifier.





## POISONED EARTH KINETICIST<sup>OAT</sup>

While many kineticists have ties to the earth element, some are able to wield the powers of poisoned earth; in other words, radiation. Such kineticists are rare on most worlds, but are most commonly found in areas of very advanced technology, although some may come from other worlds or planes where radiation is more common. Given the great, insidious power of radiation, the vast majority of poisoned earth kineticists are evil, perhaps as a result of their minds becoming corrupted, or perhaps such kineticists automatically became attuned to poisoned earth when they became geokineticists.

**Alignment:** A poisoned earth kineticist cannot be good-aligned.

**Primary Element:** A poisoned earth kineticist must select earth or poison as their primary element.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose earth or poison as their primary element.

**Irradiating Infusion (Su):** At 1st level, a poisoned earth kineticist gains irradiating infusion as a bonus infusion.

This replaces the 1st-level infusion.

### IRRADIATING INFUSION<sup>OAT</sup>

**Element(s)** earth, machine, or poison; **Type** substance infusion; **Level** 1; **Burn** 1

**Prerequisite(s)** poisoned earth kineticist 1st

**Associated Blasts** acid, antimatter, autumn, crystal, crystalline, earth, fossilized, green flame, injection, metal, meteor, mud, nightshade, noxious, petrolic, pollutic, radiation, ravaging nature, rust, shatterstorm, tundra, ultraviolet, virulent

**Saving Throw** Fortitude negates

Your blasts are mildly radioactive. All creatures that take damage from your blast are sickened for 1 round.

**Detect Radioactivity (Su):** At 2nd level, a poisoned earth kineticist gains detect radioactivity as a bonus utility wild talent.

This ability replaces the utility gained at 2nd level.

**Radiation Resistance (Ex):** At 6th level, a poisoned earth kineticist gains immunity to low level radiation. This immunity extends to medium level radiation at 11th level, and to high level radiation at 16th level. If they have the radioactivity adaptation wild talent, the grade of radiation to which they are immune improves by one; for example, from low to medium.

This replaces internal buffer.

**Greater Irradiating Infusion (Su):** At 9th level, a poisoned earth kineticist gains greater irradiating infusion as a bonus infusion.

This replaces the 9th-level infusion.

### IRRADIATING INFUSION, GREATER<sup>OAT</sup>

**Element(s)** earth, machine, or poison; **Type** substance infusion; **Level** 4; **Burn** 3

**Prerequisite(s)** irradiating infusion, poisoned earth kineticist 9th

**Associated Blasts** acid, antimatter, autumn, crystal, crystalline, earth, fossilized, green flame, injection, metal, meteor, mud, nightshade, noxious, petrolic, pollutic, radiation, ravaging nature, rust, shatterstorm, tundra, ultraviolet, virulent

**Saving Throw** Fortitude negates

Your irradiating blasts are more virulent. All creatures that take damage from your blast are exposed to radiation.

**Blast**—injury; *save* Fort; *frequency* 1/round for 6 rounds; *effect* 1 Con damage; *cure* 2 consecutive saves.

**Poisoned Earth Master (Ex):** At 20th level, a poisoned earth kineticist becomes immune to all poison effects, including those of severe radiation. They constantly radiate moderate level radiation in a 10-foot radius, and low level radiation in a further 10-foot radius beyond that. The DC to resist this radiation is 20 + the poisoned earth kineticist's Constitution modifier. This effect cannot be deactivated. Consequently, most poisoned earth kineticists of this level limit contact with creatures that are not immune to such radiation, or at least, with those creatures that they wish to continue working with. At the GM's discretion, objects and areas that such people spend a lot of time around may radiate low level radiation.

This ability replaces omnikinesis.

Poisoned earth kineticists may learn the following unique wild talent:

### IRRADIATE<sup>OAT</sup>

**Element(s)** earth or poison; **Type** utility (Sp); **Level** 4; **Burn** 3

**Prerequisite(s)** poisoned earth kineticist 1st

**Saving Throw** Fortitude partial; **Spell Resistance** no

You flood an area with radiation, as the *irradiate*<sup>TG</sup> spell.



## PRIMAL KINETICIST<sup>OAT</sup>

Some kineticists have ties to the most basic of energy planes, the positive or negative energy planes. These kineticists are brimming with positive or negative energy. They may or may not be followers of the gods that grant use of those types of energy. Either way, very few are inactive; they tend to be fully committed to championing their causes.

**Aligned Blasts (Su):** For a primal kineticist that channels positive energy, all damage from aligned blasts are treated as good and magic for the purpose of bypassing damage reduction. For a primal kineticist that channels negative energy, all damage from aligned blasts are treated as evil and magic for the purpose of bypassing damage reduction. This also applies to attacks made using kinetic blade and kinetic whip. This adds the evil or good descriptor to their blasts' auras, as appropriate.

This ability alters kinetic blast.

**Aura (Ex):** A primal kineticist that channels positive energy gains an aura of good, just like a cleric. A primal kineticist that channels negative energy gains an aura of evil, just like a cleric.

**Channel Energy (Su):** A primal kineticist can channel energy as a cleric, using their kineticist level as their effective cleric level to determine the effects and saving throw DC. A primal kineticist can use this ability a number of times per day equal to 1 + their Charisma modifier. A primal kineticist who gains channel through a feat or class feature (such as the oracle's channel revelation) does not gain additional uses of channel energy, gaining [Extra Channel](#) as a bonus feat instead.

This ability replaces the 1st-level infusion.

**Elements:** A primal kineticist that channels positive energy cannot select the void element. A primal kineticist that channels negative energy must select the void element as his elemental focus at 1st level, must select negative blast as his simple blast, and can never gain positive blast, silverlight blast, verdant blast, or any wild talent for which these blasts are prerequisites.

This alters elemental focus and expanded element. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus or expanded element so long as they still allow the kineticist to choose an element from which this class feature doesn't restrict them as their primary element.

**Divine Health (Ex):** At 3rd level, a primal kineticist that channels positive energy is immune to all diseases, including supernatural and magical diseases. A primal kineticist that channels negative energy instead gains the plague carrier class feature of an [antipaladin](#)<sup>APG</sup>.

This replaces the 3rd-level infusion.

**Elemental Overflow (Ex):** For a primal kineticist that channels positive energy, the bonus damage granted to kinetic blasts from elemental overflow is doubled on the first successful attack per round against an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, and is treated as a sacred bonus. However, such kineticists cannot apply this bonus against constructs, objects, or non-evil living creatures. For a primal kineticist that channels negative energy, this is instead a profane bonus, can be used against good living creatures, and cannot be used against non-good living creatures, but otherwise functions the same. This bonus can only be applied to one target if more than one is affected by the blast, with damage against all other targets receiving the normal bonus from elemental overflow, and this bonus only applies to damage occurring at the time the attack hits (for example, it does not affect the damage caused by a kinetic blast with the delaying infusion). If the primal kineticist possesses fire's fury, that wild talent's bonus is not affected.

This alters elemental overflow.

**Perfect Channel (Su):** At 20th level, a primal kineticist becomes a perfect channel for their type of primal energy. They become immune to bleed, death effects, exhaustion, fatigue, nausea, negative levels, and sickening. Ability damage and drain cannot reduce them below 1 in any ability score. They automatically succeed saving throws against massive damage. When they are below 0 hit points, they do not die until their negative total is in excess of twice their Constitution score.

This ability replaces omnikinesis.

Primal kineticists may learn the following unique wild talent:

### CORRUPTION RESISTANCE<sup>OAT</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 2; **Burn** 0  
**Prerequisite(s)** primal kineticist 1st

You are constantly protected by [corruption resistance](#)<sup>APG</sup>. You are protected against evil damage if you channel positive energy, or against good damage if you channel negative energy.

## PSAMMOKINETIC<sup>HFTF</sup>

Psammokinetics are ascetic kineticists who consider the harsh nature of burning deserts to be a tempering fire that can purify all their imperfections. Trained by desert dwarves, who also make up the majority of their numbers, these kineticists seek to master the powers of sand and wind while focusing on self-improvement.

**Alignment:** A psammokinetic kineticist must be lawful in alignment. If the psammokinetic ever becomes nonlawful, they cannot gain any additional levels with this archetype and lose access to the *ki* pool class feature granted by this archetype.

**Burning Winds (Su):** A psammokinetic must select air as their elemental focus. In place of the air blast and electric blast normally granted to an aerokinetic, the psammokinetic gains a sand blast or sirocco blast. Except as noted below, sand blast functions as air blast, and sirocco blast functions as electric blast (including when determining what infusion wild talents the psammokinetic can use with each blast). The psammokinetic is also treated as having the fire element for the purposes of meeting the prerequisites for the cold adaptation, flame shield, heat adaptation, and heat wave utility wild talents and can take the glass cannon utility wild talent, treating it as air element and applying its effects to their sand blast in addition to the other kinetic blasts it can affect. A psammokinetic cannot take the chain, magnetic infusion, or thundering infusion wild talents or the aerial adaptation or celerity utility wild talents.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose air as their primary element.

### SAND BLAST<sup>HFTF</sup>

**Element(s)** air; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** conjuration (creation) [air, earth]

**Blast Type** physical;  
**Damage** slashing

You slice at a single foe with a stream of sand.

### SIROCCO BLAST<sup>HFTF</sup>

**Element(s)** air; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** evocation [air, fire]

**Blast Type** energy;  
**Damage** fire

You shoot a wave of superheated air to burn a single foe.

**Ki Pool (Su):** At 3rd level, a psammokinetic gains a pool of *ki* points, supernatural energy they can use to accomplish amazing feats. The number of points in a psammokinetic's *ki* pool is equal to half their kineticist level plus their Constitution modifier. As long as they have at least 1 point in their *ki* pool, they gain a +1 bonus on damage rolls with kinetic blasts. This bonus increases by 1 for every 3 kineticist levels they have. At 7th level, as long as they have at least 1 point in their *ki* pool, their sand blast is treated as cold iron for the purpose of overcoming damage reduction (regardless





of what infusion it is used with). At 10th level, their sand blast is treated as a lawful weapon, and at 16th level, their sand blast is treated as adamantite for the purpose of overcoming damage reduction and bypassing hardness. The kinetic blade infusion does not add the bonus damage from this ability.

By spending 1 point from their *ki* pool as a swift action, a psammokinetic can do one of the following:

Double their bonus (if any) on damage rolls for having at least 1 point in their *ki* pool, and gain a +1 bonus on attack rolls with their kinetic blasts. This bonus on attack rolls increases by 1 for every 3 kineticist levels they have. This effect remains for 1d4 rounds.

Gain a +2 dodge bonus to AC for 1 round.

Increase their base speed by 20 feet for 1 round.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the psammokinetic has levels in another class that grants points to a pool of *ki* points, their psammokinetic levels stack with the levels of that class to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice cannot be changed. The psammokinetic can use *ki* points from this pool to power the abilities of every class they have that grants a *ki* pool.

This replaces elemental overflow.

**Sand Element (Su):** At 7th level a psammokinetic must select the earth element as their expanded element. They treat their kineticist level as 2 levels lower (rather than 4 levels lower) for the purpose of determining which wild talents they can learn from the earth element. At 15th level, the psammokinetic must choose to expand their mastery of the air element as their expanded element.

This alters expanded element. This doesn't prevent this archetype from being used with other archetypes that alter expanded element so long as they still allow the kineticist to choose earth as their first expanded element and air as their second expanded element.

Psammokinetics may learn the following unique feat:

### SAND STORMER

**Prerequisite(s):** sirroco blast

**Benefit:** You can select chain, painful, and unraveling infusions as if they were air-element infusions and apply their effects to your sirroco blast, and your sirroco blast is treated as both electric blast and fire blast for the purpose of qualifying for composite blasts. In addition, if you possess a *ki* pool, it affects all of your kinetic blasts for which air blast is a prerequisite as if they were sand blast.

## PSYCHIC KINETICIST<sup>OAT</sup>

Some kineticists have the ability to cast a small number of psychic spells. Those who do are not as versatile as more traditional kineticists with their elements, but make up for it by being able to cast spells. These are the psychic kineticists.

**Class Skills:** Add Knowledge (arcana) and Spellcraft to the list of class skills.

This alters the kineticist's class skills.

**Spells:** Beginning at 4th level, a psychic kineticist can cast a small number of psychic spells drawn from a small spell list. To learn or cast a spell, a psychic kineticist must have an Intelligence score equal to at least 10 + the spell's level. They can cast any spell they know without preparing it ahead of time. The saving throw DC against a psychic kineticist's spell is equal to 10 + the spell level + the psychic kineticist's Constitution modifier. A psychic kineticist can cast only a certain number of spells of each level per day. They gain spells per day as a medium of their psychic kineticist level. In addition, they receive bonus spells per day if they have a high Intelligence score.

The psychic kineticist's selection of spells is limited. At 4th level, a psychic kineticist knows two 1st-level spells of their choice. For each level thereafter, they gain spells known as a medium of their psychic kineticist level, except they do not gain 0th-level spells. Unlike their spells per day, the number of spells a psychic kineticist knows is not affected by their Intelligence score; the numbers on Table 1-3 (Pathfinder Roleplaying Game Occult Adventures) are fixed. At 8th level and every 3 levels thereafter, a psychic kineticist can learn a single new spell in place of one they already know. The new spell's level must be the same as that of the spell being exchanged, and they must choose whether to swap the spell at the same time they gain new spells known for the level. Through 3rd level, a psychic kineticist has no caster level. At 4th level and higher, their caster level is equal to their psychic kineticist level -3.

This ability replaces the 4th, 8th, 12th, 16th, and 20th-level utility wild talents.

**Spell List:** A psychic kineticist's spell list is dependent upon their elements. When they gain an element through their elemental focus or expanded element class features, they add all 1st, 2nd, 3rd, and 4th-level spells to their spell list from that element's corresponding wizard school (limited to a subschool or descriptor, if noted; if no school is noted, they instead add all spells of the note descriptors):



Aether - **Aether**<sup>EMH</sup> school

Air - **Air**<sup>APG</sup> school

Earth - **Earth**<sup>APG</sup> school (and **Metal**<sup>UM</sup> school, if they possess metal blast)

Fire - **Fire**<sup>APG</sup> school

Light - Illusion (phantasm)

Machine - Metal school

Mind - Enchantment (charm or compulsion) [mind-affecting]

Poison - acid and poison descriptors

Sound - language-dependent and sonic descriptors

Time - Divination

Viscera - Transmutation (polymorph)

Void - **Void**<sup>DEP</sup> school

Water **Water**<sup>APG</sup> school

Wood **Wood**<sup>UM</sup> school

If the psychic kineticist possesses an unlisted element, its corresponding wizard school (and possibly subschool) is decided at GM fiat.

## PSYCHOKINETICIST<sup>HA</sup>

While most kineticists channel elemental power through their bodies, rare kineticists, such as elemental ascetics, overwhelming souls, and psychokineticists channel such power through their minds. Psychokineticists lack an overwhelming soul's strong spirit, and so this energy ravages their minds but unleashes power locked in their ruptured emotions. Sometimes a psychokineticist inadvertently unleashes their power when they experience an outburst of strong emotion, potentially making a psychokineticist an outcast or even an accidental killer.

**Emotional Intensity (Ex):** A psychokineticist uses their Wisdom modifier instead of their Constitution modifier to determine their damage with wild talents,





the DCs of Constitution-based wild talents, the durations of wild talents with Constitution-based durations, their bonus on concentration checks for wild talents, and other Constitution-based effects of all their wild talents. They can't use any of their wild talents whenever they would be unable to use a spell with an emotion component, and if they ever gain immunity to charm, compulsion, emotion effects (even if such immunity extends only to a subcategory of these effects like fear effects or compulsion effects from creatures of certain alignments), they lose all their kineticist abilities. This includes effects that they previously activated that normally last until the next time their burn is removed, like elemental defenses, though they still keep all their penalties from burn. They can always choose to ignore such immunities when they would normally gain them, even if they are granted by another class feature (such as the paladin's aura of courage), but once they decides whether or not to ignore an immunity they would have gained, the choice cannot be changed. A psychokineticist adds Sense Motive to their list of class skills and gains *Psychic Sensitivity*<sup>OA</sup> as a bonus feat.

This alters the kineticist's class skills and the key ability score of wild talents.

**Mind Burn (Ex):** A psychokineticist's mind strains when they overtax themselves. They take a -2 penalty on Will saves, Wisdom checks, and Wisdom-based skill checks for each point of burn they have accepted, rather than taking nonlethal damage from burn. They can accept an amount of burn equal to their Wisdom modifier (rather than 3 + their Wisdom modifier). Otherwise, their burn works just like that of a normal kineticist.

This alters burn.

**Mental Overflow (Ex):** A psychokineticist's elemental energy sends strange elemental humors and planar echoes through their brain instead of reshaping their body with matter from their element. Instead of gaining size bonuses to physical ability scores from elemental overflow, they gain alchemical bonuses to their mental ability scores in equal amounts (a +2 alchemical bonus to two mental ability scores at 6th level if they have at least 3 points of burn; a +4 alchemical bonus to one mental ability score and a +2 alchemical bonus to the other two at 11th level if they have at least 5 points of burn; and a +6 alchemical bonus to one mental ability score, a +4 alchemical bonus to another, and a +2 alchemical bonus to the last at 16th level if they have at least 7 points of burn). A psychokineticist doesn't gain a chance to negate critical hits and sneak attacks based on their burn. Otherwise, their elemental overflow works just like that of a normal kineticist.

This alters elemental overflow.

Psychokineticists may learn the following unique feat:

## MENTAL BASTION<sup>LK2</sup>

**Prerequisite(s):** Psychokineticist 1st.

**Benefit:** Choose either charm, compulsion, or emotion effects. When you've accepted burn, you ignore the penalty to Will saves against the chosen type of effect, and you can now retain your kineticist class features even if you gain immunity to the chosen type of effect or a related subtype thereof.

## SOUNDWEAVER<sup>LK</sup>

Kinetic powers manifest themselves not only from unusual sources, but in many unique ways. In the case of some kineticists, their personal histories factor into the form their abilities take; this is the case with soundweavers. Almost invariably, a soundweaver descends from a long lineage of minstrels and bards, and often began life training to become one before fate had other plans for them.

**Minstrel Training (Ex):** A soundweaver uses their Charisma modifier in place of their Constitution modifier to determine any effects from their kineticist class features and wild talents which would normally be determined by their Constitution (such as determining maximum burn per day, damage from kinetic blasts, or DCs associated with infusion wild talents).

Soundweavers gain Perform (keyboard instruments), Perform (percussion), Perform (sing), Perform (string), and Perform (wind) as class skills, but lose Craft and Stealth. In addition, they gain 6 + their Intelligence modifier in skill ranks per level, their base Fort save is equal to 1/3 their soundweaver level, and their base Ref and Will saves are each equal to 2 + 1/2 their soundweaver level.

This alters the kineticist's class skills, base saving throws, and the key ability score of wild talents.

**Born Talented (Su):** At 1st level, the soundweaver gains cantikinesis, improved cantikinesis, and greater cantikinesis as bonus utility wild talents without needing to meet their prerequisites.

When a soundweaver succeeds a Perform check with cantikinesis, rather than the normal competence bonus cantikinesis grants, they gain a +1 bonus to their attack rolls, increasing this amount by an additional +1 for every 4 kineticist levels they possess. They can choose their voice as their instrument for cantikinesis; doing so will either manifest an object that would amplify their voice (such as a microphone or megaphone), a glowing orb which duplicates their voice (but does not alter light levels in any way), or a soft glow in the back of their throat, but it otherwise functions as normal for cantikinesis. They do not gain composite blasts through greater cantikinesis until 7th level. A soundweaver must use their instrument to perform kinetic blasts and as part of using utility wild talents and the gather power class feature.



This replaces elemental overflow, the basic utility wild talent, and the 1st-level infusion, and alters kinetic blast.

**Burning Passion (Ex):** At 1st level, the soundweaver gains a reservoir of planar energy from which they can draw to tap into their powers without the need to expend their own life force. This burn pool has a number of points equal to their soulweaver level times their Charisma modifier. When the soundweaver accepts burn from a kinetic blast used with their cantikinesis

or from a defense wild talent, any damage caused to them from burn can be prevented by expending an equal amount of points from their burn pool as a part of using the wild talent. Once the points from this burn pool are expended, further damage caused by burn functions as normal for the burn class feature. The points in this pool are replenished in full whenever the soundweaver removes their burn.

If a creature with this class feature has immunity to nonlethal damage, they can still accept burn, instead taking one point of Charisma drain per point of burn they accept, ignoring any effect which grants immunity to Charisma drain. This ability drain is removed whenever burn is recovered, and cannot be removed any other way. Their burn pool is limited to a number of points equal to their Charisma modifier and is used to prevent Charisma drain from burn instead of nonlethal damage.

This alters burn.

**Musical Infusion (Ex):** At 3rd level, the soundweaver learns both a substance and a form infusion for which they qualify as bonus infusions. They learn an additional substance and form infusion at 7th and 15th levels as bonus infusions; this is in addition to any bonus wild talents they learn when selecting their elemental focus as an expanded element. At 6th level and every 3 levels thereafter, they can replace one of their infusions for a new one. This can be any infusion they qualify for at the time they make the trade, so long as it's the same type (they cannot learn a form infusion in place of a substance infusion, or vice versa). They cannot replace an infusion which is a prerequisite for another infusion they possess in this way.

This replaces the 3rd-level infusion.

**Kinetic Concert (Su):** At 5th level, a soundweaver can make a bardic performance as a **bard** of their soundweaver level -4. While performing a kinetic concert, any kinetic blast they use that receives a bonus from cantikinesis receives a competence bonus to damage equal to twice that bonus. They can expend 2 rounds of bardic performance as a swift action to reduce the burn cost of a utility wild talent by 1 during a kinetic concert, to a minimum of 0. This ability counts as bardic performance for the purpose of qualifying for feats and masterpieces and for effects which affect bardic performances.

If the soundweaver can manifest multiple instruments, they all manifest simultaneously during a kinetic concert, floating in the soundweaver's space and following them closely. These instruments cannot be damaged and are unaffected by any effects happening within an area of effect, but they can be dispelled. The soundweaver can use any of these instruments' associated Perform skill for cantikinesis.



Soundweavers also gain the following bardic performances:

**Fitting Scenery (Su):** At 5th level, a soundweaver's kinetic concert covers the area around them with effects pertaining to their element (such as flames rising from the ground for fire or an overgrowth of plants for wood). Choose a simple kinetic blast you possess; creatures within 30 feet of you take 1d6 damage per round of this blast's type (Ref save to negate, DC equal to that of your kinetic blast). You can designate a number of creatures up to your Charisma modifier to be immune to this effect. Because this damage follows the rhythm of your performance, creatures that can hear you or can sense vibrations (such as through tremorsense) gain a +2 circumstance bonus to their Ref save. This replaces the distraction bardic performance.

**One-Man Band (Su):** At 10th level you gain greater benefits from using multiple instruments during your kinetic concert. For each instrument beyond the first, reduce the DC of the Perform check for cantikinesis by 2. In addition, if you surpass your Perform check by 10 or more, increase the competence bonus applied to attack rolls by +1 for every 10 by which you surpass the DC. This replaces the suggestion bardic performance.

This replaces internal buffer and the 5th, 9th, 13th, and 17th-level infusions.

**Advanced Cantikinesis (Su):** At 8th level, the soundweaver chooses a second instrument for cantikinesis. This instrument cannot be one associated with the same Perform skill as their first (for example, a soundweaver who manifests a sitar can select a drum, but cannot select a mandolin). At 16th level, they choose a third instrument, which cannot be associated with the same Perform skill as either of the instruments they can manifest. Each time they select a new instrument this way, they gain a simple kinetic blast as per improved cantikinesis, but do not gain composite blasts with it, and it can only be performed with the instrument with which it is associated. Only one instrument can be manifested at a time unless the soundweaver is performing a kinetic concert.

When using a kinetic blast from their primary element with multiple instruments manifested, the soundweaver can accept 1 burn as an immediate action to increase the damage it deals by one die per manifested instrument beyond the first (for example, an 8th level soundweaver with blue flame blast would deal 8d6 with it normally, but would deal 9d6 if used during a kinetic concert with both instruments manifested).

In addition, if they would gain a bonus wild talent as part of gaining an expanded element, they can choose to forgo that bonus wild talent they would learn to instead

manifest an additional instrument. An instrument manifested this way cannot be associated with the same type of Perform skill as any other instrument they can manifest and can only be used with blasts of the soundweaver's primary element. If they would gain more than one bonus wild talent this way, they can only exchange one of them for an instrument, and they cannot exchange the infusions gained through musical infusion this way.

If they earn the ability to manifest a new instrument through this ability while they can already do so for instruments associated with all types of Perform they can choose for cantikinesis (including Perform (Sing)), they instead gain a bonus wild talent of their choice.

This replaces the 8th and 16th-level utility wild talents and alters expanded element.

**Kinetic Masterpiece (Su):** At 11th and 19th levels, soundweavers learn a **bardic masterpiece<sup>UM</sup>**, treating their soundweaver level as their effective bard level to determine its effects. They must be able to manifest an instrument with a Perform check associated with a masterpiece to select it. Soundweavers cannot learn masterpieces in place of feats (though those with bard levels can qualify for and learn masterpieces as a bard).

This replaces the 11th and 19th-level infusions.

**Harmonious Convergence (Sp):** At 20th level, the soundweaver has mastered their ability to command the elements with their music. During a kinetic concert, they can use gather power as a swift action to reduce the cost of a kinetic blast by 1 (to a minimum of 0). This cannot be done on the same turn they use gather power as a move or full-round action. In addition, they learn *The Consequence of the Harmonious Convergence* as a bonus bardic masterpiece.

This replaces omnikinesis.

Soundweavers may learn the following unique bardic masterpieces:

#### THE CONSEQUENCE OF THE HARMONIOUS CONVERGENCE<sup>LK</sup>

**Requirements:** Kinetic concert, soundweaver 20

**Effect:** The soundweaver sings or plays a song telling the story of two powerful kinetic avatars who battled for the fate of the elemental planes, with the winner ultimately opening the gates between them and the Material Plane and heralding a new generation of kineticists. Any allies within 30 ft. who sit and listen to the whole song temporarily gain access to the powers of kinesis themselves; each learns one simple blast of their choice which they can use as a kineticist half their character level. Those who already possess a kinetic blast that listen to this (including the soundweaver



performing this masterpiece) instead choose any simple blast they don't know to learn, as well as gain the composite blasts associated with it and any other kinetic blasts they possess; these characters must use their kineticist level for these blasts, even if it is less than half their character level. Any simple or composite blasts learned in this way fade from memory after 12 hours. You must have at least three instruments manifested to use this masterpiece, and it relies upon audio components.

**Use:** 10 rounds of bardic performance

**Activation:** 5 minutes

#### **ELEMENTS AWAKEN<sup>LK</sup>**

**Requirements:** Perform (Sing) 10, kinetic concert

**Effect:** The soundweaver sings an ode to the might of the elementals, causing them to work themselves into the effects they can manifest around them. Treat this as the fitting scenery bardic performance, except it affects a radius of 30 ft. plus 5 ft. per 6 soundweaver levels you possess, and creatures affected by it treat this area as difficult terrain. In addition, creatures within the area are made especially vulnerable to damage of the type manifested; all damage dealt to them of that type increases by 1d4 for each instrument you have manifested beyond the first. This effect lasts until you end your kinetic concert.

**Use:** 3 bardic performance rounds per round

**Activation:** 1 full round

#### **FEY FROM AFAR<sup>LK</sup>**

**Requirements:** Perform (Wind) 10, kinetic concert

**Effect:** This lilting harmony was inspired by fey met while dreaming of time spent in an elemental plane, and causes elemental power to coalesce in a whirling sphere that attacks alongside you. Treat this as if it was a simple blast you possess with the improved mobile blast infusion, except it manifests in a square adjacent to you, has no maximum duration, and it does not count toward the limit of one mobile blast being active at a time. This effect lasts until you end your kinetic concert or when the sphere dissipates as per improved mobile blast.

**Use:** 2 bardic performance rounds per round

**Activation:** 1 standard action

#### **THE FOOLISH SOUL<sup>LK</sup>**

**Requirements:** Perform (Strings) 10, kinetic concert

**Effect:** This sorrowful piece tells the story of a man who entered an elemental plane in hopes to become a kineticist, only to find himself trapped for all eternity. Those who can see and hear your performance within

90 ft. are tethered to the performer's location, as if affected by dimensional anchor for its duration. This masterpiece relies on audio and visual components, and this effect lasts until you end your kinetic concert.

**Use:** 1 bardic performance round per round

**Activation:** 1 standard action

#### **THE GHOSTS OF UNREALIZED POWER<sup>LK</sup>**

**Requirements:** Any three of the following: Perform (Keyboard Instruments) 10, Perform (Percussion) 10, Perform (Sing) 10, Perform (Strings) 10, or Perform (Wind) 10; kinetic concert

**Effect:** A complex song that normally would require several people to perform, this fills the soul with sorrow for your minstrel ancestors who hadn't experienced the awakening of kinetic powers, and seeks to mend this travesty by utilizing the power they would have gained. Choose two form infusions and two substance infusions you do not possess and for which you qualify; you can apply these to your kinetic blasts as if you knew them. You can use one infusion gained this way to qualify for another (such as gaining extended range and extreme range). You must have at least three instruments manifested to use this masterpiece (for each of which you must have 10 ranks in the instrument's associated Perform skill), and this effect lasts until you end your kinetic concert.

**Use:** 3 bardic performance rounds per round

**Activation:** 1 standard action

#### **THE GOSSAMER PARAPET<sup>LK</sup>**

**Requirements:** Perform (Keyboard Instrument) 10, kinetic concert

**Effect:** This soft, haunting aria reminds those who hear it of lost love and the value of a cautious heart. Choose a single defense wild talent you know when you begin this masterpiece; you can allow a number of creatures up to your Charisma modifier within 120 feet to benefit as if they had the wild talent you've chosen. If you spend or have spent burn to increase its effect, those affected are treated as if they had spent the same amount of burn, and if you gain the effect from spending burn on a wild talent of the defense wild talent's element, all those affected gain this effect as well for the same duration. This masterpiece relies on audio and visual components, and the effect lasts until you end your kinetic concert plus an additional round for every 2 additional bardic performance rounds spent.

**Use:** 2 bardic performance rounds + 2 per additional round of duration

**Activation:** 1 full round



## HEART OF THE PLANES<sup>LK</sup>

**Requirements:** Perform (Percussion) 10, kinetic concert

**Effect:** Everything in existence can be thought to have its own rhythm, and the planes are no different. This ability causes those in the area to feel the “heartbeat” of a plane from which the performer draws their elemental powers. Treat every creature within 60 feet as if attuned to one element of your choosing; you can treat that creature as the point of origin of a blast of that element so long as they remain within the area of this effect (if they leave, the effect resumes if they reenter the area). Creatures must be able to hear you or sense you through tremorsense or a similar effect to be affected. This masterpiece relies on audio components, and the effect lasts until you end your kinetic concert.

**Use:** 1 bardic performance round per round

**Activation:** 1 move action

Soundweavers may learn the following unique feat:

## ELEMENTAL SOOTHING<sup>LK</sup>

**Prerequisite(s):** Soundweaver 16th or evoker minstrel<sup>LK</sup> 12th, kinetic healer utility wild talent

**Benefit:** By accepting one point of burn as a free action when activating soothing performance, you can choose one creature to be healed as if affected by kinetic healer rather than mass cure serious wounds, as well as adding the effect of a metahealer ability for which you would qualify as a kinetic surgeon of your soundweaver or evoker minstrel level.

# TELEKINETIC BLADESHIFTER<sup>LK2</sup>

While many kineticists rely on the ability to transform their elemental powers into weapons, few can truly claim to have mastered their kinetic blades, using them as a sort of back-up weapon rather than their primary means of fighting. A telekinetic bladeshifter pours all of their focus into mastering the ability to telekinetically form weaponry, giving up some of their ranged prowess but becoming deadly with weapons formed from their force power in the process.

**Weapon and Armor Proficiencies:** Telekinetic bladeshifters are proficient in all simple melee weapons and all light and one-handed martial weapons, as well as all simple and martial thrown weapons (but not projectile weapons). They are proficient with light and medium armor and shields (but not tower shields).

This replaces the kineticist's normal weapon and armor proficiencies.

**Telekinetic Focus:** The telekinetic bladeshifter must select aether as their primary element and telekinetic blast as their kinetic blast.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose aether as their primary element.

**Base Attack Bonus and Base Saves:** The telekinetic bladeshifter's base attack bonus is equal to their class level, and their base Reflex save is equal to 1/3 their class level.

This alters the kineticist's base attack bonus and saves.

**Telekinetic Blade (Sp):** At 1st level, the telekinetic bladeshifter chooses one light melee, one-handed melee, or thrown weapon they are proficient with that is not an unarmed strike, natural weapon, or projectile





weapon. Whenever they use telekinetic blast, rather than functioning as normal for a kinetic blast, it transforms the object used for this blast into the chosen weapon, and is a free action usable once per turn. The telekinetic bladeshifter is treated in all ways as if wielding the chosen weapon except it deals damage as a **warpriest's**<sup>ACG</sup> sacred weapon (using their telekinetic bladeshifter level as their effective warpriest level) and it can be affected by feats and abilities which affect kinetic blasts. Substance infusions and metakinesis applied to telekinetic blasts used this way work the same as if used in conjunction with the kinetic whip infusion. This effect lasts until the beginning of the telekinetic bladeshifter's next turn or until they choose to end it as a free action.

At 5th level and every 4 levels thereafter, the telekinetic bladeshifter can choose an additional light melee, one-handed melee, or thrown weapon with which they are proficient (other than unarmed strikes, natural weapons, or projectile weapons), allowing them to form any one weapon they've chosen with this ability whenever they use their telekinetic blast. Beginning at 9th level, they can instead choose an **advanced weapon training**<sup>WMH</sup> option or **advanced armor training**<sup>AMH</sup> option (as per the **fighter** class feature), except it functions only with weapons created with their telekinetic blast rather than weapons from a specific fighter weapon group. Any ability that uses a weapon's weapon training bonus uses the telekinetic bladeshifter's bonus to attack rolls from elemental overflow instead, and their advanced weapon training and advanced armor training options use telekinetic bladeshifter levels in place of fighter levels.

Kinetic blasts other than telekinetic blast used by the telekinetic bladeshifter function as normal, except they deal damage as a sacred weapon of a warpriest 1/2 their level and are treated as having an effective spell level 1/3 their telekinetic bladeshifter level (maximum 6th). The telekinetic bladeshifter's elemental overflow does not provide bonuses to attack rolls, and provides a bonus to damage rolls equal to the number of points of burn they currently possess (up to +1 per 3 telekinetic bladeshifter levels). Telekinetic bladeshifters can never learn form infusions (even from another class's abilities), and cannot apply form infusions to any kinetic blast. If they already possess form infusions when they take their first telekinetic bladeshifter level, those infusions are lost.

This alters elemental overflow, kinetic blast, and infusions, and replaces the 1st, 5th, 9th, 13th, and 17th-level infusions.

**Bonus Feats:** Whenever a telekinetic bladeshifter could gain a utility wild talent, they can choose to instead gain a combat feat as a bonus feat. They treat their telekinetic bladeshifter levels as fighter levels to determine if they

qualify for a feat. Starting from 5th level they can choose to gain a substance infusion instead of a utility wild talent, treating their telekinetic bladeshifter level as if 4 levels lower for this purpose; this reduced effective level also applies to infusions chosen as part of the expanded element class feature.

This alters wild talents.

**Forcewoven Shield (Su):** At 2nd level, a telekinetic bladeshifter can accept one point of burn to increase the enhancement bonus of a shield they are using by +1 (or, if it has no enhancement bonus, give it a +1 enhancement bonus) until the next time they recover from burn. If they change shields, the increase in bonus applies to their new shield instead, and it does not apply to a shield they are no longer holding. They can accept an additional point of burn this way for every four levels beyond 2nd (up to five at 18th level). This added enhancement bonus cannot be used to provide a shield with magic abilities, but can increase its enhancement bonus beyond +10 (to a maximum of +15). In addition, if a shield has its enhancement bonus increased this way, it does not interfere with the telekinetic bladeshifter's ability to use gather power or kinetic blast. If the telekinetic bladeshifter is not wielding a shield and is receiving a shield bonus to their AC from any other ability, feat, or effect (such as from a **shield** spell, the shroud of water defense wild talent, or the **Snapping Turtle Style**<sup>UC</sup> feat), this ability provides this enhancement bonus to those shield bonuses instead. If the telekinetic bladeshifter gains the expanded defense utility wild talent, they can choose to gain force ward through it even if their expanded element is not aether.

This replaces elemental defense.

**Forcewoven Weapon (Su):** At 3rd level, whenever a telekinetic bladeshifter uses their telekinetic blast, they can choose to create a weapon entirely out of force. A telekinetic blast used this way deals force damage and targets touch AC, but deals half its normal damage and is subject to spell resistance. If they possess force blast, they can accept an additional 2 points of burn when using their telekinetic blast; doing so allows the weapon to deal its full damage and is treated as applying a substance infusion.

In addition, as a swift action, they can accept 1 point of burn to provide any weapon they create from a telekinetic blast for the next 1 minute with an enhancement bonus equal to 1 + 1/4 their kineticist level. This enhancement bonus can be applied to the weapon, stacking with existing enhancement bonuses to a maximum of +5, or they can be used to add any of the following weapon properties so long as they are appropriate to the manifested weapon: **agile**<sup>PAP100</sup>, **cyclonic**<sup>RTT</sup>, **impact**<sup>UE</sup>,



*interfering*<sup>RTT</sup>, *keen*<sup>UE</sup>, *nullifying*<sup>UE</sup>, *planar*, *sharding*<sup>WMH</sup>, *speed*<sup>UE</sup>, *veering*<sup>RTT</sup>, or *vicious*<sup>UE</sup>. Adding these special abilities consumes enhancement bonus from this ability equal to the property's cost. They choose which weapon qualities to apply when using this ability, and it can only be used once per minute. If the telekinetic bladeshifter possesses the battle burn class feature, they can accept battle burn in place of burn for this effect, reducing its duration to 1 round per 3 telekinetic bladeshifter levels they possess (minimum 1).

This replaces the 3rd, 11th, and 19th-level infusions.

**Bladeshifter's Specialty (Ex):** At 9th level, the telekinetic bladeshifter chooses a specialty from the following:

*Armored Specialty:* When the telekinetic bladeshifter is wearing armor, it gains an enhancement bonus equal to the bonus their shield receives from forcewoven shield (or what it would receive, should they not be using a shield). This enhancement bonus stacks with any enhancement bonus the armor already has (up to +10), and they can spend ten minutes in meditation to convert this bonus into any one of the following armor qualities until the next time they recover burn so long as it is appropriate for their armor's type: *bolstering*<sup>UE</sup>, *brawling*<sup>UE</sup>, *deathless*<sup>UE</sup>, *fortification (light)*<sup>UE</sup>, *glamered*<sup>UE</sup>, *grinding*<sup>UE</sup>, *shadow*<sup>UE</sup>, *stanching*<sup>UE</sup>, or *vouchsafing*<sup>ACG</sup> (for this purpose, *glamered* and *shadow* are treated as if they have a price and cost of +1 enhancement bonus); they can only convert this bonus into one quality at a time, and only to an armor type to which it can normally be applied. This limit increases to two at 13th level and three at 17th. The telekinetic bladeshifter must possess *Heavy Armor Proficiency* to select this specialty.

*Shielded Specialty:* When the telekinetic bladeshifter attacks with a one-handed weapon created from a telekinetic blast, so long as they are also wielding a shield, they receive a bonus to damage rolls with that weapon equal to 1/2 their shield bonus to their AC. The telekinetic bladeshifter also gains proficiency with tower shields and exotic one-handed weapons. The telekinetic bladeshifter must possess *Improved Shield Bash* or *Shield Focus* to select this specialty.

*Thrown Specialty:* When the telekinetic bladeshifter attacks with a thrown weapon created from a telekinetic blast, they can control its movements through their telekinetic powers. Its range increment is increased by 10 ft. and they can perform full attacks with it. In addition, such weapons are reinforced, preventing them from shattering or breaking on contact if they normally would do so. The telekinetic bladeshifter also gains proficiency with exotic thrown weapons (but not projectile weapons). The telekinetic

bladeshifter must possess *Deadly Aim* or *Point-Blank Shot* to select this specialty.

*Two-Handed Specialty:* A telekinetic bladeshifter can select two-handed melee weapons for the telekinetic blade ability, and they also gain proficiency with all such weapons except double weapons. They increase the damage they deal with two-handed weapons created from telekinetic blasts by one step. The telekinetic bladeshifter must possess *Power Attack* to select this specialty.

*Two-Weapon Specialty:* When a telekinetic bladeshifter creates a light melee weapon with a telekinetic blast, they can create a second light melee weapon in their offhand (these do not need to be identical). When applying an enhancement bonus from their forcewoven weapon ability, they split that bonus as they see fit between these two weapons. They can also select double melee weapons for the telekinetic blade ability, and they also gain proficiency with exotic light melee weapons and weapons with the double quality. The telekinetic bladeshifter must possess *Two-Weapon Fighting* to select this specialty.

If the telekinetic bladeshifter does not qualify for a specialty at 9th level, they instead gain a +1 competence bonus to attack rolls with their kinetic blasts. They must thereafter select a specialty as soon as they qualify for one, and lose this bonus as soon as they gain a specialty. Whenever they gain a specialty, the telekinetic bladeshifter can immediately exchange one weapon they've selected through their telekinetic blade class feature for another weapon. If they qualify for multiple specialties, they can choose only one; once this choice is made it cannot be changed.

At 17th level, the telekinetic bladeshifter gains a second specialization; if they do not qualify for a second specialization, they instead gain a +1 competence bonus to attack rolls with their kinetic blasts; this increases to a +3 competence bonus if they don't possess or qualify for any specialization.

This replaces composite specialization, infusion specialization 1, 3, and 5, and metakinesis (maximize and twice).

**Telekinetic Weapon Mastery (Ex):** At 20th level, the telekinetic bladeshifter's kinetic blast automatically confirms critical threats and its critical multiplier is increased by 1. In addition, if the telekinetic bladeshifter has accepted burn on their forcewoven shield ability, they gain DR/- equal to the enhancement bonus gained from forcewoven shield; this damage reduction stacks with that provided by wild talents they possess, but not with other forms of damage reduction.

This replaces omnikinesis.



## TERRAKINETICIST<sup>UW</sup>

Terrakineticists have a stunted ability that allows them to access the Elemental Planes, but they've learned how to turn this limited talent into an incredible strength by tapping into the ambient elemental nature of the land surrounding them.

**Terrakinesis:** Whenever a terrakineticist gains a wild talent that isn't a universal talent, they choose one wild talent of the appropriate level from each of six elements: aether, air, fire, earth, water, and wood. They can use wild talents of the same element that they chose in this way to meet prerequisites for these wild talents. Instead of gaining one kinetic blast, a terrakineticist chooses one simple blast from each element that has more than one simple blast.

When in a corresponding terrain, as determined by the **ranger** favored terrain categories, their element changes to the corresponding element (granting them class skills, basic utility wild talent, simple blast, and elemental defense as appropriate), and they gain all the wild talents they selected from the corresponding element. Aether corresponds to urban and the Ethereal Plane; air corresponds to hill, mountain, plains, and the Plane of Air; fire corresponds to desert and the Plane of Fire; earth corresponds to underground and the Plane of Earth; water corresponds to cold, swamp, water, and the Plane of Water; and wood corresponds to forest, jungle, the First World, and the Positive Energy Plane. In areas that might count as multiple types of terrain, the GM decides which element predominates, and in certain areas not covered by the ranger favored terrains (such as the upper atmosphere) or in those with strong elemental energy (like an underground temple of a fire cult), the corresponding element might differ. If the kineticist class gains additional elements, those elements also gain corresponding terrains at the GM's discretion, and the terrakineticist chooses wild talents from those elements. A terrakineticist should almost never be in a situation that doesn't correspond to any of these elements, but in such an unusual circumstance (for instance, the void of space given the standard six elements), they lose access to all their wild talents, even their universal wild talents.

When their element changes, they lose the benefits of all active wild talents from the previous element, even if it would usually last until the next time they recover burn. However, time spent in other terrain still counts against the ability's duration; if they changes back again to the original element, the benefit returns only if it has any remaining duration.

This alters elemental focus and kinetic blast.

**Terrakinetic Defense:** At 2nd level, a terrakineticist's defense wild talent changes with their corresponding element, just like their other wild talents. However, unlike their other wild talents, any burn they invest in

one element's defense wild talent carries over to the next when their element changes. For instance, if a 6th-level terrakineticist invested 2 points of burn into flesh of stone to gain 2 additional points of damage reduction and then entered a city and changed to aether, they would have 2 points of burn invested in force ward and increase the force ward's temporary hit points by 6.

This alters elemental defense.

**Expanded Terrakinesis:** At 7th level, a terrakineticist gains both simple blasts for the element corresponding to their current terrain, if that element has two, and the composite blast associated with expanding in that element (force blast, thunderstorm blast, blue flame blast, metal blast, ice blast, and verdant blast). They also gain a universal infusion or utility talent for which they meet the prerequisites. At 15th level, they gain one infusion or utility wild talent for which they meet the prerequisites.

This replaces expanded element.

**Omniterrakinesis (Su):** At 20th level, a terrakineticist can accept 1 point of burn as a free action at the start of their turn to change their element without regard to the surrounding terrain until the beginning of their next turn.

This replaces omnikinesis.

## TRUE PSYCHIC<sup>LK</sup>

While telekineticists and neurokineticists both draw on the powers of the mind, a true psychic masters these techniques, melding them in ways beyond their lesser kin. Gifted in ways thought impossible to others, a true psychic is a marvel to behold, altering both matter and minds with but a thought.

**Psionic Focus (Ex):** A true psychic gains both aether and mind as their primary elements. They must select either telekinetic blast or mind blast; they do not gain both.

This alters elemental focus and replaces the 1st-level infusion.

**Psionic Defense (Sp):** At 2nd level, a true psychic must choose between gaining either force ward or numbness.

This alters elemental defense.

**Psychic Residue (Su):** At 7th level, a true psychic gains either telekinetic blast or mind blast (whichever they did not select at 1st level). They can also infuse a telekinetic blast with mental energy, allowing the true psychic to use mind substance infusions with their telekinetic blast (mind substance infusions are still mind-affecting effects).

This replaces the 7th-level expanded element.

**Mindscape Traveler (Su):** At 8th level, a true psychic gains mindscape architect as a bonus utility wild talent. In addition, all creatures inside of a mindscape take a -1 to Will saves against a true psychic's mind wild talents. A true



psychic is always aware of if they are inside of a mindscape as well as the locations of exits to it and can lead others to them, and their mind blast is considered a psychic attack for the purposes of dealing damage inside of a mindscape.

This replaces the 8th-level utility wild talent.

**Psychic Composites (Sp):** At 9th level, a true psychic gains access to both force blast and encephalon blast.

This replaces metakinesis (maximize).

**Mindscape Savant (Su):** At 15th level, a true psychic gains improved mindscape architect as a bonus utility wild talent and can treat their defense wild talents as having accepted 2 more burn for their effects inside of a mindscape.

This ability replaces the 15th-level expanded element.

**Mindscape Master (Su):** At 20th level, a true psychic can maintain 2 permanent mindscapes and reduces the burn cost of all infusions used inside of a mindscape by 1, as well as receiving a +2 to attack rolls, damage rolls, and save DCs for their mind wild talents while inside of a mindscape.

This replaces omnikinesis.

## TWICE-BORN REPENTER

### (OBITU RACIAL ARCHETYPE)

The obitu are an unusual race; though they were raised as a new type of undead (and understandably still mistaken as such), the positive energy which powered their inception gave them an intellect, a will, and some would even say a soul of their own. Given the methods used to bring them into existence, it was only a matter of time before kinetic powers awakened within some of the lucky few whose donor skeletons' previous owners were receptive to planar energies. Calling themselves twice-born repenter, these photokinetic obitu devote themselves to wiping the scourge of undeath from the universe.

**Alignment:** A twice-born repenter devotes their life to fighting evil and necromancy. As such, their alignment must be good. They add the good descriptor to their kinetic blasts' auras (even if they don't deal good damage).

**Luminary Focus:** A twice-born repenter's power is drawn directly from the Positive Energy plane, unfiltered by the energies of the First World. They must choose light as their primary element. They treat positive blast as both a light and wood simple blast, able to select it at 1st level or whenever they could gain a light or wood simple blast, and treat infusions associated with positive blast as light in addition to their normal elements. A twice-born repenter who possesses positive blast treats it as light blast for the purpose of meeting the prerequisites of all composite blasts which require light blast except for bioluminescent blast.

This alters elemental focus. This doesn't prevent this archetype from being used with other archetypes that alter elemental focus so long as they still allow the kineticist to choose light as their primary element.

**Oath Against Undeath:** If a twice-born repenter ever ceases to be good-aligned, controls or summons an undead creature without attempting to afflict it with their vivification virus or otherwise allow it to be destroyed within 2 hours, or reduces a non-evil creature's hit points to 0 or less with negative energy damage, they lose access to all class features provided by this archetype (although they retain their other kineticist class features). They can reverse this by spending 1 week in self-imposed isolation to reflect upon their life's purpose so long as they are good (reduced to 1 day if they broke these





restrictions due to a mind-affecting effect which has since ended); otherwise they must seek out *atonement*.

**Life Blast (Su):** When using a composite blast for which light is a component, the twice-born repenter can substitute one physical damage type for positive energy damage as long as they possess positive blast; doing so adds the light descriptor to the blast's aura. If this would remove all of a blast's physical damage types, treat it as an energy blast, and the twice-born repenter can apply complex positive admixture to the blast if they possess it. This positive energy damage functions the same as it does for positive blast. They also gain kinetic healer at 1st level as a bonus utility wild talent, ignoring its prerequisites and treating it as light element, but cannot force another creature to accept burn from it.

In addition, they treat reconstruction infusion as a light wild talent that requires kinetic healer instead of void healer, and can apply it to any blast which deals positive energy damage (whether normally or through this class feature). When used this way, reconstruction infusion affects positive energy damage and creatures that would be healed by positive energy rather than negative energy damage and creatures that would be healed by negative energy. If the twice-born repenter has access to the void element and possesses void healer, they can also use reconstruction infusion as normal.

This replaces the basic utility wild talent.

**Bane of Undeath (Su):** At 3rd level, the twice-born repenter gains *Deathbane Touch*<sup>RR</sup> as a bonus feat. If they already possess *Deathbane Touch*, they instead gain *Death Drain*<sup>RR</sup> as a bonus feat, and if they possess both, they instead gain *Boon of Bones*<sup>RR</sup> as a bonus feat, ignoring its prerequisites. Whenever they would expend a use of *Deathbane Touch*, they can instead accept 1 point of burn. In addition they gain deathbane infusion as a bonus infusion.

This replaces the 3rd-level infusion.

## DEATHBANE INFUSION

**Element(s)** light; **Type** substance infusion; **Level** 1; **Burn** 0

**Prerequisite(s)** twice-born repenter 3rd

**Associated blasts** aurora, bioluminescent, crystal, flashbang, glorious, haunted, lightning, positive, prismatic, rainbow, shatterstorm, silverlight, solar, supernova, verdant, ultraviolet

**Saving Throw** Fort negates

You pour a bit of the positive energy responsible for your revivification into your blast. So long as the infused blast deals positive energy damage to a creature, the target is exposed to your *vivification virus*<sup>RR</sup>, using this infusion's DC instead. By expending a use of *Deathbane Touch* you can reduce the onset to

instant and the frequency to 1/round as well as using *Deathbane Touch*'s DC if it is higher (you cannot accept burn instead of expending uses of *Deathbane Touch* for this purpose). This effect ignores undead immunity to effects requiring a Fort save.

**Bane of Evil (Su):** At 6th and 12th levels, the twice-born repenter chooses one of the following: aberration, dragon, fey, humanoid, monstrous humanoid, or outsider (if choosing humanoid or outsider, they must also choose a specific subtype, such as humanoid (human) or outsider (native); they cannot choose the good subtype for this purpose). If their kinetic blast deals positive energy damage, it can deal this damage to evil-aligned creatures of the chosen type, even if those creatures would normally be healed by positive energy.

In addition, the twice-born repenter's *vivification virus* can affect corporeal evil-aligned creatures of the chosen type whether living or undead, dealing Constitution damage instead of Charisma damage if the affected creature is living, but otherwise affecting them the same as it would a humanoid corporeal undead. In living creatures afflicted with this version of the *vivification virus* that cease to be evil, the virus still affects them, but has a frequency of 1/week no matter its previous frequency and the afflicted receives a +10 circumstance bonus to saves against it. As a standard action, the twice-born repenter can accept 1 point of burn and touch a living non-evil creature they've inflicted with the *vivification virus* to purge the disease from that creature.

This replaces the 6th and 12th-level utility wild talents.

**Positive Composites (Sp):** At 7th level or later, if the twice-born repenter possesses light blast and at least one energy simple blast other than positive blast, they can use positive admixture, ignoring its prerequisites. If they possess both positive and wood simple blasts, they can use verdant blast, ignoring its prerequisites. At 15th level, if they possess positive admixture, light blast, and a composite blast for which light blast and an energy simple blast are prerequisites, they can use complex positive admixture, ignoring its prerequisites. They treat positive admixture, complex positive admixture, and verdant blast as being both light and wood elements.

**Servitor of Life (Su):** At 9th level, the twice-born repenter gains *Death Drain* as a bonus feat. If they already possess *Death Drain*, they instead gain *Boon of Bones* as a bonus feat. In addition, they can use silverlight blast, ignoring its prerequisites and reducing its burn cost by 1.

This replaces metakinesis (maximize).

**Light Composite Specialization (Su):** The twice-born repenter's composite specialization only applies to light composite blasts.

This alters composite specialization.



**Luminaire (Sp):** At 20th level, the twice-born repenter gains access to all light composite blasts with a base burn cost of 2 or less, ignoring their prerequisites. In addition, they reduce the burn cost of positive admixture and complex positive admixture by 1 each (stacking with the reduction from light composite specialization). When the twice-born repenter hits a creature with a blast which deals positive energy damage, if that creature would normally be healed by positive energy, it instead takes 1/2 the amount of positive energy damage. This effect does not apply to creatures of the good subtype and does not stack with the effects of bane of evil.

This replaces omnikinesis.

Twice-born repenter may learn the following unique wild talent:

### SWIFT DECAY

**Element(s)** light; **Type** utility (Sp); **Level** 4; **Burn** 2

**Prerequisite(s)** twice-born repenter 8th

You empower the vivification virus eating away at the negative energy within your target. If the target of this wild talent is afflicted with your vivification virus, reduce its frequency to 1/hour for as long as it suffers from the disease. At 14th level, you can accept an additional 1 point of burn when using this wild talent to instead reduce the frequency to 1/minute for as long as it suffers from the disease. This ability does not affect those not afflicted with your vivification virus (even if it is afflicted by another creature's vivification virus) and cannot be used on non-evil creatures.

## WAR KINETICIST<sup>LK</sup>

While some kineticists manage to create more long-lasting effects, war kineticists thrive in the moment, only caring for victory. Their powers are far more robust for short periods of time, but quickly fade into nothingness, leaving only a lust for combat in their hearts. They are the destroyers of armies, their power never waning, always ready to fight at a moment's notice.

**Burn (Ex):** A war kineticist can accept an amount of burn per day equal to their Constitution modifier (minimum 1).

This alters burn.

**Battle Burn (Ex):** At 3rd level, a war kineticist gains the ability to accept 1 point of battle burn. Battle burn does not deal nonlethal damage, and you can accept a point of battle burn in place of burn when using an infusion wild talent or utility wild talent with a duration measured in rounds (such as celerity or tremorsense), but they must have a duration longer than 1 round. Whenever a war kineticist accepts a point of battle burn when using a wild talent, the effects of that wild talent only last for 5 minutes or their normal duration (whichever is less). Resting for 5 minutes removes all battle burn a war

kineticist possesses and immediately ends any effects on which battle burn was spent. At 9th and 15th level, a war kineticist can accept an additional point of battle burn.

Battle burn counts as burn for the purpose of activating elemental overflow. A war kineticist gains elemental overflow +1 at 6th level, increasing this bonus by +1 for every 6 war kineticist levels they possess past 6th level.

This alters elemental overflow.

**Battle Buffer (Su):** A war kineticist's internal buffer is twice the size as normal but can only be used for composite blasts, metakinesis, and infusions. Treat the effects of a wild talent for which burn has been prevented by internal buffer as if the war kineticist had accepted battle burn to use it. Battle burn cannot be used to add points to internal buffer.

This alters internal buffer.



# Chapter 3:

# Kineticist

# Elements



When a kineticist's power manifests, it generally comes in the form of some elemental affinity. Though the most recognizable of these are those linked to elemental planes, the abilities of a kineticist can sometimes circulate around other forms of energy or matter. The following is a collection of the currently-known elements a kineticist can access.

## AETHER<sup>OA</sup>

Kineticists who focus on the element of aether - a rare substance formed when elemental energy affects the Ethereal Plane - are called telekineticists. Telekineticists use strands of aether to move objects with their minds.

**Class Skills:** A telekineticist adds Knowledge (engineering) and Sleight of Hand to their list of class skills.

**Basic Utility:** A telekineticist gains basic telekinesis.

### BASIC TELEKINESIS<sup>OA</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 1; **Burn** 0

This ability is similar to *mage hand*, except you can move an object that weighs up to 5 pounds per 2 kineticist levels you possess (minimum 5 pounds), and you can move magical objects. Additionally, you can create a container of entwined strands of aether in order to hold liquids or piles of small objects of the same weight. You can dip the container to pick up or drop a liquid as a move action. If you possess the extended range wild talent, you can increase the range of basic telekinesis to medium range and increase the rate of movement to 30 feet per round, and if you possess the extreme range wild talent, You can increase the range of basic telekinesis to long range and increase the rate of movement to 60 feet per round. You can also use your basic telekinesis to duplicate the effects of the *open-close* cantrip.

**Simple Blast:** A telekineticist gains telekinetic blast as a simple blast wild talent.



## TELEKINETIC BLAST<sup>OA</sup>

**Element(s)** aether; **Type** simple blast (Sp); **Level** --; **Burn** o; **Aura** transmutation

**Blast Type:** physical; **Damage** bludgeoning, piercing, or slashing

You throw a nearby unattended object at a single foe as a ranged attack. The object must weigh no more than 5 pounds per kineticist level you possess. If the attack hits, the target and the thrown object each take the blast's damage. Since the object is enfolded in strands of aether, even if you use this power on a magic weapon or other unusual object, the attack doesn't use any of the magic weapon's bonuses or effects; it simply deals your blast damage. Alternatively, you can loosen the strands of aether in order to deal damage to both the object and the target as though you had thrown the object yourself (instead of dealing your normal blast damage).

You substitute your Constitution modifier for your Strength modifier if throwing the object would have added your Strength modifier on the damage roll, and you don't take the -4 penalty on the attack roll for throwing an object that wasn't designed to be thrown. In this case, the object's special effects apply (including effects from its materials), and if the object is a weapon, you must be proficient with it and able to wield it with one hand; otherwise, the item deals damage as a one-handed improvised weapon for a creature of your size.

**Defense:** A telekineticist's defense wild talent is force ward.

## FORCE WARD<sup>OA</sup>

**Element(s)** aether; **Type** defense (Su); **Level** --; **Burn** o

You constantly surround yourself with a ward of force. You gain a number of temporary hit points equal to your kineticist level.

You always lose these temporary hit points first, even before other temporary hit points. If an attack deals less damage than you still have as temporary hit points from force ward, it still reduces those temporary hit points but otherwise counts as a miss for the purpose of abilities that trigger on a hit or a miss. These temporary hit points regenerate at a rate of 1 per minute. By accepting 1 point of burn as a standard action, you can increase the maximum number of temporary hit points provided by your force ward by half your kineticist level until the next time your burn is removed.

If you use this ability multiple times, the increases stack. For every 2 points of burn you accept in this way, your force ward's rate of regeneration increases by 1 hit point per minute. Whenever you accept burn while using an aether wild talent, you siphon some of the energy from the aether flowing through you and

your force ward recovers a number of temporary hit points equal to your character level, up to its current maximum. You can dismiss or restore your force ward as an immediate action, but doing so doesn't change the number of temporary hit points available, and the temporary hit points don't recover while this ability is inactive.

**Wild Talents:** A telekineticist qualifies for the following wild talents in addition to all those listed as universal:

**Infusion:** 1st - bloody, pushing, telekinetic boomerang; 2nd - bowling; 3rd - foe throw, force hook, telekinetic bungee, telekinetic weapon; 4th - hyper-dimensional blast; 5th - bloody (improved), dismissing, stitching; 6th - disintegrating; 8th - many throw

**Utility:** 1st - aetheric adaptability, aetheric tempering, angelic protection, dual telekinetic control, kinetic cover, kinetic healer, life after undeath, material affinity, telekinetic finesse, threaded armor; 2nd - distorted area, heirloom affinity, invasive rip, telekinetic haul, urgent restoration; 3rd - aetheric sniper, automatic reconstruction, deceptive rip, dimensional rip, friend throw, kinetic cover (improved), seismic stomp, self telekinesis, sharding cover, spellthief, telekinetic invisibility, touchsite, unweave magic; 4th - dimensional rip (improved), enlarged rip, flash step, healing burst, kinetic shelter, telekinetic grasp, telekinetic maneuvers, touchsite (spying), vacuum rip, vital fibers; 5th - aether puppet, flicker charge, force barrier, lingering energy, self telekinesis (greater), spellthief (improved), touchsite (reactive), unweave magic (greater); 6th - dimensional rip (greater), dimensional traveler, kinetic cover (greater), kinetic revivification, long distance travel, suffocate; 7th - dimensional traveler (improved), elemental eater, spell deflection; 8th - telekinetic deflection, telekinetic globe; 9th - aether architect, kinetic cityscape

## AIR<sup>OA</sup>

Kineticists who focus on the element of air are called aerokineticists. Aerokineticists often control air flow or electricity, specializing in mobility and ranged combat.

**Class Skills:** An aerokineticist adds Fly and Knowledge (nature) to their list of class skills.

**Basic Utility:** An aerokineticist gains basic aerokinesis.

## BASIC AEROKINESIS<sup>OA</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 1; **Burn** o

You can create a light breeze that blows against a creature or object from a direction of your choice that follows the target wherever it goes. The breeze grants the



subject a +2 bonus on saves against very hot conditions, severe heat, breath weapons, and cloud vapors and gases (such as *cloudkill*, *stinking cloud*, and inhaled poisons). This wild talent doesn't function without air or while underwater. You can have only one such breeze active at any one time.

You can also use your aerokinesis to make it harder to detect you or others by scent. You can designate a number of creatures or objects equal to your Constitution

modifier. These creatures and objects always count as being downwind for the purpose of determining the distance at which they can be detected by scent. This effect lasts for 1 hour or until you use basic aerokinesis again, whichever comes first.

**Simple Blast:** An aerokineticist can select either air blast or electric blast as their simple blast. They gain one of them when they first select air, and must select air again with expanded element to gain the other.

#### AIR BLAST<sup>OA</sup>

**Element(s)** air; **Type** simple blast (Sp); **Level** --; **Burn** o; **Aura** conjuration (creation) [air]

**Blast Type:** physical; **Damage** bludgeoning

You batter a single foe with a gust of air.

**Electric Blast<sup>OA</sup>**

**Element(s)** air; **Type** simple blast (Sp); **Level** --; **Burn** o; **Aura** evocation [electricity]

**Blast Type:** energy; **Damage** electricity

You shoot an arc of electricity to shock a single foe.

**Defense:** An aerokineticist's defense wild talent is enveloping winds.

#### ENVELOPING WINDS<sup>OA</sup>

**Element(s)** air; **Type** defense (Su); **Level** --; **Burn** o

You constantly surround yourself with a whirling torrent of air, crackling arcs of lightning, or both to protect yourself from ranged attacks. All ranged attacks made with physical weapons suffer a 20% miss chance against you, except for attacks from massive weapons such as a giant's thrown boulder or a ballista. This ability has no effect on ray attacks. The miss chance increases by 5% for every 5 kineticist levels you possess beyond 2nd. By accepting 1 point of burn, you can increase the miss chance by 5% until the next time your burn is removed. You can continue to accept points of burn to increase the miss chance further, up to a maximum of 75%. Whenever you accept burn while using an air wild talent, the energy surging through you causes your enveloping winds to also affect non-physical ranged attacks such as ray attacks for 1 round.

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

**Wild Talents:** A aerokineticist qualifies for the following wild talents in addition to all those listed as universal:

**Infusion:** 1st - bloody, discharging, energize weapon, gusting, pushing, thundering; 2nd - penetrating; 3rd - bolt, magnetic, synaptic, torrent; 4th - cyclone; 5th - bloodrust, bloody (improved), chain, lock-up, unfolding wind; 7th - cloud, overload



*Utility:* 1st - aerial adaptation, air cushion, air shroud, air's leap, air's reach, basic electrokinesis, elemental acceleration, simple versatility, voice of the wind, wind blade; 2nd - aerial supremacy, cloud cover, living capacitor, magnetic pull, voice of the wind (greater); 3rd - aerial evasion, celerity, engulfing winds, magnetic pull (improved), magnetism, oppressive atmosphere, storm cloud, storm diffuser, windsight, wings of air; 4th - air's overarching reach, body of air, celerity (improved), flash step, fog step; 5th - air shroud (greater), crushing atmosphere, windsight (greater); 6th - complete circuit, suffocate, wind manipulator, winds of freedom; 7th - elemental airstrike, elemental eater, empowered chain, magnetic chain, sky walk; 8th - weather master; 9th - magnetism (greater)

## EARTH<sup>OA</sup>

Kineticists who focus on the element of earth are called geokineticists. Geokineticists manipulate the earth itself, and they are masters of defensive techniques.

**Class Skills:** A geokineticist adds Climb and Knowledge (dungeoneering) to their list of class skills.

**Basic Utility:** A geokineticist gains basic geokinesis.

### BASIC GEOKINESIS<sup>OA</sup>

**Element(s)** earth; **Type** utility (Sp); **Level** 1; **Burn** 0

You can move up to 5 pounds per kineticist level of rocks, loose earth, sand, clay, and other similar materials up to 15 feet as a move action. You can search earthen and stone areas from a distance as if using the *sift* cantrip.

**Simple Blast:** A geokineticist gains earth blast as a simple blast wild talent.

### EARTH BLAST<sup>OA</sup>

**Element(s)** earth; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** conjuration (creation) [earth]

**Blast Type:** physical; **Damage** bludgeoning, piercing, or slashing

You shape earth into clumps or shards and send them flying at a foe.

**Defense:** A geokineticist's defense wild talent is flesh of stone.

### FLESH OF STONE<sup>OA</sup>

**Element(s)** earth; **Type** defense (Su); **Level** --; **Burn** 0

Your skin hardens like stone, dampening the impact of most attacks. You gain DR 1/adamantine. This DR increases by 1 for every 2 kineticist

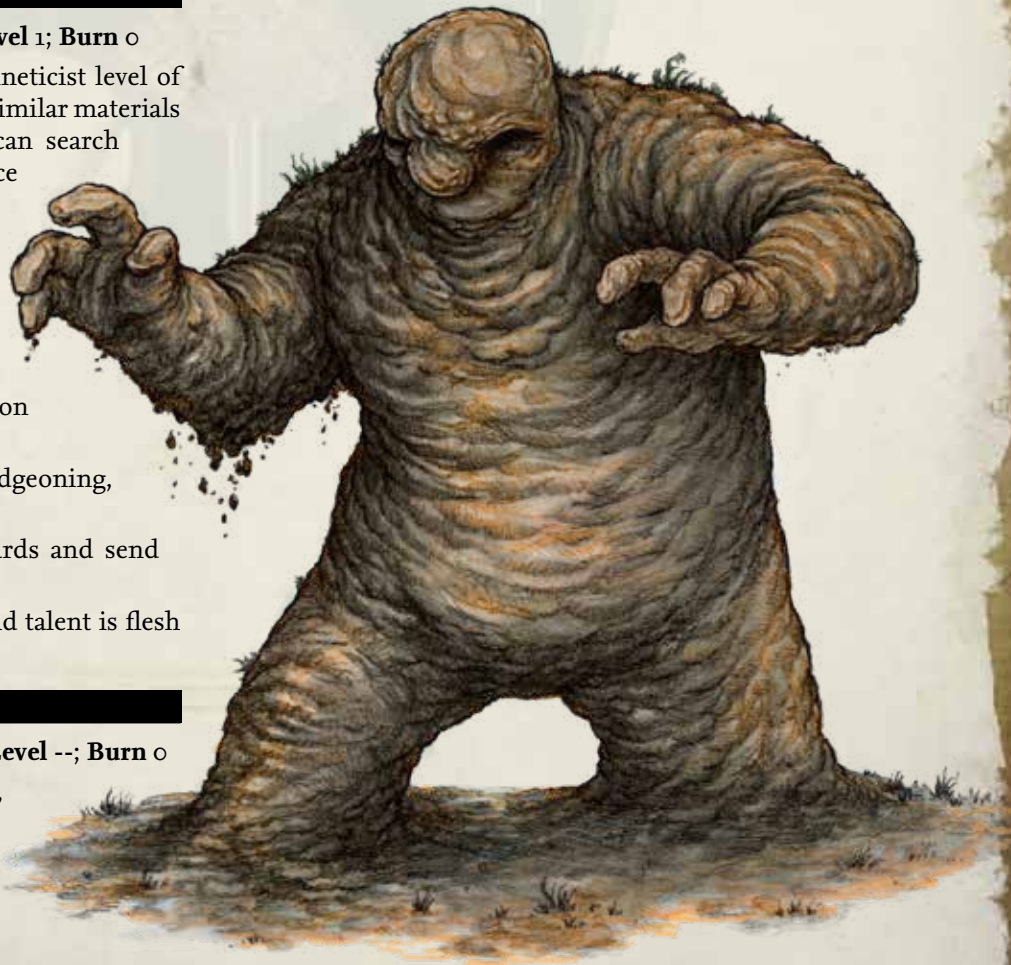
levels you possess beyond 2nd. By accepting 1 point of burn, you can increase the DR by 1 until the next time your burn is removed, to a maximum DR equal to your kineticist level. Whenever you accept burn while using an earth wild talent, the energy surging through you causes your damage reduction to change from DR/adamantine to DR/-- for 1 round.

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

**Wild Talents:** A geokineticist qualifies for the following wild talents in addition to all those listed as universal:

*Infusion:* 1st - bloody, persistent, pushing; 2nd - bowling, entangling; 3rd - adamantine, impale, magnetic, rare-metal; 5th - bloody (improved), tremor, untwisting iron; 6th - deadly earth, gorgon gaze; 7th - fragmentation; 8th - imprisoning

*Utility:* 1st - detect radioactivity, earth walk, elemental acceleration, elemental limb, fist of granite, glass cannon, joint lock, kinetic cover, radioactive adaptation, spined armor, stone vandal; 2nd - armor of nature, distorted area, earth climb, elemental limb, magnetic pull, spined armor (improved); 3rd - automatic reconstruction, clockwork heart, construct crafter, desolate, detect





radiation (greater), earth rider, jagged flesh, joint lock (improved), kinetic cover (improved), magnetic pull (improved), magnetism, pillar, seismic stomp, sharding cover, tremorsense; 4th - earthmeld, elemental hand, enduring earth, kinetic shelter, metalsense, pitfall, remove radioactivity, shift earth, sinkhole, twisted metal; 5th - clockwork puppet, earth glide, elemental transmission, metal manipulator, spark of innovation, stone sculptor, tremorsense (greater); 6th - earth rider (greater), elemental hand (improved), elemental limb (greater), endlessly enduring earth, kinetic cover (greater); 7th - elemental airstrike, remove radioactivity (greater), shift earth (greater); 8th - earth tongue; 9th - kinetic cityscape, magnetism (greater), seismic master

## FIRE<sup>OA</sup>

Kineticists who focus on the element of fire are called pyrokineticists. Pyrokineticists wield elemental fire as a potent weapon, and they possess a powerful offense.



**Class Skills:** A pyrokineticist adds Escape Artist and Knowledge (nature) to their list of class skills.

**Basic Utility:** A pyrokineticist gains basic pyrokinesis.

### BASIC PYROKINESIS<sup>OA</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 1; **Burn** 0

You can use your inner flame to reproduce the effects of a *flare*, *light*, or *spark*<sup>APG</sup> cantrip, except that the light you create with *light* produces heat like a normal flame; using any of the three abilities ends any previous light effect from this wild talent.

**Simple Blast:** A pyrokineticist gains fire blast as a simple blast wild talent.

### FIRE BLAST<sup>OA</sup>

**Element(s)** fire; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** evocation [fire]

**Blast Type:** energy; **Damage** fire

You unleash a gout of flickering fire to burn a single foe.

**Defense:** A pyrokineticist's defense wild talent is searing flesh.

### SEARING FLESH<sup>OA</sup>

**Element(s)** fire; **Type** defense (Su); **Level** --; **Burn** 0

Your body becomes painfully hot. Whenever a creature hits you with a natural attack or an unarmed strike, that creature takes 1 point of fire damage per 4 kineticist levels you possess (minimum 1 point of fire damage). A creature in a grapple with you takes double this amount of damage at the end of each of its turns.

Weapons that strike you also take this damage, though the damage is unlikely to penetrate the weapon's hardness. By accepting 1 point of burn, you can increase this damage by 1 point per 4 kineticist levels you possess until the next time your burn is removed. You can increase the damage in this way up to seven times.

Whenever you accept burn while using a fire wild talent, the surging flame causes your searing flesh to deal double its current amount of damage for 1 round (a creature in a grapple with you takes a total of four times as much damage as normal). You can dismiss or restore this effect as an immediate action.



**Wild Talents:** A pyrokineticist qualifies for the following wild talents in addition to all those listed as universal:

*Infusion:* 1st - burning, dazzling, energize weapon, fan of flames, painful; 2nd - melting, penetrating, smoke; 3rd - burning (improved), eruption, foxfire, torrent; 4th - detonation, flash, smoke (improved); 5th - burning (greater), unblinking flame, unraveling; 6th - brilliant, pyroclastic; 7th - explosion, overload, pure-flame

*Utility:* 1st - cold adaptation, elemental acceleration, fire sculptor, fire's fury, flame conduit, heat adaptation, sealing wound; 2nd - explosive flame, fire steed, flame trap, foxfire, searing flame; 3rd - fire's explosive fury, firesight, flame jet, flame step, heat wave, ring of fire, smoke storm; 4th - purifying flames; 5th - elemental transmission, fire corridor, fire steed (improved), flame jet (greater), flame shield, trail of flames; 7th - elemental airstrike, elemental eater; 8th - fire steed (greater); 9th - from the ashes

## LIGHT<sup>KoP</sup>

An individual who can manipulate light is called a photokineticist. They not only wield illusory powers, but can condense light into something akin to solid matter to attack their foes.

**Class Skills:** A photokineticist adds Disguise and Knowledge (nature) to their list of class skills.

**Basic Utility:** A photokineticist gains basic photokinesis.

### BASIC PHOTOKINESIS<sup>KoP</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 1; **Burn** 0

You can create up to 3 different points of light, as per the *light* cantrip, as well as altering the perceived color of an object up to 5 lbs. for 1 minute.

**Simple Blast:** A photokineticist gains light blast as their simple blast.

### LIGHT BLAST<sup>KoP</sup>

**Element(s)** light; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** conjuration (creation) [light]

**Blast Type** physical; **Damage** bludgeoning, piercing, or slashing

You slam into a single foe with a blast of solid light

**Defense:** A photokineticist's defense wild talent is illusory duplicates.

### ILLUSORY DUPLICATES<sup>KoP</sup>

**Element(s)** light; **Type** defense (Sp); **Level** --; **Burn** 0

You are capable of shaping the light to your whims, creating an illusory duplicate of yourself in your square as per the *mirror image* spell. A destroyed illusory

duplicate will reform at the rate of 1 per 5 minutes. You can accept 1 point of burn to create another illusory duplicate that will reform at the same rate until your burn is removed. At 4th level and every 4 levels thereafter, you may accept 1 additional point of burn to create an additional illusory duplicate, up to a maximum of 6 at 20th level.

Whenever you accept a point of burn using a light wild talent, you can reform 1 illusory duplicate. You can dismiss or restore this effect as an immediate action.

**Wild Talents:** A photokineticist qualified for the following wild talents in addition to all those listed as universal:

*Infusion:* 1st - dazzling, illuminating, photokinetic; 2nd - beacon; 3rd - daybreak, eruption; 4th - flash; 5th - obfuscating; 6th - brilliant; 7th - explosion, overload; 8th - colorburst





**Utility:** 1st - deceptive image, elemental limb, kinetic cover, life after undeath, phantom image, strobe lights, traceless light; 2nd - blinding flare, elemental limb, eyes of light, perfect disguise, photographic transference; 3rd - automatic reconstruction, explosive cover, explosive illusion, hypnotic pattern, kinetic cover (improved), optical camouflage, sharding cover; 4th - additional illusion, elemental hand, hard light illusions, kinetic shelter; 5th - blinding flare (greater), elemental transmission, intelligent illusion, light speed travel; 6th - dimensional traveler, elemental hand (improved), elemental limb (greater), explosive illusion (greater), kinetic cover (greater), long distance travel, visual hallucination; 7th - dimensional traveler (improved), optical camouflage (greater); 9th - kinetic cityscape, photo doppelganger

## MACHINE<sup>MTA</sup>

Kineticists who take nanites into their body to interface with and harness the element of machines are called technokineticists. Technokineticists direct nanites or

summon bits of unbound machinery to control the flow of a battle and assault their adversaries.

**Class Skills:** A technokineticist adds Disable Device and Knowledge (engineering) to their list of class skills.

**Basic Utility:** A technokineticist gains basic technokinesis.

### BASIC TECHNOKINESIS<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 1; **Burn** 0

You breathe new life into machines, returning function to long dead technology. You can use *mending* on machines, constructs, and other metal objects with your caster level being equal to your kineticist level. Additionally, you can accept 1 burn to power a machine until the next time your burn is removed.

**Simple Blast:** A technokineticist gains junk blast as their simple blast.

### JUNK BLAST<sup>MTA</sup>

**Element(s)** machine; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** conjuration (creation)

**Blast Type:** physical; **Damage** bludgeoning, piercing, or slashing

You summon a blast of whirring bits and scraps of machinery to grind your foe.

**Defense:** A technokineticist's defense wild talent is diesel heart.

### DIESEL HEART<sup>MTA</sup>

**Element(s)** machine; **Type** defense (Su); **Level** --; **Burn** 0

You replace parts of your body with raw machines, becoming more one with the metal. You gain DR 1/adamantine. This DR increases by 1 for every 2 kineticist levels you possess beyond 2nd. By accepting 1 point of burn, you gain a 5% chance to ignore critical hits and sneak attacks until the next time your burn is removed. You can accept an additional burn this way every 2 levels you possess beyond 2nd. The chance of ignoring critical hits and sneak attacks granted by this wild talent stacks with the chance granted by elemental overflow to a maximum of 100%.

When you accept burn while using a machine talent, double your damage reduction for 1 round. You can dismiss and restore this effect as an immediate action.

**Wild Talents:** A technokineticist qualifies for the following wild talents in addition to all those listed as universal:

**Infusion:** 1st - oil, persistent, pushing; 2nd - bowling, breaching, entangling; 3rd - adamantite, impale, magnetic, oxidizing, rare-metal; 5th - bloodrust, self-destructive; 7th - fragmentation; 8th - imprisoning





Utility: 1st - elemental limb, emergency repairs, joint lock, kinetic cover, mechanical overdrive, slick, subdermal plating, technograft; 2nd - elemental limb, experimental machinery, hard knuckle, living capacitor, magnetic pull, metal scent, nanite surge, urgent restoration; 3rd - automatic reconstruction, clockwork heart, construct crafter, hydraulic fist, joint lock (improved), kinetic cover (improved), magnetic pull (improved), magnetism, overclocked defense, pillar, sharding cover, subdermal plating (improved), technograft (improved); 4th - bioablative regeneration, construct hacker, construct hunter, elemental hand, kinetic shelter, metalsense, twisted metal, vital fibers; 5th - clockwork puppet, experimental machinery (improved), spark of innovation, nanite evolution, nanite surge (improved); 6th - elemental hand (improved), elemental limb (greater), forced reboot, kinetic cover (greater), overclocked defense (improved), technograft (greater); 7th - construct hacker (improved), mech synthesis, turing computation; 8th - experimental machinery (greater); 9th - construct hacker (greater), kinetic cityscape, magnetism (greater)

## MIND<sup>LK</sup>

Kineticists who can manipulate thoughts and mental energy are called neurokineticists. Though their powers rely on their enemies possessing some level of intellect, they can be potent, simulating enchantment and illusion magic.

**Class Skills:** A neurokineticist adds Knowledge (history) and Sense Motive to their list of class skills.

**Basic Utility:** A neurokineticist gains basic neurokinesis.

### BASIC NEUROKINESIS<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** --; **Burn** 0

You have learned the basics of neurokinesis, gaining **telepathy**<sup>B1</sup> (as the universal monster ability) with a range of 5 feet as well as the ability to grant yourself a +2 bonus on any Intelligence-based skill check as a move action. You are also always aware of if a creature has failed a save against one of your mind wild talents.

**Simple Blast:** A neurokineticist gains mental blast as their simple blast.

### MENTAL BLAST<sup>LK</sup>

**Element(s)** mind; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** divination [mind-affecting]

**Blast Type** energy; **Damage** untyped

You assault your foe with pure psionic energy. This blast is a mind-affecting effect, and as such does not work against mindless creatures or creatures otherwise protected against mind-affecting effects.

**Defense:** A neurokineticist's defense wild talent is numbness.



### NUMBNESS<sup>LK</sup>

**Element(s)** mind; **Type** defense (Sp); **Level** --; **Burn** 0

Your body grows numb to pain, allowing you to stand incredible pain. You can treat up to 2 points of lethal damage you take each round as nonlethal damage and gain a 5% chance to ignore critical hits or sneak attacks. At 4th level and every 4 levels thereafter, you can treat 2 more points of lethal damage as nonlethal damage. You can accept 1 point of burn to increase the amount of lethal damage you can treat as nonlethal damage by 2 and increase your chance of ignoring critical hits or sneak attacks by 5%, up to 100%. The chance of ignoring critical hits and sneak attacks granted by this wild talent stacks with the chance granted by elemental overflow and other wild talents to a maximum of 100%.

Whenever you accept 1 or more points of burn when using a mind wild talent, you gain a competence bonus to will saves equal to 1/2 your Constitution modifier (minimum 1) for 1 round. You can dismiss and restore this effect as an immediate action.



**Wild Talents:** All mind wild talents are treated as mind-affecting effects unless otherwise noted. A neurokineticist qualifies for the following wild talents in addition to all those listed as universal:

**Infusion:** 1st - aphasia, dizzying, doubting, overloading, reifying; 2nd - amnesia, cupid, overloading, spellbane, wrathful; 3rd - empathetic surge, paranoia, scrambling, stumbling, synaptic, wrathful (improved); 4th - disabling, pacifying, psychic connection, synapse shock; 5th - empathetic surge (improved), lock-up, psychotropic, self-destructive, stupefying, unraveling; 6th - gorgon gaze, slumber; 7th - empathetic surge (greater), stupefying (improved); 8th - dominating, psychic connection (improved); 9th - lobotomizing

**Utility:** 1st - esoteric knowledge, expanded telepathy, kinetic healer, life after undeath, mindlink, predicted maneuvers, psychic persuasion, smooth negotiator, stimulated intellect; 2nd - all in your head, blinded mind's eye, cerebral manipulation, combat traitor, aphasia, eclectic knowledge, flash of amnesia, mind reader, perfect disguise, psychic duelist, thought shield; 3rd - accelerated cognition, additional allies, decelerate, habitual liar, haphephobia, hivemind, implant dream, mania/phobia, mesmerizing suggestion, no filter, piercing thoughts, spellthief; 4th - enduring control, hivemind (improved), mental erasure, mind reader (improved), mind's eye, psychosomatic malady, smooth negotiator (improved), telepuppet (passive); 5th - cerebral manipulation (improved), flood psyche, hypochondria, implant dream (improved), mesmerizing suggestion (improved), mindscape architect, psychic network, spell thief (improved); 6th - failsafe, hivemind (greater), kinetic regeneration, mind's eye (improved), psychic enslavement, psychological healing, sleepwalker, suffocate, telepuppet (active); 7th - mesmerizing suggestion (greater), mind break, psychic hotline, psychosomatic malady, psycho crush, spell deflection; 8th - grant sentience, kinetic purification, mindscape architect (improved), mind over matter, true amnesia; 9th - cerebral manipulation (greater), eternal domination, historical erasure

## POISON<sup>KoP2</sup>

Kineticists who learn to wield the poison element are called toxikineticists. They use their control over this potent material to sicken enemies with poisons and sear their flesh away with acid.

**Class Skills:** A toxikineticist adds Knowledge (nature) and Sleight of Hand to their list of class skills.

**Basic Utility:** A toxikineticist gains basic toxikinesis.

## BASIC TOXIKINESIS<sup>KoP2</sup>

**Element(s)** poison; **Type** utility (Sp); **Level** 1; **Burn** 0

You are capable of using poison without fear, gaining the **alchemist's**<sup>APG</sup> poison use class feature. You can also use *purify food and drink* at will.

**Simple Blast:** A toxikineticist gains acid blast as their simple blast.

## ACID BLAST<sup>KoP2</sup>

**Element(s)** poison; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** evocation [acid]

**Blast Type** energy; **Damage** acid

You douse a foe in a gout of acid.

**Defense:** A toxikineticist's defense wild talent is corrosive miasma.

## CORROSIVE MIASMA<sup>KoP2</sup>

**Element(s)** poison; **Type** defense (Su); **Level**; **Burn** 0

You surround yourself in a haze of acid that corrodes magic. You gain spell resistance 11. This spell resistance increases by 1 for every 2 kineticist levels you possess beyond 1st. By accepting 1 point of burn, you can increase this spell resistance by 1 until the next time your burn is removed. At 2nd level and every 2 levels thereafter, you can accept an additional point of burn to increase your spell resistance by 1. Whenever you are targeted by a spell, as an immediate action, you can decide if you wish to not apply your spell resistance to the effect.

Whenever you accept burn while using a poison wild talent, this corrosive energy grows more volatile, allowing you to treat the effective caster level of any spell that affects you as its caster level - 1/2 your kineticist level for 1 round to determine its effects against you. This spell resistance doesn't affect harmless spells unless you wish it to do so. You can dismiss and restore this effect as an immediate action.

**Wild Talents:** A toxikineticist qualifies for the following wild talents, in addition to all those listed as universal:

**Infusion:** 1st - burning, energize weapon, laced infusion, melting, painful; 2nd - breaching, melting, penetrating, sickening; 3rd - burning (improved), neutralizing, torrent; 4th - atrophy, spray, toxic; 5th - burning (greater), lingering, psychotropic; 6th - decaying, destabilizing, fungal explosion; 7th - cloud, overload, toxic (greater); 8th - paralyzing

**Utility:** 1st - detect radioactivity, master poisoner, poison healer, radioactive adaptation, slime control; 2nd - acid's corrosion, biological toxin, oozing form; 3rd - desolate, detect radiation (greater), poison amplification, poison conversion; 4th - acid fog, herbal antivenom,



personalized venom, poison immunity, remove radioactivity; 5th - haze of acid, hypochondria, venom vector; 6th - biological toxin (greater), deadly vapors, devourer; 7th - elemental eater, remove radioactivity (greater), venom vector (greater); 9th - eternal atrophy

## SOUND<sup>KoP</sup>

Kineticists who can manipulate sound waves are called vibrokineticists. They use their abilities to create auditory hallucinations, fire powerful concussive blasts, and manipulate the resonance of objects to fit their needs.

**Class Skills:** A vibrokineticist adds Diplomacy and Knowledge (local) to their list of class skills.

**Basic Utility:** A vibrokineticist gains basic vibrokinesis.

### BASIC VIBROKINESIS<sup>KoP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 1; **Burn** 0

You can alter sounds around you. You are able to create sounds as per *ghost sound*, as well as alter your voice however you wish, granting a +2 competence bonus on Performance (sing) checks.

**Simple Blast:** A vibrokineticist can select either sonic blast or vibration blast as their simple blast. They gain one of them when they first select sound, and must select sound again with expanded element to gain the other.

### SONIC BLAST<sup>KoP</sup>

**Element(s)** sound; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** evocation [sonic]

**Blast Type** energy; **Damage** sonic

You assault a foe with a wave of sound. The damage dealt by this blast is 1 step lower than normal (using d4s instead of d6s before other modifications).

### VIBRATION BLAST<sup>KoP</sup>

**Element(s)** sound; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** conjuration (creation) [sonic]

**Blast Type** physical; **Damage** bludgeoning

You reverberate a foe with a blast of intense vibrations.

**Defense:** A vibrokineticist's defense wild talent is victorious aria.

### VICTORIOUS ARIA<sup>KoP</sup>

**Element(s)** sound; **Type** defense (Sp); **Level** --; **Burn** 0

The sounds of a glorious sonata lift you to great heights. You gain a +1 resistance bonus to all saves. By accepting 1 point of burn, you can increase this resistance bonus by 1 until the next time your burn is removed. For every 4 levels beyond 2nd, you can accept 1 additional point of burn to further increase this resistance bonus by 1 (to a maximum of +6 by 18th level).

When you accept a point of burn using a sound wild talent, all creatures within 5 feet of you are deafened for 1 round. You can dismiss or restore this effect as an immediate action.

**Wild Talents:** Unless otherwise stated, all sound wild talents are considered sonic effects. If an infusion has multiple elements including sound, it is considered





a sonic effect only if used with a sonic-element blast; utility wild talents with multiple elements are treated as sonic effects if used with the sound element. A vibrokineticist qualifies for the following wild talents in addition to all of those listed as universal:

**Infusion:** 1st - aphasia, attuning, energize weapon, pushing, ringing, thundering; 2nd - bowling, sickening; 3rd - cacophonous, torrent; 4th - cyclone, disorienting; 5th - lingering; 6th - destabilizing; 7th - cloud, overload; 8th - resonant detonation; 9th - attunement burst

**Utility:** 1st - charming tone, kinetic healer, simple versatility, sonic reverberation, sound's intensity, voice of the wind; 2nd - absolute silence, deafening burst, urgent restoration, voice of the wind (greater); 3rd - building reverb, inspiration amp, quivering defense, shatter, slumbering serenade, terrifying roar; 4th - charming tone (greater), deafening burst (greater), healing burst, powerful motivation; 5th - auditory hallucination, echolocation; 6th - inspiration amp (greater), kinetic regeneration; 7th - echolocation (greater), elemental eater; 9th - sound chamber

## TIME<sup>KoP</sup>

Kineticists skilled at manipulating the esoteric element of time are called chronokineticists. Their abilities manipulate a dimension of matter that few besides the most skilled wizards even know can be shaped in the same way one can change length, width, and depth.

**Class Skills:** A chronokineticist adds Appraise and Knowledge (history) to their list of class skills.

**Basic Utility:** A chronokineticist gains basic chronokinesis.

### BASIC CHRONOKINESIS<sup>KoP</sup>

**Element(s)** time; **Type** utility (Sp); **Level** 1; **Burn** 0

You are capable of mending an object by reversing the flow of time on it as per *mending*, as well as granting a +1 circumstance bonus on any one roll that lasts for 1 minute or until expended.

**Simple Blast:** A chronokineticist gains chrono blast as their simple blast.

### CHRONO BLAST<sup>KoP</sup>

**Element(s)** time; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** necromancy

**Blast Type** energy; **Damage** untyped

You are capable of firing a blast of raw chronological energy to decay a target. The damage dealt by this blast is 1 step lower than normal (using d4s instead of d6s before other modifications).

**Defense:** A chronokineticist's defense wild talent is distorted stream.

### DISTORTED STREAM<sup>KoP</sup>

**Element(s)** time; **Type** defense (Sp); **Level** --; **Burn** 0

Due to your alteration of the time stream, you are surrounded by a haze of possibilities, granting you a 10% miss chance against all attacks. You can accept 1 point of burn to increase this miss chance by 5% until the next time your burn is removed. At 4th level, and every 4 levels thereafter, you can accept 1 additional point of burn to increase this miss chance by another 5%, up to a maximum of 40% at 20th level. This miss chance does not stack with any other miss chance.

Whenever you accept a point of burn using a time wild talent, you are treated as incorporeal for 1 round. You can dismiss or restore this effect as an immediate action.

**Wild Talents:** A chronokineticist qualifies for the following wild talents, in addition to all those listed as universal:

**Infusion:** 1st - lagging; 2nd - suspended impact; 3rd - diverging; 4th - atrophy, hyper-dimensional blast, immobilizing; 5th - dazing, dismissing, lingering; 6th - decaying; 7th - overload; 8th - displacing, displacing (reverse)

**Utility:** 1st - distorted timeline, future glimpse; 2nd - invasive rip, regressive healing, temporal preparation, time's echo, urgent restoration; 3rd - celerity, decelerate, deceptive rip, dimensional rip, focused celerity; 4th - celerity (improved), dimensional rip (improved), enlarged rip, flash step, time thief, time's powerful echo, vacuum rip; 5th - flicker charge, grim future, mutable future, time skip, time's cruel echo; 6th - chronological defiance, dimensional rip (greater), dimensional traveler, failsafe, kinetic regeneration, kinetic revivification, long distance travel, temporal interruption; 7th - dimensional traveler (improved), past recollection, time thief (greater), time's unending echo; 8th - kinetic purification; 9th - grand intercession

## VISCERA<sup>KoP2</sup>

Those who can manipulate flesh are called corpokineticists. The element of viscera can be frightening indeed, due to its potential to horrifically twist a still-living body into an unrecognizable mass of meat.

**Class Skills:** A corpokineticist adds Disguise and Knowledge (dungeoneering) to their list of class skills.

**Basic Utility:** A corpokineticist gains basic corpokinesis.



## BASIC CORPOKINESIS<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 1; **Burn** 0

You can subtly alter your features, granting you a +2 on Disguise and Bluff checks. You can also use *bleed* and *stabilize* at will. This ability counts as **Skill Focus** in any of your class skills for the purposes of qualifying for **Eldritch Heritage<sup>UM</sup>**, as well as allowing you to freely remove or create scars and blemishes on your body. If you gain Eldritch Heritage this way, you treat your kineticist levels as sorcerer levels to determine the effects of the bloodline power you gain.

**Simple Blast:** A corpokineticist gains bone blast as their simple blast.

## BONE BLAST<sup>KOP2</sup>

**Element(s)** viscera; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** transmutation

**Blast Type** physical; **Damage** bludgeoning, piercing, or slashing

You fire bones from your hands (which regenerate instantly and have no effect on your physical form) to assault a foe.

**Defense:** A corpokineticist's defense wild talent is reactive skin.

## REACTIVE SKIN<sup>KOP2</sup>

**Element(s)** viscera; **Type** defense (Su); **Level** --; **Burn** 0

Your skin is capable of changing to match the situation. You gain 1 resistance against one energy type of your choice (acid, cold, electric, fire, sonic, negative energy), and you can accept 1 point of burn to change your resistance to a different energy type as a full round action. This resistance increases by 1 for every 2 kineticist levels you possess past 2nd. By accepting 1 point of burn, you can increase this resistance by 1 until the next time your burn is removed, to a maximum resistance equal to your level.

Whenever you accept burn while using a viscera wild talent, your skin begins to grow more durable, causing your resistance to apply to acid, cold, electric, fire, sonic, and negative energy damage for 1 round. You can dismiss and restore this effect as an immediate action.

**Wild Talents:** Substance infusions used with a viscera-element blast do not affect undead or constructs unless they specifically state otherwise. A corpokineticist qualifies for the following wild talents in addition to those listed as universal:

**Infusion:** 1st - bloody, persistent, shivering; 2nd - osteotomy, sickening, weakening; 3rd - foe throw, impale; 4th - atrophy, disabling; 5th - bloody (improved), self-destructive;

6th - decaying, hypertensive, leech, slumber; 7th - crippling, fragmentaton; 8th - imprisoning; 9th - eviscerating

**Utility:** 1st - bone blades, corpomancy, elemental limb, emerging form, kinetic cover, kinetic healer, petrified innards, spined armor, tongue twister, unnatural evolution; 2nd - benign cyst, elemental limb (improved), flesh servant, lick, oozing form, spined armor (improved), urgent restoration, visceral corruption, wall walker; 3rd - adaptive skin, automatic reconstruction, bone armor, bone spikes, decelerate, defensive osteotomy, kinetic cover (improved), mutable visage, offensive osteotomy, pillar, sharding cover, stretchy tongue; 4th - deadly premonition, death globe, elemental hand, kinetic shelter, skin slough, unnatural evolution (improved), vital fibers; 5th - advanced exoskeleton, bone feast, continuous regrowth,





explosive evolution, hypochondria, malignant cyst; 6th - elemental hand (improved), elemental limb (greater), flesh mask, kinetic cover (greater), kinetic regeneration, kinetic revivification, preserved flesh, suffocate; 7th - rapid regrowth, roiling flesh, unnatural evolution (greater); 8th - divisive osteotomy, explosive evolution (greater), kinetic purification; 9th - eternal atrophy, kinetic cityscape, kinetic lich

## VOID<sup>oo</sup>

Like aether, void forms where elemental energy meets another material, in this case the substance of the Negative Energy Plane. Kineticists who command this strange force are referred to as chaokineticists.

**Class Skills:** A chaokineticist adds Knowledge (dungeoneering) and Escape Artist to their list of class skills.

**Basic Utility:** A chaokineticist gains basic chaokinesis.

### BASIC CHAOKINESIS<sup>oo</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 1; **Burn** 0

You can create a shadow that protects a target from bright light. You can also change gravity to increase a creature's carrying capacity by half or grant a creature a +4 bonus on Acrobatics checks to jump.

Each benefit lasts 1 hour or until you use basic chaokinesis again.

**Simple Blast:** A chaokineticist can select either gravity blast or negative blast as their simple blast. They gain one of them when they first select void, and must select void again with expanded element to gain the other.

### GRAVITY BLAST<sup>oo</sup>

**Element(s)** void; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** conjuration (creation) [darkness]

**Blast Type** physical; **Damage** bludgeoning

You manipulate gravity to distort and buffet your foe's body.

### NEGATIVE BLAST<sup>oo</sup>

**Element(s)** void; **Type** simple blast (Sp); **Level** --; **Burn** 0; **Aura** necromancy

**Blast Type** energy; **Damage** negative energy

You blast your foe with negative energy. This blast and its composite blasts never heal creatures, even if they would normally be healed by negative energy (though such creatures still take no damage).

**Defense:** A chaokineticist's defense wild talent is emptiness.





## EMPTINESS<sup>OO</sup>

**Element(s)** void; **Type** defense (Su); **Level** --; **Burn** 0

Your body becomes an empty husk, fueled by an internal void. You gain negative energy resistance 2, a 5% chance to ignore critical hits and sneak attacks, and a +1 bonus on Will saves against emotion effects. By accepting 1 point of burn, you can increase the resistance to negative energy by 2, the chance to ignore critical hits and sneak attacks by 5%, and the bonus on Will saves against emotion effects by 1 until the next time your burn is removed. The chance of ignoring critical hits and sneak attacks granted by this wild talent stacks with the chance granted by elemental overflow to a maximum of 100%.

When you accept burn while using a void wild talent, your bonus on Will saves applies against all mind-affecting effects for 1 round. You can dismiss and restore this effect as an immediate action.

**Wild Talents:** A chaokineticist qualifies for the following wild talents in addition to all those listed as universal:

**Infusion:** 1st - dampening, energize weapon, pulling, pure negative, pushing; 2nd - sickening, weighing; 3rd - darkness, low gravity, unnerving; 4th - atrophy, high gravity, hyper-dimensional blast, immobilizing, lingering darkness, singularity, turning blast; 5th - dismissing, reanimating, reconstruction, vampiric; 6th - darkness (greater), decaying, gorgon gaze, leech; 7th - enervating, overload

**Utility:** 1st - absentia, atrophy field, death sight, gravitic leaper, gravitic pack horse, hide from undead, shadow blaster, sustained form, void healer, void resonance; 2nd - eyes of the void, fast fall, featherweight, gravitic adaptation, gravitic density, heavy hand, invasive rip, no breath, plains of weeping wounds, urgent restoration, wall walker; 3rd - deceptive rip, desolate, dimensional rip, gravitic freedom, gravity control, oppressive atmosphere, shroud of shadows, undead grip, zone of decay; 4th - corpse puppet, curse breaker, death energy, death globe, dimensional rip (improved), enlarged rip, healing burst, vacuum rip, vampiric grasp; 5th - crushing atmosphere, divine interference, enervation, eyes of the void (greater), featherweight (improved), flicker charge, grasp of the void, gravity control (greater), gravity sculptor, shroud of shadows (improved); 6th - antilife shell, aura of ash, dimensional rip (greater), dimensional traveler, gravitic freedom, long distance travel, suffocate; 7th - dimensional traveler (improved), elemental eater; 9th - gravity master, kinetic lich



## WATER<sup>OA</sup>

Kineticists who focus on the element of water are called hydrokineticists. Hydrokineticists master the flow of water or the numbing chill of cold, and they are known for their versatility and flowing forms, like the ever-changing currents.

**Class Skills:** A hydrokineticist adds Knowledge (nature) and Swim to their list of class skills.

**Basic Utility:** A hydrokineticist gains basic hydrokinesis.

### BASIC HYDROKINESIS<sup>OA</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 1; **Burn** 0

You can create water as the cantrip *create water*, purify water as if using *purify food and drink*, and dry wet creatures



and objects as if using *prestidigitation*. While you cannot lift water into the air using this ability, you can create mild currents in a body of water by concentrating. These currents are strong enough to run a water mill as if the mill were being turned manually by a creature with a Strength score equal to your Constitution score.

**Simple Blast:** A hydrokineticist can select either cold blast or water blast as their simple blast. They gain one of them when they first select water, and must select water again with expanded element to gain the other.

### COLD BLAST<sup>OA</sup>

**Element(s)** water; **Type** simple blast (Sp); **Level** --; **Burn** o; **Aura** evocation [cold]

**Blast Type:** energy; **Damage** cold

You emit a beam of utter cold to freeze a single foe.

### WATER BLAST<sup>OA</sup>

**Element(s)** water; **Type** simple blast (Sp); **Level** --; **Burn** o; **Aura** conjuration (creation) [water]

**Blast Type:** physical; **Damage** bludgeoning

You slam a single foe with a stream of water.

**Defense:** A hydrokineticist's defense wild talent is shroud of water.

### SHROUD OF WATER<sup>OA</sup>

**Element(s)** water; **Type** defense (Su); **Level** --; **Burn** o

You surround yourself with a shroud of water, ice, or both that protects you from harm. The shroud can either cover your body, functioning as armor, or float around you and block attacks, functioning as a shield. It grants either a +4 armor bonus to AC or a +2 shield bonus to AC, and you can change the type of bonus as a standard action. This bonus increases by 1 for every 4 kineticist levels you possess beyond 2nd. By accepting 1 point of burn, You can increase the bonus by 1 until the next time your burn is removed. You can increase the bonus multiple times in this way, but it can't be increased by more than 50% of its starting value.

When you change the shroud to grant a shield bonus, any bonus in excess of this limit doesn't apply, but it remains if you change the shroud's bonus type again. Whenever you accept burn while using a water wild talent, the water coalescing around you allows your shroud to grant both the armor bonus and the shield bonus for 1 round. You can dismiss or restore this effect as an immediate action.

**Wild Talents:** A hydrokineticist qualifies for the following wild talents in addition to all those listed as universal:

**Infusion:** 1st - bloody, energize weapon, oil, persistent, pushing, quenching, shivering; 2nd - entangling, penetrating, slick; 3rd - dehydrating blast, impale, stumbling, torrent; 4th - immobilizing, spray; 5th - bloody (improved), chilling, unbreaking waves; 6th - dehydrating blast (greater), destabilizing, hypertensive; 7th - cloud, fragmentation, overload; 8th - imprisoning, maelstrom

**Utility:** 1st - basic cryokinesis, cold adaptation, elemental acceleration, elemental limb, heat adaptation, hydro cutter, kinetic cover, kinetic healer, simple versatility, slick, water adaptation; 2nd - angelic protection, aquatic adaptation, armor of nature, elemental limb, urgent restoration, veil of mists; 3rd - aqua bubble, automatic reconstruction, cold snap, frigid terrain, kinetic cover (improved), pillar, sharding cover, water adaptation (greater), water manipulator, waterdancer; 4th - elemental hand, healing burst, ice sculptor, kinetic shelter, liquid body, tundra's wrath, watersense; 5th - elemental transmission, shimmering mirage, splash of the Styx, waterdancer (greater), waterdancer (shared), watersense (greater); 6th - elemental hand (improved), elemental limb (greater), ice path, kinetic cover (greater), kinetic regeneration, kinetic revivification, suffocate; 7th - elemental airstrike, elemental eater; 8th - cryokinetic stasis, kinetic purification; 9th - kinetic cityscape, tidal wave

## WOOD<sup>OO</sup>

Kineticists who focus on the concept of wood as an element are known as phytokineticists. Phytokineticists share a strong bond with the Fey World and channel the power of primordial life. As there is no "Elemental Plane of Wood," the phytokineticist draws upon pockets of vital energy that forms when the Elemental Planes grind against the borders of the Fey World.

**Class Skills:** A phytokineticist adds Handle Animal and Knowledge (nature) to their list of class skills.

**Basic Utility:** A phytokineticist gains basic phytokinesis.

### BASIC PHYTOKINESIS<sup>OO</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 1; **Burn** o

You can prune and otherwise tend plants within 30 feet without using gardening tools. You can search wooded areas and other plant-heavy areas from a distance as if using the *sift* cantrip. By concentrating, you can detect plants within 120 feet as if using [detect animals or plants](#).

**Simple Blast:** A phytokineticist gains their choice of wood blast or positive blast as their simple blast.



They gain one of them when they first select wood, and must select wood again with expanded element to gain the other.

### POSITIVE BLAST<sup>uw</sup>

**Element(s)** wood; **Type** simple blast (Sp); **Level** --; **Burn** o; **Aura** evocation [light]

**Blast Type** energy; **Damage** positive energy

You blast your foe with positive energy. The positive energy damage from positive blast and its composites harms only undead and other creatures harmed by positive energy. It never heals creatures, even if they would be healed by positive energy, but it damages haunts and deals full damage to incorporeal undead.

### WOOD BLAST<sup>oo</sup>

**Element** wood; **Type** simple blast (Sp); **Level** --; **Burn** o; **Aura** transmutation

**Blast Type** physical; **Damage** bludgeoning, piercing, or slashing

You lash out with boughs, vines, or a deluge of stinging blooms.

**Defense:** A phytokineticist's defense wild talent is flesh of wood.

### FLESH OF WOOD<sup>oo</sup>

**Element(s)** wood; **Type** defense (Su); **Level** --; **Burn** o

Your skin toughens like timber, turning aside some blows. You gain a +1 enhancement bonus to your existing natural armor bonus. By accepting 1 point of burn, you can increase this enhancement bonus by 1. For every 3 levels beyond 2nd, you can accept 1 additional point of burn to further increase this enhancement bonus by 1 (to a maximum of +7 at 17th level).

Whenever you accept burn while using a wood wild talent, phytokinetic power causes your full natural armor bonus to apply to your touch AC for 1 round. You can dismiss and restore this effect as an immediate action.

**Wild Talents:** A phytokineticist qualifies for the following wild talents in addition to all those listed as universal:

**Infusion:** 1st - bloody, dazzling, energize weapon, persistent, photokinetic, pushing; 2nd - beacon, entangling; 3rd - foxfire, impale; 4th - hyper-dimensional blast, pacifying, toxic, turning blast; 5th - bloody (improved), dismissing, spore; 6th - deadly earth, gorgon gaze, slumber; 7th - arboreal, overload, toxic (greater); 8th - imprisoning

**Utility:** 1st - brutal club, detect radioactivity, elemental limb, fist of oak, hide from animals, kinetic cover, life after undeath, metal-wood, paper control, roots, simple versatility, spined armor, wood healer, woodland step; 2nd - armor of nature, elemental limb, foxfire, merciful foliage, merciful frondescence, spined armor (improved), urgent restoration, verdant aura, wall walker; 3rd - automatic reconstruction, brachiation, desolate, detect radiation (greater), hostile flora, kinetic cover (improved), pillar, sharding cover, thorn flesh, warp wood; 4th - elemental hand, greensight, healing burst, herbal antivenom, hostile woodwork, kinetic shelter,





plant disguise, remove radioactivity, shape wood, toxic barbs, verdant overgrowth, vital fibers, wood prison; 5th - briarthorn overgrowth, continuous regrowth, plant puppet, thorn wall, wild growth, woodland step (greater); 6th - antiundeath shell, elemental hand (improved), elemental limb (greater), grasping overgrowth, green tongue, kinetic cover (greater), kinetic revivification; 7th - elemental eater, green tongue (greater), horticultural animation, rapid regrowth, remove radioactivity (greater), tree step; 8th - wood soldiers; 9th - forest seige, kinetic cityscape

## UNIVERSAL

While not an element in and of itself, there are many common methods of manifesting one's kinetic power that do not rely upon an elemental affiliation. Universal infusions are always treated as the element or elements of the blast they are used with (for example, a kinetic blade mental blast is still considered mind, and as such is considered a mind-affecting effect), whereas universal utility wild talents are treated as any one element the kineticist can access when they are used (for example, a kineticist with air and fire elements who uses elemental whispers can use it as either an air or fire wild talent).

**Wild Talents:** The following wild talents can be taken by any kineticist regardless of element:

*Infusion:* 1st - bullying, countering, draining, empty, extended range, incorporeal, kinetic blade, kinetic bomb, kinetic fist; 2nd - blade rush, blocking, focused blast, infuse weapon, ricochet, seeking, spindle, venom admixture; 3rd - aligned, elemental trap, extreme range, flurry of blasts, follow-up shot, kinetic bomb (improved), kinetic whip, mobile, snake, stylish; 4th - crushing blast, keen blast, nebulous shape, venom, vital blade; 5th - blade whirlwind, flurry of blasts (improved), grappling, mobile (improved), vital mobility, wall; 6th - spellturning, whip hurricane; 7th - arbitrating, nullifying, shepherd of souls, venom (greater); 8th - flurry of blasts (greater)

*Utility:* 1st - cantikinesis, cantikinesis (improved), elemental whispers, enhanced fist, infernal bargain, kinetic awe, kinetic dissolution, mesmerizing elementalist, nine-tailed kineticist, skilled kineticist, tengu blade lore, venom speaker; 2nd - advanced kinesis, kinetic crafter, past life evoker, skilled kineticist (greater); 3rd - charged attacks, elemental grip, elemental whispers (greater), kinetic restoration, natural rush, penetrating burn, share adaptation, skill hack, stylish infusion; 4th - advanced kinesis (greater), cantikinesis (greater), composite versatility,

dimensional anchor, expanded defense, guided ricochet, implant blast, planar adaptation; 5th - kinetic form, lingering energy, plane shift, spark of life; 6th - armored form, durable form, ride the blast; 7th - composite versatility (improved); 8th - dimension lock aura, elemental exile, reverse shift

## COMBINATION

Combination wild talents are to utility wild talents what composite blasts are to kinetic blasts. One must possess all of the elements in their description to be able to select them. Combination wild talents can be taken at their appropriate level if at least one of their elements is a primary element. Only if none of the wild talent's elements are the kineticist's primary element does a kineticist learn it at a delayed level. For example, a kineticist must be both a telekineticist and a corpokineticist to select visceral whip (a 3rd-level aether and viscera utility wild talent); a telekineticist cannot learn it without also being a corpokineticist, and vice versa. So long as either aether or viscera is their primary element, they can learn visceral whip as normal; only if neither is their primary element do they treat their kineticist level as -4 to determine if they qualify for it.

**Wild Talents:** The following wild talents can be taken only if the kineticist possesses all of their elements:

*Utility:* 1st - mental poison (mind + poison); 2nd - crystal skin (earth + light), fist of nature (earth + wood), metal blades (earth + viscera, machine + viscera); 3rd - acid manipulator (poison + water), chilling void (void + water), corporeal tear (aether + viscera, time + viscera, void + viscera), fungal infestation (poison + wood), rapid burn (fire + time, poison + time), shadowbend (light + void), telekinetic invisibility (light + sound), undead evolution (machine + void, viscera + void), visceral whip (aether + viscera); 4th - acid pit (earth + poison), clangorous shroud (sound + water), photosynthesis (fire + wood), psychosomatic malady (light + poison); 5th - visceral whip (improved) (aether + viscera); 6th - choking vacuum (air + void), devolve (time + viscera), force gloves (aether + sound), lava pool (earth + fire), shadowbend (improved) (light + void); 7th - fist of eternity (earth + machine + wood), fungal infection (poison + wood + viscera), memories on tap (mind + time + water), psychosomatic malady (light + poison), steel rider (earth + machine), visceral whip (greater) (aether + viscera), writhing bodies (viscera + void); 8th - glorious bastion (light + water); grotesque armor (viscera + water); 9th - clicker (poison + wood + viscera), shadowbend (greater) (light + void)



# Chapter 4:

# Elemental Saturations

Elemental saturations act as points of power for kineticists. In these locations, elemental energies are at their apex. They can be places where planar energies grind with the Material Plane, forming rifts into the elemental planes, or where the air is so thick with particular forms of magic that it transforms the landscape, or they could be connected to events in the past that forever imprinted themselves on the Material Plane's substance.

Mechanically, an elemental saturation provides the kineticist and their party a potential challenge to overcome in their travels, and rewards their success by granting the PCs access to a wild talent that would otherwise be unavailable. These, of course, can also serve as unique plot devices, or perhaps side-quests for the PCs to partake in, or rewards for them choosing to explore their surroundings rather than blindly following the path the adventure leads them. It can be a way for a GM to gate powerful utility wild talents, infusions, and even feats and magical items, whether they are those suggested here or others that are described in this book's later sections. Some could even reward non-kineticists with spells or other permanent rewards, incentivizing the whole party to help their kineticist attain more strength.

Each elemental saturation is themed to a particular element. For example, one may be a whirling eternal hurricane, one may be a landscape formed from the living skin of an old god, and another may be a tower of ice over a frozen city. The possibilities are limited only by the type of campaign the GM runs and their own imagination. The following are a few suggested ideas to show what kind of diverse locales can be utilized by a GM looking to put the team's kineticist in the limelight for a while; however, these are by no means the only way a saturation can manifest, and GMs are encouraged to define unique challenges and rewards for players seeking to attune themselves to an element via a saturation.

## AETHER SATURATIONS

Aether saturations can be found where creatures associated with the Ethereal Plane are common, and occur frequently where powerful ethereal eddies and rifts to the Ethereal Plane are.

One example of an aether saturation is an etheric storm, a whirling dervish of raw primal energy that can be found in the desert. After finding such a storm, a telekineticist must succeed at both a DC 20 Knowledge (arcana) check and a DC 20 Survival check and spend 1d4 hours searching for the point of the storm's origin to attune themselves to it. They can then learn the primal aether utility wild talent.

Another example is a deep, foggy marsh filled with harps and benches composed of etheric energy where an eerie song is played. A creature may sit at a bench and play, and must make a DC 15 Perform (strings) or Dexterity check. Failing this check by 4 or less has no consequences, but failing this check by 5 or more causes them to suffer 2 points of ability drain to their Charisma score. A creature whose Charisma score would be reduced to 0 or lower by this ability drain instead instantly heals all Charisma drain, being affected by a *feeblemind* spell and ceases aging, being forced to perform until another creature next to them successfully performs the song. A creature who makes four successful checks has managed to complete the song and gains a permanent +1 to their Dexterity score, and telekineticists who pass this trial also are granted access to the aetheric song blast infusion.

Those who attune themselves to an aether saturation might be granted one of the following wild talents:



## AETHERIC SONG BLAST

**Element(s)** aether; **Type** substance infusion; **Level** 1; **Burn** 1

**Associated blasts** telekinetic

**Saving throw** None; **Spell Resistance** no

The foe is forced to feel the song of the lost resonating through their body. You cause half of the damage from this blast to be treated as sonic damage. This infusion does not count against the limit of 1 substance infusion for the purposes of how many infusions can be added to a blast.

## PRIMAL AETHER<sup>OR</sup>

**Element(s)** aether; **Type** utility (Su); **Level** 3; **Burn** 0

You can gather strands of aether twisted and warped by an aether saturation, and wind them so tightly that they explode, creating a [primal magic event](#)<sup>ISM</sup> with a CR equal to your kineticist level.

## AIR SATURATIONS

Air saturations are points where openings to the Plane of Air open up or where the veil between them and the Material Plane are weaker. They can take several forms, but are most common in the form of hurricanes and tornadoes.

When an aerokineticist finds such a storm - typically near ruins of skyward cities or in djinn-influenced areas - they must fly around the entire perimeter without stopping while succeeding at a series of 12 consecutive DC 40 Fly checks. If they fail two or fewer checks, they take 50d6 points of bludgeoning damage from the storm's gale-force winds. If they fail three or more checks, they must succeed at a DC 25 Reflex save or be pulled into the eye of the storm, never to return. If successful in their Fly checks, they can learn the hurricane queen wild talent.

Storms formed from air saturations aren't always windstorms, of course. Some such storms circulate around lightning-scarred fields or ancient graveyards and mausoleums hiding gods of thunder. Each round a creature is inside such a location, they must make a successful DC 12 Reflex save or take 1d6+1 electric damage, ignoring any resistance or immunity to electricity they might possess. For each successful save a creature makes, the DC of the Reflex save needed to dodge the lightning increases by +1, and the damage increases by +1d6+1, to a maximum of 5d6+6. Creatures who die due to this electricity damage are themselves locked in the location as ghosts. Those who manage to dodge these lightning bolts five consecutive times attune themselves to the saturation; the lightning no longer attempts to strike them, and they gain a +2 circumstance

bonus to all Reflex saving throws. Aerokineticists who pass this trial also are granted access to the lightning step utility wild talent.

Those who attune themselves to an air saturation might be granted one of the following wild talents:

## HURRICANE QUEEN<sup>OR</sup>

**Element(s)** air; **Type** utility (Su); **Level** 9; **Burn** —

You are one with the hurricane. Your enveloping winds defense wild talent has an additional 25% chance of deflecting non-magical ranged attacks, and your total deflection chance can exceed the usual cap of 75%. All wind and weather (including creatures using the whirlwind monster ability) affect you and your attacks only if you wish them to do so; for example, you could shoot arrows directly through a tornado without penalty.

## LIGHTNING STEP

**Element(s)** air; **Level** 3; **Type** utility (Sp); **Burn** 0

Whenever you make a successful Reflex saving throw, you can move 5 feet once as a free action. You can accept 1 point of burn to instead move up to your speed.

## EARTH SATURATIONS

Earth saturations are places where the Plane of Earth collides with the Material Plane. As one may expect, such places are typically caverns or mountains, but can also take the form of places composed of manufactured stone.

Earth saturations are most common in the deep, dark places of the world, especially in subterranean geode caverns. Such caves are full of crystals infused with the energy of the Elemental Planes of Earth. A geokineticist must spend 9 days in quiet contemplation in a fetal position amid these crystals, succeeding at a DC 20 Knowledge (dungeoneering) check each day. Crystals gradually grow on them until they are completely covered. If they fail a check, they must start over, and after each failure they must succeed at a DC 20 Fortitude save or develop a deformity from the [mutant template](#)<sup>B5</sup>. At the end of the ninth day, they emerge reborn, with the earth child wild talent in place of one of their 3rd-level or lower utility talents. A geokineticist can halt this attunement at any point without incurring negative effects.

Another possible location of an earth saturation would be ruins where haunted or animated statues rule the roost, seeking to indoctrinate others into their ranks. These are treated as [caryatid columns](#)<sup>B3</sup>, except they possess 5 hit dice, 13 Dexterity, and 9 Wisdom, with all statistics adjusted accordingly. In addition, they are treated as possessing no weapons; instead they benefit from [Bonded Mind](#)<sup>DS</sup>, Dirty Fighting, [Exceptional Aid](#)<sup>DS</sup>, and Improved Grapple as if they possessed those feats.





They will favor solo adventurers or attempt to corral individuals away from a group, moving only when others cannot see them or when an individual has been pinned down by another of their ranks. When adjacent to an individual, the caryatid column will either initiate a grapple with a target or use Aid Another to assist another caryatid column's grapple, and upon success, the caryatid will seek to pin its victim and maintain the grapple. Those that fail to wrest themselves from the caryatids' grapple after five rounds will be turned to stone, and if not rescued from their petrification within one week, will undergo a transformation into a new caryatid. Characters can willingly allow themselves to become pinned by a caryatid, then break away from its grapple at least five times within a 24 hour period. Upon success the statues stop attempting to grapple that individual, and the character gains a permanent +4 insight bonus to their CMD against grapples, as well as to Escape Artist checks to escape a grapple. In addition, geokineticists are granted access to the frightful statue utility wild talent.

Those who attune themselves to an earth saturation might be granted one of the following wild talents:

#### **EARTH CHILD<sup>OR</sup>**

**Element(s)** earth; **Type** utility (Su); **Level** 3; **Burn** --

Blending your form with crystal, you have transmuted yourself into something akin to an oread. You keep your original racial abilities (including your ability score adjustments, but not your movement speed) and also gain all oread racial abilities (including an oread's movement speed and the outsider [native] type) except for ability score adjustments.

You have the crystalline form alternate racial trait instead of earth affinity, but cannot otherwise choose alternate racial traits.

#### **FRIGHTFUL STATUE**

**Element(s)** earth; **Type** utility (Sp); **Level** 5; **Burn** 1

This ability functions as the [statue](#) spell, except you can only use it on yourself, it lasts 1 minute per kineticist level, and you cannot take most actions while in statue form. Instead, you can only take move actions or end this effect as a free action (you cannot return to your statue form without using this wild talent again). While in this state you can make Stealth checks to hide even when observed so long as you are within an environment where the presence of a statue would not be unusual, receiving a +4 circumstance bonus on these skill checks. When you move adjacent to another creature while affected by this wild talent, you can replace your normal expression with a horrifying visage until the end of the round as a free action; if the creature adjacent to you fails to notice your movement but later sees you

after you have taken on the horrifying visage, you can attempt an Intimidate check as an immediate action to cause them to become shaken for a number of rounds equal to your Constitution modifier. Making additional Intimidate checks the same way can advance shaken foes to frightened, or frightened foes to panicked.

## **FIRE SATURATIONS**

Elemental saturations of fire tend to occur near, or even inside, of active volcanoes or wildfires, and embody the purifying essence of flame.

A pyrokineticist must impress a mighty kami overseeing such a saturation. This might involve an appropriate gift or a successful DC 30 Diplomacy check attempted by the kineticist or by an ally who speaks Ignan. If they impress the kami, the kineticist is immediately affected as if using the purging flame wild talent and can learn that wild talent.

Less obvious saturations can occur where the divide between the Plane of Fire and the Material Plane is thin or even an open gateway; for example, a forest with trees permanently ablaze may have its roots set into a blazing cavern rife with fire energy which feeds the trees. Creatures lose the benefits of fire resistance and immunity and are constantly afflicted with the fatigued condition while within the caves. Potions carried into the caves boil away, becoming useless. In addition, such creatures sustain 2d6 fire damage for each full minute spent inside, and upon taking this damage must succeed a DC 10 Fort save, with each subsequent minute spent in the caves increasing the DC by an amount equal to 1/2 the fire damage taken that turn. Failing this save twice causes a creature to become exhausted, and failing three more times while exhausted causes them to fall unconscious (even if they would otherwise be unaffected by sleep effects). Those who fall unconscious in the depths without anyone to drag them out to safety are usually doomed to death. Those who succeed in finding the center of the caves have their fire resistance and immunity restored and gain an additional 10 fire resistance; pyrokineticists also can learn the autocombustion utility wild talent.

Those who attune themselves to a fire saturation might be granted one of the following wild talents:

#### **AUTOCOMBUSTION**

**Element(s)** fire; **Type** utility (Sp); **Level** 4; **Burn** 1

Until the next time you recover from burn, you can apply the [fire creature template<sup>AB</sup>](#) to or remove it from yourself as a full-round action that does not provoke attacks of opportunity. Applying this template to yourself does not turn you or your natural attacks incorporeal,



does not affect your hit dice, saves, or ability scores in any way, and does not grant you the fire leap special quality if you would gain it this way; you can accept 1 additional point of burn when applying the template to ignore these restrictions for 1 minute. The template is removed the next time you recover from burn.

### PURGING FLAME<sup>OR</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 6; **Burn** 1 (see text)

You can purge yourself or another with flame, removing all impurities. This functions as *break enchantment* on a single target. The target must be willing and takes 2 points of fire damage per character level as well as 1 point of burn (you do not need to accept burn unless you are the target). You can use this ability even when affected by an effect that denies you actions, so long as this effect is one that *break enchantment* could remove. If you burn rare incense or igneous rocks worth 100 gp or 1,000 gp as part of using purging flame, your target also benefits from *restoration*, as if the spell were cast using diamonds of equal value as a material component.

## LIGHT SATURATIONS

Light saturations are places where the light itself takes form and substance, where illusions blend with reality a little too closely. These places often are known to bask in eternal daylight, or may house great luminescent sources of energy.

One example of a light saturation is the home of an ancient text guarded by sentient illusions and labyrinthine mirrored corridors that plague those seeking the tome. As they attempt to navigate the illusions, characters must succeed a DC 20 Fortitude save or have their senses dulled, receiving a -5 to all Perception checks (this penalty also affects touch, blindsense, blindsight, and other senses), suffering a -2 to Perception checks on a successful save.

After 5 rounds, the illusions lead them to the book and they must attempt a DC 15 Perception check to read the text of the tome and become one with their illusions (creatures who cannot see can simply 'feel' the words). Those who fail dispel their illusion, but lose part of their senses, suffering 4 Wisdom drain. Those who manage to read the tome gain a +2 to all sight-based Perception checks and dispel the illusion safely. Kineticists who possess the light element again access to the illusion alteration utility wild talent.

Those who attune themselves to a light saturation might be granted the following wild talent:

### ILLUSION ALTERATION<sup>KOP3</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 3; **Burn** 0

You know how to alter illusions to your purpose. Whenever you disbelieve an illusion, you can touch that illusion to alter it however you want for 1 round per kineticist level you possess. You can accept 1 burn to change the illusion for as long as it would normally last or until you recover burn, whichever comes first.

## MACHINE SATURATIONS

Due to the artifice required to create a machine saturation, one will often find them either in ruins rife with ancient advanced technologies or in places where alien life has contacted the plane, infecting it with their own strange devices and advancements. These are one of the few kinds of saturations that are almost always created via artificial means, even if by accident or by happenstance.

One machine saturation is a lake filled with what at first appears to be quicksilver, but is in fact nanomachines in fluid form. Those who wish to draw power from this location must step into the 'water' allowing it to submerge





them entirely (due to the composition, those who are submerged can still breathe normally). While inside, the nanomachines will attempt to assimilate anyone they can, and each round, those in the lake must make a DC 15 Fortitude save and a DC 15 Will save to avoid having both their body and mind absorbed by the nanomachines until they make eight successful saving throws in total. Each time one fails a Fortitude save, they suffer 1 point of Constitution drain, while each failed Will save causes them to take 1 point of Wisdom drain. Those who have their Constitution or Wisdom reduced to 0 while submerged cease to exist, lost to the nanomachines; these creatures can only be revived by a *wish* or *miracle* spell. After eight successful saving throws have been made, the nanomachines no longer attack them, recognizing that person as their master. They then suffuse that creature's bloodstream and bolster their endurance, granting them either Great Fortitude or *Iron Will* as a bonus feat (their choice). Kineticists who possess the machine element gain access to the twitch reflexes utility wild talent.

Those who attune themselves to a machine saturation might be granted the following wild talent:

#### TWITCH REFLEXES<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 3; **Burn** 1

Your body can often move without your mind's input. You can use this wild talent as part of making an initiative check, rolling two times and taking the better result. If you possess 3 or more burn, you instead roll three times and take the best result and gain a +2 circumstance bonus to Reflex saves until the next time your burn is removed.

## MIND SATURATIONS

Mind saturations are most often found in places where psychic energies run rampant. While this may be assumed to be where humanoids with psychic powers exist, this isn't always the case, as mind saturations will also be found in places where animals, plants, and even minerals have been imbued with sentience.

A good example of a mind saturation might be a cavern where crystals contain powerful psionic energy. Those who wish to draw power from this location must meditate amongst the crystals for 5 minutes. Once they have done so, their minds will be drawn into the crystals, leaving their bodies unconscious. While their minds are inside the crystals, they must attempt either a DC 20 concentration check or a DC 30 Knowledge (any) check to find the secrets buried within the crystals, absorbing their knowledge and power. On each round they attempt one such check, they suffer one negative level, treating it as if they were affected by *mindwipe*<sup>OA</sup>. Once they have made four successful checks, their mind returns to their body and they gain a +2 bonus to Will saves against mind-affecting effects. Those

who die here while comatose from their negative levels (as per *mindwipe*) have their mind drawn into the crystals. Kineticists who possess the mind element gain access to the mental fortress utility talent.

Those who attune themselves to a mind saturation might be granted the following wild talent:

#### MENTAL FORTRESS<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 4; **Burn** 1

Your mind is a bastion, privy to none but yourself. Whenever you would fail a save against a mind-affecting effect, you can choose to end that effect instantly as a swift or immediate action before suffering the effects of it. If you do so, you are dazed for 1 round.

## POISON SATURATIONS

Due to the poison element's links to the natural world, poison saturation can often be found in similar places as earth and wood saturations: forests, caves, jungles, and the like. The easiest way for a non-kineticist to tell the difference is that the flora and fauna near poison saturations have mutated to both use and survive powerful toxins. Ooze breeding pits and radioactive fields can also be home to such saturations.

One way to attune oneself to a poison saturation is to allow its native beasts to poison them. They must seek out five different venomous creatures, making no aggressive action towards them. As long as they are approached peacefully, they will not strike unless a creature offers its hand (or other limb) to it. Once offered, the creature will bite its victim, forcing them to make a DC 22 Fortitude save or take 3 Con damage; while this is a poison effect, it is such a potent poison that immunity to poisons is ignored. Ability damage sustained this way will not heal naturally. If a creature leaves the valley before having succeeded against this trial must start over again, and those who die are eventually reborn as new venomous creatures. Those who succeed at five Fortitude saves against these beasts' venom gain a +4 on saves against poisons. Kineticists who possess the poison element also gain access to the poison expert utility wild talent.

Those who attune themselves to a poison saturation might be granted the following wild talent:

#### POISON EXPERT<sup>KOP3</sup>

**Element(s)** poison; **Type** utility (Su); **Level** 2; **Burn** --

All poisons created by you (including those made with biological toxin) have their save DC increased by 1.

## SOUND SATURATIONS

One will typically find a sound saturation in places where sound and sonic energies are amplified and echoed easily, such as hollow caverns and large man-made rooms. It can



be difficult to identify if a saturation is in such a location without keen hearing, as echoes have subtle differences that most cannot pick up. Other potential places where sound saturations occur may be those where unusual sounds can be heard, sometimes mistaken for haunted locations.

One example of a sound saturation is a field filled with a strange breed of flower which absorbs and emits sound, often robbing the connection of particular sounds to individuals. Those who wish to attune themselves to this type of sound saturation must sit among the flowers for one hour, spending this time speaking their name over and over again, allowing one of the flowers to rob them of their name. After their name has been lost, one must make five successful DC 20 Perception checks among the flowers within the next 2 minutes or have their name lost permanently, suffering 4 points of Charisma drain as well as losing any memory of what their name was, and cannot recover it by without a wish or miracle spell. Those who manage to find the flower with their name gain a +4 competence bonus to all sound-based Perception checks. Kineticists who possess the sound element also gain access to the sound mimicry utility wild talent.

Those who attune themselves to a sound saturation might be granted the following wild talent:

#### **SOUND MIMICRY<sup>KOP3</sup>**

**Element(s)** sound; **Type** utility (Su); **Level** 2; **Burn** --

You can recreate any sound you have heard, including the voices of others, granting you a +10 circumstance bonus on sound-related Bluff checks.

## **TIME SATURATIONS**

Amongst the most esoteric of elemental saturations, time saturations are incredibly difficult to identify from outside them. However, time will often flow differently within; an individual within a time saturation may experience a minute passing while years have passed for the rest of their plane, or might experience hours of time passing within a second. In a few cases time may even flow backwards. A time saturation could easily occur anywhere, though places where primal magic exists seem to be more prone to contain these rare elemental energies.

One classic example of a time saturation may be a chamber which is a dead magic zone, cut off from the rest of the world. Each minute spent inside of the chamber feels as though 10 years have passed for both body and mind. After spending 1 minute of their plane's normal time inside of the chamber, one must make a DC 10 Fortitude and Will save, staving off both the decay of their body and the ennui of their mind, suffering 1 Constitution or Wisdom damage on a failed save respectively. For each additional minute spent

inside of this chamber, increase this DC by 3. Those wishing to gain the power of this location must spend 5 minutes inside of the chamber, and may fail up to 5 saves before being unable to draw the power out of this location. Once they leave the chamber, the effects of it end, although any ability damage taken remains. Those who manage to do so gain a +2 circumstance bonus to Initiative checks due to their ability to perceive time more acutely. Kineticists who possess the time element gain access to the seize the initiative utility wild talent.

Those who attune themselves to a time saturation might be granted the following wild talent:

#### **SEIZE THE INITIATIVE<sup>KOP3</sup>**

**Element(s)** time; **Type** utility (Su); **Level** 2; **Burn** --

Whenever you are able to act in the surprise round, you can take both a move and standard action.

## **VISCERA SATURATIONS**

Viscera saturations often take the form of nightmarish landscapes; some places may be fields coated in gore and raw flesh rather than plants, others may be hellish laboratories filled with mutated beasts, others still might be living creatures all their own which act as complete mobile ecosystems.

One particular example of a viscera example is a living land that attempts to consume those that walk upon it. Those who wish to gain its power must make their way to the center of it with no weapons drawn, showing their peaceful intent. As long as no actions are made against the land, it will swallow those who stand upon it, slowly beginning to devour them. Each round for 10 rounds, all those inside of the viscera saturation must succeed a DC 15 Fortitude save or take 4d6 acid damage, taking half on a successful save. One may heal themselves during this time, but any aggressive action made against the land will be interpreted as a threat, and it will attempt to swallow you without bestowing any power upon you. After 10 rounds, the Genus Loci will assume that those inside of it are inedible, spitting them back out onto its surface. Those who survive gain a +1 to their natural armor bonus. Kineticists with the viscera element gain access the the endure pain utility wild talent.

Those who attune themselves to a viscera saturation might be granted the following wild talent:

#### **ENDURE PAIN<sup>KOP3</sup>**

**Element(s)** viscera; **Type** utility (Sp); **Level** 3; **Burn** 0

You convert 1 point of lethal damage per kineticist level you possess into nonlethal damage. You cannot use this utility wild talent while suffering from non-lethal damage from a source other than burn.



## VOID SATURATIONS

Void saturations are peculiar, as the very element of void implies the absence of energy or matter. As such, places where the void element takes domain will often be shrouded in unnatural darkness, flooded with cold and undeath, or simply be vacuums devoid of any sort of matter, even air.

One such elemental saturation is a place where even the sun's light is snuffed, the land blanketed in an eternal shadow. Upon reaching this void saturation, one must willingly let themselves fall asleep beneath the darkness, letting their mind wander to the sky above. Once they awaken, for each round those who wish to gain power from this location are within the saturation, one must succeed both a DC 15 Fortitude save and a DC 15 Perception check. Failing the Fortitude save causes the individual to sustain negative energy damage equal to their hit dice, as well as increasing the DC of the Perception check by 5; a creature reduced to 0 or fewer hit points by this damage immediately dies and becomes an undead, and the damage ignores all immunity and resistance to negative energy damage and will even damage creatures normally healed by it. Each round, the DC of the Fortitude save increases by 1 while the DC of the Perception check increases by 2. A creature must succeed at four Perception checks to escape the darkness. Those who succeed gain darkvision 60 feet or increase the range of their darkvision by 30 feet if they already possessed darkvision or gain it from a wild talent. Kineticists who possess the void element gain access to the night sense utility wild talent.

Those who attune themselves to a void saturation might be granted the following wild talent:

### NIGHT SENSE<sup>KOP4</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 3; **Burn** 0

While you are in dim light or worse light conditions, you can detect the location of all creatures who are also in dim lighting or worse as though you had blindsight 30 feet for a number of rounds equal to your kineticist level. You can accept 1 burn to instead treat this as blindsight 30 feet.

## WATER SATURATIONS

Water saturations can occur in shipwrecks or sunken cities occupied by sentient aquatic creatures in the depths of the oceans, as well as other places where the Plane of Water comes close to the Material Plane. A hydrokineticist must demonstrate (or fake) the favor of a powerful ruler of such a place. They must then succeed at four consecutive DC 20 Swim checks without taking 10. If they fail, they take 5d6 points of bludgeoning damage; if they succeed, they can learn the water alteration wild talent.

Because water also contains the power of cold, water saturations can also occur in areas where cold energy overwhelms the landscape. A character finding such a place can search it and find a tower made of sheer ice. The tower is so cold that it inhibits all movement, reducing base speed to 1/2 its normal value and all other move speeds to 1/4 while within 500 feet of it. It is also surrounded by constant hurricane-force winds blowing sharp shards of hail with them. Those climbing or flying within 60 ft. of the tower take 3d6 piercing damage per round and must succeed a DC 35 Fort save or be frozen on the spot regardless of if they take this damage or how much, paralyzing them for 1 round. Those who have reached the top where the water saturation originates become able to cast *ray of frost* as a spell-like ability at will and *frostbite* as a spell-like ability once per day. Hydrokineticists will additionally gain access to the rime blast infusion.

Those who attune themselves to a water saturation might be granted one of the following wild talents:

### RIME BLAST

**Element(s)** water; **Type** substance infusion; **Level** 6; **Burn** 3

**Associated blasts** aurora, blizzard, chilled bone, cold, ice, subzero, tundra, winter

**Saving throw** Fort partial; **Spell Resistance** yes

The foe is subjected to a chill unmatched by anything known in the Material Plane. If the infused blast penetrates spell resistance (whether or not it deals damage), those hit are affected as if by *unshakable chill*<sup>UM</sup>, except they must save every round, its damage is lethal, and its duration is 1 round per 2 kineticist levels you possess. In addition, they suffer 1 point of Dexterity drain whenever they fail to save against its effects.

If a creature is killed by this blast or this infusion's damage and risen as an undead, the undead creature gains the *frostfallen creature template*<sup>PAP51</sup>; this effect lasts 24 hours, after which the corpse would be risen as normal or a creature already risen with the effect loses its frostfallen creature template. The duration of this effect is reset if the corpse or undead spends at least 2 hours in sufficiently cold conditions.

### WATER ALTERATION<sup>NOR</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 1; **Burn** 0

You can turn fresh water into seawater, and vice versa. This can affect a volume of water equal to 2 gallons per kineticist level, allowing sea creatures to survive in water that was fresh and freshwater creatures to survive in water that was briny. Additionally, when you alter water's salinity with this talent, you can adjust the water's temperature so that a creature can survive in it more easily (or simply be more comfortable). Water altered in this way must be confined within an appropriately sized container; attempts to alter a larger quantity of water fail.



## WOOD SATURATIONS

Although there is no known elemental place of Wood, there exist wood saturations that are linked instead to energies of the Fey World. Wood saturations are most common in areas where plantlife is dense and unchecked, and can be identified by the fact that such places are filled with nigh-impenetrable overgrowth that rejuvenates at an unusual pace. Even urban environments can contain a wood saturation, though this is far more unusual and more often is linked to places where fey creatures reside.

One such saturation is a place where fruit grows on trees rumored to have once been humans themselves. Those wishing to attune themselves to this saturation must eat one of the grove's fruits, and then each round afterwards, they must succeed a DC 14 Fortitude save or take 1 Constitution damage as the fruit attempts to eat them from the inside out, and must continue to attempt such saves until they have

succeeded at three saves or been reduced to 0 Constitution. Upon succeeding their third Fortitude save, those who have eaten the fruit overcome its ravenous nature, absorbing its strength into themselves and gaining the Toughness feat as a bonus feat (this feat cannot be exchanged or retrained). Those who are reduced to 0 Constitution by this ability damage die are affected as if by arboreal infusion. Kineticists who possess the wood element gain access to the wood in the blood utility wild talent.

Those who attune themselves to a wood saturation might be granted the following wild talent:

### WOOD IN THE BLOOD<sup>KOP4</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 2; **Burn** --

You recover twice as many hit points while resting and recover from ability damage twice as fast. You can also reduce any ability drain from which you are suffering by 1 point per day of full bed rest from which you benefit.



# Chapter 5:

# Composite Blasts

As a kineticist grows in power, they eventually are able to manifest their elements in more powerful and varied kinetic blasts. Most only require that the kineticist has expanded their knowledge of the elements, but some may require further study. Because of the incredibly vast number of ways a kineticist could potentially combine their elements into stronger blasts, this list divides them into three different types of composite blasts. Secondary blasts usually only require either two simple blasts or an expansion into one's own primary element, allowing the common kineticist to access them at 7th level. Tertiary blasts could combine three simple blasts, one or two composite blasts with each other, or may even have other varied means to be learned; this makes them difficult for a common kineticist to obtain prior to 15th level. Augmentation blasts could be secondary or tertiary, but rather than dealing their own damage, they will add damage to another simple or composite blast, often being otherwise treated as that blast. Tertiary composite blasts' damage usually is greater than that of the typical composite blast and will also usually have an added effect, but are otherwise treated the same as any other composite blast.

When increasing or decreasing a kinetic blast's damage, the change doesn't follow the same rules as a typical change in damage; instead, if the damage would increase beyond a d10, it goes to a d12 and caps off there. It is somewhat rare for a blast's damage to hit this cap, but it is possible (such as stacking multiple augmentation blasts, or by combining two archetypes with damage-increasing abilities). This prevents blasts from interacting strangely with effects dependent on number of damage dice (such as chain infusion's damage reduction), since otherwise the number of damage dice would be doubled above d10 (as each d10 would be converted into 2d6).

In some cases - especially with tertiary blasts - a kinetic blast may be treated as if an infusion was automatically applied to it. In such cases, one does not need to possess the infusion in question to know how to use the blast; this is simply a part of its innate behavior. While those infusions cannot be applied to those blasts, these effects typically do not interfere with the ability to actually apply infusions to a blast.

The majority of composite blasts deal multiple types of damage. How this is worded varies; some blasts may deal half one type and half another, while others will deal one type of damage and another type of damage. While the difference isn't necessarily obvious, this causes blasts' damage to act very differently. If a blast deals half one type and half another, half of its damage is treated as the first damage type listed, while the other half of its damage is treated as the second (for example, if a venus blast - which deals half bludgeoning, half piercing damage - deals 30 damage, then the target takes 15 bludgeoning damage and 15 piercing damage). By contrast, a blast that deals its damage as one type and another type will have all of its damage treated as both types (so for a haunted blast - which deals bludgeoning and piercing damage - that deals 30 damage, all of its damage is treated as both bludgeoning and piercing).

This could cause certain blasts to act differently against targets even if they effectively have the same damage types. Using the above example, if a kineticist hits a creature with DR 5/slashing, then the venus blast effectively deals 20 damage (since its bludgeoning damage is reduced by 5, and its piercing damage is reduced by 5) whereas the haunted blast deals 25 (since its damage isn't split between the two types but is instead treated as both types, the damage reduction only applies once). By contrast, an enemy with immunity to piercing damage would still take 15 from the venus blast but would be immune to all of the haunted blast's damage.



## SECONDARY

These are the easiest-to-learn of the composite blasts, typically only requiring either two simple blasts or both primary and expanded elements of the same type. Though a few are treated differently, most are simpler combinations of the elements or stronger manifestations of a single element.

### ACID RAIN BLAST<sup>KOP2</sup>

**Element(s)** poison and water; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [acid, water]

**Prerequisite(s)** acid blast, water blast

**Blast Type** physical; **Damage** half acid, half bludgeoning

You fuse your acid into a powerful spout of water that batters a foe.

### ACIDIC BOLT BLAST<sup>KOP2</sup>

**Element(s)** air and poison; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** evocation [acid, electricity]

**Prerequisite(s)** acid blast, electric blast

**Blast Type** energy; **Damage** half acid, half lightning

You create a pale purple streak of acidic lightning to fry a foe.

### ANTIMATTER BLAST<sup>MTA</sup>

**Element(s)** machine and void; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** necromancy

**Prerequisite(s)** junk blast, negative blast

**Blast Type** energy; **Damage** half force, half negative energy

Your machines harness raw antimatter into a concentrated beam to drastically damage a foe (undead are not healed by this negative energy, instead taking no damage from it).

### AURORA BLAST<sup>KOP</sup>

**Element(s)** light and water; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [cold, light]

**Prerequisite(s)** cold blast, light blast

**Blast Type** physical; **Damage** half bludgeoning, half cold

You infuse chunks of ice with dazzling lights.

### AUTUMN BLAST<sup>OO</sup>

**Element(s)** earth and wood; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [earth]

**Prerequisite(s)** earth blast, wood blast

**Blast Type** physical; **Damage** any two of bludgeoning, piercing, and slashing (half each)

A burst of fallen leaves and earthy decay batters a single foe.



### BIOELECTRIC BLAST<sup>KOP2</sup>

**Element(s)** air and viscera; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** transmutation [electricity]

**Prerequisite(s)** bone blast, electric blast

**Blast Type** physical; **Damage** half slashing, half electric

You charge your bones with bioelectricity as they slice into a foe.

### BIOLUMINESCENT BLAST<sup>KOP</sup>

**Element(s)** light and wood; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [light]

**Prerequisite(s)** light blast, wood blast

**Blast Type** physical; **Damage** half bludgeoning, half slashing

Your arboreal assaults are bursting with internal light.

### BLIZZARD BLAST<sup>OA</sup>

**Element(s)** air and water; **Type** composite blast (Sp); **Level** ; **Burn** 2; **Aura** conjuration (creation) [air, cold]



**Prerequisite(s)** air blast, cold blast

**Blast Type** physical; **Damage** half piercing, half cold  
You unleash a directed blizzard at a single target.

#### BLUE FLAME BLAST<sup>OA</sup>

**Element(s)** fire; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** evocation [fire]

**Prerequisite(s)** primary element (fire), expanded element (fire)

**Blast Type** energy; **Damage** fire

You unleash a concentrated blast of intense blue flame.

#### CHARGED WATER BLAST<sup>OA</sup>

**Element(s)** air and water; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [electricity, water]

**Prerequisite(s)** electric blast, water blast

**Blast Type** physical; **Damage** half bludgeoning, half electricity

You slam a single foe with a stream of electrically charged water.

#### CHARNEL BLAST<sup>KOP2</sup>

**Element(s)** fire and viscera; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** transmutation [fire]

**Prerequisite(s)** bone blast, fire blast

**Blast Type** physical; **Damage** half fire, half slashing

You set your bones ablaze before firing them at a foe.

#### CHILLED BONE BLAST<sup>KOP2</sup>

**Element(s)** viscera and water; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** transmutation [cold]

**Prerequisite(s)** bone blast, cold blast

**Blast Type** physical; **Damage** half cold, half piercing

You coat your bones in a layer of frost before piercing a foe.

#### CRYSTAL BLAST<sup>KOP</sup>

**Element(s)** earth and light; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [earth, light]

**Prerequisite(s)** earth blast, light blast

**Blast Type** physical; **Damage** half bludgeoning, half slashing

You fire glowing crystals of light at your foes.

#### CRYSTALLINE BLAST<sup>MTA</sup>

**Element(s)** earth and machine; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [earth]

**Prerequisite(s)** earth blast, junk blast

**Blast Type** physical; **Damage** piercing

Your machines cut non-valuable gem matter into razor sharp crystalline shards to shoot into your foe.

#### ENCEPHALON BLAST<sup>LK</sup>

**Element(s)** mind; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** divination [mind-affecting]

**Prerequisite(s)** elemental focus (mind), expanded focus (mind)

**Blast Type** energy; **Damage** untyped

You can exert greater control over a creature's mind. This blast is a mind-affecting effect, and as such does not work against mindless creatures or creatures otherwise protected against mind-affecting effects.

#### EPOCH BLAST<sup>KOP</sup>

**Element(s)** time; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** necromancy

**Prerequisite(s)** primary element (time), expanded element (time)

**Blast Type** energy; **Damage** untyped

Your blast is capable of altering the target's future even further. The damage dealt by this blast is 1 step lower than normal (using d4s instead of d6s before other modifications), and half of its damage is nonlethal.

#### FLASHBANG BLAST<sup>KOP4</sup>

**Element(s)** light and sound; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [light, sonic]

**Prerequisite(s)** light blast, sonic blast

**Blast Type** physical; **Damage** half bludgeoning, half sonic

Your blast creates a painful burst of light and sound. This deals damage as a simple blast. In addition, treat this as if it had both dazzling and thundering infusions applied to it (this does not prevent a substance infusion from being applied to this blast).

#### FLENSING BLAST<sup>KOP2</sup>

**Element(s)** earth and poison; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [acid, earth]

**Prerequisite(s)** acid blast, earth blast

**Blast Type** physical; **Damage** half acid, half slashing

You mix brutal acids with sharp sands to tear away at a foe's flesh.

#### FORCE BLAST<sup>OA</sup>

**Element(s)** aether; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** evocation [force]

**Prerequisite(s)** primary element (aether), expanded element (aether)

**Blast Type** energy; **Damage** force

You throw a burst of force at a foe. Force blast deals damage as a simple energy blast instead of a composite energy blast.



### FORGE BLAST<sup>MTA</sup>

**Element(s)** fire and machine; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [fire]

**Prerequisite(s)** fire blast, junk blast

**Blast Type** physical; **Damage** half fire and half bludgeoning, piercing, or slashing

Your machines superheat a chunk of metal into near-slag that you launch at your foe.

### FOSSILIZED BLAST<sup>KOP2</sup>

**Element(s)** earth and viscera; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** transmutation [earth]

**Prerequisite(s)** bone blast, earth blast

**Blast Type** physical; **Damage** bludgeoning and piercing

You shoot fossilized bones that shatter upon impact with a foe.

### GLORIOUS BLAST<sup>KOP</sup>

**Element(s)** light; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [light]

**Prerequisite(s)** elemental focus (light), expanded element (light)

**Blast Type** physical; **Damage** bludgeoning

You condense your light into a shining sphere of power.

### GORE BLAST<sup>KOP3</sup>

**Element(s)** viscera and water; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** transmutation [water]

**Prerequisite(s)** bone blast, water blast

**Blast Type** physical; **Damage** bludgeoning

You fire a blast of raw gore and viscera at a foe, a disgusting and devastating attack.

### GREAT OAK BLAST<sup>KOP</sup>

**Element(s)** wood; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** transmutation

**Prerequisite(s)** elemental focus (wood), expanded element (wood)

**Blast Type** physical; **Damage** bludgeoning and piercing, bludgeoning and slashing, or piercing and slashing

You draw out the strength of the oldest of trees into your blast.

### GREEN FLAME BLAST<sup>KOP2</sup>

**Element(s)** fire and poison; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** evocation [acid, fire]

**Prerequisite(s)** acid blast, fire blast

**Blast Type** energy; **Damage** half acid, half fire

You create a sickly green flame that burns a foe with acidic flames.

### HAUNTED BLAST<sup>KOP2</sup>

**Element(s)** light and viscera; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** transmutation [light]

**Prerequisite(s)** bone blast, light blast

**Blast Type** physical; **Damage** bludgeoning and piercing

You unleash a hellish glowing skull at a foe that shines with unearthly light.

### ICE BLAST<sup>OA</sup>

**Element(s)** water; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [cold, water]

**Prerequisite(s)** primary element (water), expanded element (water)

**Blast Type** physical; **Damage** half piercing, half cold

You shoot a chilling icicle to stab a single foe.

### INJECTING BLAST<sup>KOP2</sup>

**Element(s)** poison and viscera; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** transmutation [acid]

**Prerequisite(s)** acid blast, bone blast

**Blast Type** physical; **Damage** half acid, half piercing

You create sharp bones capable of injecting a foe with potent acid.

### LIGHTNING BLAST<sup>KOP</sup>

**Element(s)** air and light; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [electricity, light]

**Prerequisite(s)** electric blast, light blast

**Blast Type** physical; **Damage** half bludgeoning, half electric

You form a glowing white bolt of lightning to batter foes.

### MAGMA BLAST<sup>OA</sup>

**Element(s)** earth and fire; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [earth, fire]

**Prerequisite(s)** earth blast, fire blast

**Blast Type** physical; **Damage** half bludgeoning, half fire

You use your fire to superheat the earth into a flow of magma, which you send against a single foe.

### METAL BLAST<sup>OA</sup>

**Element(s)** earth; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [earth]

**Prerequisite(s)** primary element (earth), expanded element (earth)

**Blast Type** physical; **Damage** bludgeoning, piercing, or slashing

You shape metal into clumps, shards, or blades and send them flying.



### MUD BLAST<sup>OA</sup>

**Element(s)** earth and water; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [earth, water]

**Prerequisite(s)** earth blast, water blast

**Blast Type** physical; **Damage** bludgeoning

You infuse your water into the earth to create a powerful ball of mud and slam a single foe.

### NANO BLAST<sup>MTA</sup>

**Element(s)** machine; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** transmutation

**Prerequisite(s)** primary element (machine), expanded element (machine)

**Blast Type** physical; **Damage** bludgeoning, piercing, or slashing

You release a cloud of tiny nanites that invade a target's body to damage it from the inside. Nano blast is also treated as an associated blast for the following form infusions: cyclone, torrent, spray, and cloud. After you acquire nano blast, these form infusions are added to the machine talent list.

### NIGHTSHADE BLAST<sup>KOP<sub>2</sub></sup>

**Element(s)** poison and wood; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [acid]

**Prerequisite(s)** acid blast, wood blast

**Blast Type** physical; **Damage** half acid, half slashing

You slash with a deadly acidic flower to melt your foe.

### NOXIOUS BLAST<sup>KOP<sub>3</sub></sup>

**Element(s)** air and poison; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [acid, air]

**Prerequisite(s)** acid blast, air blast

**Blast Type** physical; **Damage** half acid, half bludgeoning

Your blast of air carries acidic fumes to burn a foe, searing eyes and flesh.

### PETROLIC BLAST<sup>MTA</sup>

**Element(s)** machine and wood; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation)

**Prerequisite(s)** junk blast, wood blast

**Blast Type** physical; **Damage** bludgeoning

You assail a single target with a concentrated jet of industrial fluids. This blast is treated as water blast for the purpose of which form infusions which can be applied to it. After you acquire petrolic blast, these form infusions are added to the machine talent list.

### PLASMA BLAST<sup>OA</sup>

**Element(s)** air and fire; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [air, fire]

**Prerequisite(s)** air blast, fire blast

**Blast Type** physical; **Damage** half bludgeoning, half fire

You launch a gust of air and then use your fire to superheat the gust into plasma just as it strikes a single foe.

### POLLUTIC BLAST<sup>MTA</sup>

**Element(s)** air and machine; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [acid, air]

**Prerequisite(s)** air blast, junk blast

**Blast Type** physical; **Damage** half bludgeoning, half acid

You use your machines to release a pressurized cloud of noxious air that chokes and corrodes a single foe. This blast is treated as air blast for the purpose of which form infusions which can be applied to it.

### RADIATION BLAST<sup>MTA</sup>

**Element(s)** aether and machine; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** evocation [acid, force]

**Prerequisite(s)** telekinetic blast, junk blast

**Blast Type** energy; **Damage** half acid, half force

You use your machines to destabilize raw aether from the air around you and direct it into a target.

### RADIO BLAST

**Element(s)** machine and sound; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [sonic]

**Prerequisite(s)** junk blast, vibration blast

**Blast Type** physical; **Damage** special (see text)

You cause junk to vibrate in such a way to channel sound toward an enemy. You can choose whether this blast deals bludgeoning damage or both bludgeoning and sonic; if you choose to deal bludgeoning and sonic damage, the damage dealt by this blast is 1 step lower than normal (using d4s instead of d6s before other modifications).

### RAINBOW BLAST<sup>KOP<sub>3</sub></sup>

**Element(s)** light and water; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [light, water]

**Prerequisite(s)** light blast, water blast

**Blast Type** physical; **Damage** bludgeoning

You reflect your light off misty water vapors to create a glorious rainbow to batter a foe.

### RUST BLAST<sup>MTA</sup>

**Element(s)** machine and water; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [acid, water]

**Prerequisite(s)** junk blast, water blast

**Blast Type** physical; **Damage** half piercing, half acid

You unleash a speckled torrent of gritty powder and rust flakes.



### SANDSTORM BLAST<sup>OA</sup>

**Element(s)** air and earth; **Type** composite blast (Sp); **Level --**; **Burn 2**; **Aura** conjuration (creation) [air, earth]

**Prerequisite(s)** air blast, earth blast

**Blast Type** physical; **Damage** piercing and slashing

You use your air to churn up sand, firing a flensing gust at a foe.

### SOLAR BLAST<sup>KOP</sup>

**Element(s)** fire and light; **Type** composite blast (Sp); **Level --**; **Burn 2**; **Aura** conjuration (creation) [fire, light]

**Prerequisite(s)** fire blast, light blast

**Blast Type** physical; **Damage** half bludgeoning, half fire

You create an explosion of light and heat upon impact.

### SONIC BOOM BLAST<sup>KOP</sup>

**Element(s)** sound; **Type** composite blast (Sp); **Level --**; **Burn 2**; **Aura** conjuration (creation) [sonic]

**Prerequisite(s)** primary element (sound), expanded element (sound)

**Blast Type** physical; **Damage** bludgeoning and sonic

You hammer a single foe with an explosion of sonic collision. The damage dealt by this blast is 1 step lower than normal (using d4s instead of d6s before other modifications).

### SPRING BLAST<sup>OO</sup>

**Element(s)** air and wood; **Type** composite blast (Sp); **Level --**; **Burn 2**; **Aura** conjuration (creation) [air]

**Prerequisite(s)** air blast, wood blast

**Blast Type** physical; **Damage** half bludgeoning and half slashing or piercing

Sharp blossoms and pummeling seeds buffet your foe.

### STEAM BLAST<sup>OA</sup>

**Element(s)** fire and water; **Type** composite blast (Sp); **Level --**; **Burn 2**; **Aura** conjuration (creation) [fire, water]

**Prerequisite(s)** fire blast, water blast

**Blast Type** physical; **Damage** half bludgeoning, half fire

You use your fire to superheat water into steam just as it strikes.

### SUMMER BLAST<sup>OO</sup>

**Element(s)** fire and wood; **Type** composite blast (Sp); **Level --**; **Burn 2**; **Aura** conjuration (creation) [fire]

**Prerequisite(s)** fire blast, wood blast

**Blast Type** physical; **Damage** half fire and half bludgeoning, piercing, or slashing

A burning blast of heat and sun-dried foliage tears at your foe.

### THUNDER FLASH BLAST<sup>KOP3</sup>

**Element(s)** air and fire; **Type** composite blast (Sp); **Level --**; **Burn 2**; **Aura** evocation [electricity, fire]

**Prerequisite(s)** electric blast, fire blast

**Blast Type** energy; **Damage** half electric, half fire

Your flaming assault is crisscrossed with an electric charge to fry a foe.

### THUNDERSTORM BLAST<sup>OA</sup>

**Element(s)** air; **Type** composite blast (Sp); **Level --**; **Burn 2**; **Aura** conjuration (creation) [air, electricity]

**Prerequisite(s)** primary element (air), expanded element (air)

**Blast Type** physical; **Damage** half bludgeoning, half electricity

You batter a single foe with a gust of air crackling with electricity.

### TUNDRA BLAST<sup>KOP3</sup>

**Element(s)** earth and water; **Type** composite blast (Sp); **Level --**; **Burn 2**; **Aura** conjuration (creation) [cold, earth]

**Prerequisite(s)** earth blast, cold blast

**Blast Type** physical; **Damage** half bludgeoning, half cold

You fire a frigid hunk of stone to smash a foe.

### ULTRAVIOLET BLAST<sup>KOP2</sup>

**Element(s)** light and poison; **Type** composite blast (Sp); **Level --**; **Burn 2**; **Aura** conjuration (creation) [acid, light]

**Prerequisite(s)** acid blast, light blast

**Blast Type** physical; **Damage** half acid, half bludgeoning

Your blast radiates acidic rays of light upon impact with a foe.

### VENUS BLAST<sup>KOP2</sup>

**Element(s)** viscera and wood; **Type** composite blast (Sp); **Level --**; **Burn 2**; transmutation

**Prerequisite(s)** bone blast, wood blast

**Blast Type** physical; **Damage** half piercing, half bludgeoning

You create a carnivorous plant that chomps down on a foe with a mouth full of fangs. All material created by this blast decays swiftly into nothingness.

### VERDANT BLAST<sup>UW</sup>

**Element(s)** wood; **Type** composite blast (Sp); **Level --**; **Burn 2**; **Aura** conjuration (creation) [light]

**Prerequisite(s)** primary element (wood), expanded element (wood)

**Blast Type** physical; **Damage** bludgeoning, piercing, slashing, and optionally positive energy



You blast your foes with fanciful wild plant growth overflowing with positive energy from the First World. This blast's damage counts as positive energy only when it would be beneficial to you.

#### **VIRULENT BLAST<sup>KOP2</sup>**

**Element(s)** poison; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** evocation [acid]

**Prerequisite(s)** primary element (poison), expanded element (poison)

**Blast Type** energy; **Damage** acid

You coat a foe in a deadly acidic mixture.

#### **VOID BLAST<sup>OO</sup>**

**Element(s)** void; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [darkness]

**Prerequisite(s)** primary element (void), expanded element (void)

**Blast Type** physical; **Damage** half bludgeoning, half negative energy

You call forth the power of the void to annihilate your foe.

#### **WARPED BONE BLAST<sup>KOP2</sup>**

**Element(s)** viscera; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** transmutation

**Prerequisite(s)** primary element (viscera), expanded element (viscera)

**Blast Type** physical; **Damage** bludgeoning and piercing, bludgeoning and slashing, or piercing and slashing

You disfigure the bones from your body as you fire them at a foe.

#### **WINTER BLAST<sup>OO</sup>**

**Element(s)** water and wood; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** conjuration (creation) [cold]

**Prerequisite(s)** cold blast, wood blast

**Blast Type** physical; **Damage** half cold and half bludgeoning, piercing, or slashing

You unleash a blast of frigid frost and jagged, bare branches at your target.

## **TERTIARY**

These are more complex combinations of elements than most composite blasts. While they still follow the same damage formula, they often either have damage increased automatically or have an additional effect baked in as a part of the blast itself. Typically, they require other composite blasts or three simple blasts as part of their prerequisites, although in many cases the prerequisites can be slightly flexible.

#### **AFTERBURN BLAST<sup>KOP4</sup>**

**Element(s)** fire and time; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** evocation [fire]

**Prerequisite(s)** blue flame blast and chrono blast, or epoch blast and fire blast

**Blast Type** energy; **Damage** fire

You use a blast of flames that fires with incredible speed. Creatures are always denied their Dexterity bonus to AC against this blast. In addition, the blast leaves a trail of magical fire behind it that ignites the ground in all squares into which it traveled for 1 round, dealing this blast's minimum damage to all creatures that enter or end their turn in those squares. You can increase the burn cost of this blast by 1 to increase the trail's duration to 1 round per 4 kineticist levels you possess. This is associated with the same infusions as blue flame and epoch blasts.

#### **CHLOROPHYLL BLAST<sup>KOP4</sup>**

**Element(s)** fire, light, and wood; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** conjuration (creation) [fire, light]

**Prerequisite(s)** solar blast, wood blast

**Blast Type** physical; **Damage** half fire and half bludgeoning, piercing, or slashing

You process solar energy within your body, converting it into a burst of power. This blast deals an additional 2 damage per damage die, and infusions applied to it ignore any immunities provided to a creature by its plant traits. This is associated with the same form infusions as fire and light infusions, and the same substance infusions as fire, light, and wood blasts.

#### **DARKLIGHT BLAST<sup>KOP4</sup>**

**Element(s)** aether and void; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** evocation [darkness, force]

**Prerequisite(s)** force blast, negative blast

**Blast Type** energy; **Damage** half force, half negative energy

You pull negative energy into a powerful blast of dread darkness. Negative energy damage from this blast is treated the same as from negative blast. In addition, for 3 rounds, creatures this blast hits emit *blacklight*<sup>PCCS</sup>, as the spell, and creatures entering within 20 feet of those emitting this blacklight are also treated as if affected by the *dark-light*<sup>KoG</sup> spell. This composite blast and infusions applied to it cost twice as much for kineticists of a good alignment. This is associated with the same infusions as force and negative blasts.

#### **FALSE REALITY BLAST**

**Element(s)** light, mind, and sound; **Type** composite (Sp); **Level** --; **Burn** 3; **Aura** illusion (figment) [mind-affecting]

**Prerequisite(s)** light blast, mental blast, and sonic blast



**Blast Type** energy; **Damage** untyped

Your blast creates an illusion that can be broken only by the keenest of senses. The damage dealt by this blast is 1 step higher than normal (using d8s instead of d6s before other modifications). Those affected must make a Will save to disbelieve the blast (DC = 15 + Con modifier + effective spell level); those who disbelieve it take only 20% damage from the blast and any other false reality blast you use against them until they are hit by another of your blasts. Otherwise, they are surrounded by illusory shadows and noises for 1d4 rounds, causing them to treat all creatures as though they had total concealment. This is associated with all light, mind, and sound infusions, but the DC to disbelieve decreases by 2 for each substance infusion and by 3 for each form infusion applied to this blast. This blast is a mind-affecting effect, and as such does not work against mindless creatures or creatures otherwise protected against mind-affecting effects.

**GIGAWATT BLAST**

**Element(s)** air and time; **Type** composite (Sp); **Level** --; **Burn** 3; **Aura** evocation [electricity]

**Prerequisite(s)** electric blast and epoch blast, or chrono blast and thunderstorm blast, or chrono blast, electric blast, and junk blast

**Blast Type** energy; **Damage** electricity

You fire a burst of electrical power that disrupts a foe's very existence, knocking them elsewhere in the timeline. The damage dealt by this blast is 1 step lower than normal (using d4s instead of d6s before other modifications), and its damage is always nonlethal. In addition, if this blast penetrates a creature's spell resistance (even if it deals no damage) that creature must make a successful Will save or be sent up to 1 minute forward in time (in 1 round increments, chosen when you first perform the blast). It disappears from existence, reappearing at the end of this effect's duration (being shunted harmlessly into the closest open space if its previous space is occupied when it returns). From the creature's perspective, no time has passed between when it was hit by the blast and the time it reappears, and the effects of any substance infusions do not occur for it until it reappears. This is associated with the same infusions as electric blast as well as the substance infusions of chrono blast. If you possess junk blast, this is also machine element and can be used with substance infusions associated with junk blast.

**HELLFIRE BLAST**<sup>KOP3</sup>

**Element(s)** fire and void; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** evocation [darkness, fire]

**Prerequisite(s)** blue flame blast and negative blast, or void blast and fire blast

**Blast Type** energy; **Damage** fire and negative

You burn your opponent with the flames of Hell. The damage dealt by this blast is 1 step higher than normal





(using d8s instead of d6s before other modifications) and treat it as though the improved burning infusion was applied to it, except damage dealt to foes set on fire when the fail a save against it is both fire and negative energy damage.

#### METEOR BLAST<sup>KOP3</sup>

**Element(s)** earth and fire; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** conjuration (creation) [earth, fire]

**Prerequisite(s)** fire blast, metal blast

**Blast Type** physical; **Damage** bludgeoning and fire

You create a flaming hunk of space rock to batter an opponent. This blast deals an additional 2 damage per damage die and is treated as though it had the rare-metal infusion applied to it.

#### PRISMATIC BLAST<sup>KOP4</sup>

**Element(s)** light and water; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** evocation [light]

**Prerequisite(s)** ice blast or glorious blast, rainbow blast

**Blast Type** energy; **Damage** untyped

You fire shimmering light through water or ice, creating a radiant burst of color. Those hit by this blast are affected as if by *color spray*, treating them as having 1/3 their normal hit dice for this effect. This is associated with the same infusions as light and water blasts.

#### QUICKSILVER BLAST<sup>KOP4</sup>

**Element(s)** earth and water; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** conjuration (creation) [earth, water]

**Prerequisite(s)** metal blast, water blast

**Blast Type** physical; **Damage** bludgeoning

You assail enemies with a gout of mercury. Increase the damage of this blast by 2 per damage die, and it counts as silver for the purposes of bypassing damage reduction and regeneration.

#### RAVAGING NATURE BLAST<sup>KOP4</sup>

**Element(s)** earth, viscera, and wood; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** transmutation [earth]

**Prerequisite(s)** bone blast, earth blast, wood blast

**Blast Type** physical; **Damage** bludgeoning, piercing, or slashing (see text)

You ravage foes with the primal might of the untamed wilds. This blast deals an additional 2 damage per damage die. In addition, creatures damaged by this blast must make a save based on this blast's damage type (DC 10 + the blast's effective spell level + 1/2 your kineticist level) or receive ability damage based on the chosen damage type (slashing requires a Fortitude save

and deals 1d2 Str damage, piercing requires a Reflex save and deals 1d2 Dex damage, bludgeoning requires a Will save and deals 1d2 Cha damage). This is associated with the same infusions as bone, earth, and wood blasts.

#### REGRESSION BLAST<sup>KOP4</sup>

**Element(s)** aether and time; **Type** composite blast (Sp); **Level** --; **Burn** 0; **Aura** evocation [force]

**Prerequisite(s)** chrono blast, force blast

**Blast Type** energy; **Damage** force

You can halt the energy being built up in your force blast early, weakening it enough that it no longer strains you to use it. This blast deals damage as a simple blast and has its damage reduced by one step (using d4s instead of d6s before other modifications).

#### SHATTERSTORM BLAST<sup>KOP3</sup>

**Element(s)** earth, light, and sound; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** conjuration (creation) [earth, light, sonic]

**Prerequisite(s)** crystal blast, sonic blast

**Blast Type** physical; **Damage** half slashing, half sonic

You create a crystal, shattering it with sonic waves just as it nears your target. The damage dealt by this blast is 1 step lower than normal (using d4s instead of d6s before other modifications), but also deals an additional 2 damage per hit die, and is treated as though it has the kinetic bomb infusion applied to it unless a form infusion besides extended range or extreme range is applied to it.

#### SILVERLIGHT BLAST<sup>KOP3</sup>

**Element(s)** aether and light; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** evocation [force, light]

**Prerequisite(s)** force blast, light blast

**Blast Type** energy; **Damage** half force, half positive energy

You weave aetheric threads into the positive energies within your light, allowing it to sear unholy abominations. The positive energy damage this blast deals is treated as if from positive blast. In addition, for 3 rounds, creatures this blast hits emit and are affected by *silverlight*, as the spell. It is associated with the same infusions as its prerequisites. This blast and infusions applied to it cost twice as much burn for kineticists who are harmed by positive energy, those of the evil alignment, or those with the dread soul archetype.

#### SUBZERO BLAST<sup>KOP3</sup>

**Element(s)** void and water; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** varies (see text)



**Prerequisite(s)** ice blast and negative blast, or cold blast and void blast

**Blast Type** special (see text); **Damage** cold and/or piercing

You chill the air around the target to temperatures so cold that nearly all matter solidifies for an instant. This blast deals an additional 2 damage per hit die, and can use any infusion available to cold, ice, negative, or water blast. You may choose to make this blast deal cold damage, piercing damage, or cold and piercing. If you choose to deal only cold damage this is an energy blast and has an aura of evocation [cold, darkness]; otherwise this is a physical blast and has an aura of conjuration (creation) [cold, darkness].

### SUPERNOVA BLAST<sup>KOP3</sup>

**Element(s)** fire, light, and void; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** evocation [darkness, fire, light]

**Prerequisite(s)** gravity blast, solar blast

**Blast Type** energy; **Damage** fire and bludgeoning

You channel the heat and pressure of a dying star into your blast. The damage dealt by this blast is 1 step higher than normal (using d8s instead of d6s before other modifications) and it is treated as an energy blast regardless of damage type. Creatures reduced to 0 hit points or lower by this composite blast are disintegrated as per the *disintegrate* spell.

## AUGMENTATION

Unlike many composite blasts, augmentation composite blasts rely on another blast the kineticist can use, either increasing the damage of the blast or adding a particular type of damage to the damage caused by the augmented blast. Augmentation composite blasts are never considered to be affiliated with non-universal infusions (though many count as the blast they augment, allowing one to use that blast's affiliated infusions with them).

### ACIDIC BOOST<sup>OAT</sup>

**Element(s)** poison; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** varies (see text)

**Prerequisite(s)** acid blast, expanded element (any)

**Blast Type** special; **Damage** see text

You infuse a simple blast you know with acid, causing it to deal 1 additional point of damage of the same type for each of its damage dice; it otherwise acts as the simple blast. At 15th level, you can also infuse a composite blast with acid by increasing its burn cost by 1. This blast uses the aura of the modified blast, adding the acid descriptor to it (even if it doesn't deal acid damage).

### AETHERIC BOOST<sup>OA</sup>

**Element(s)** aether; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** varies (see text)

**Prerequisite(s)** telekinetic blast, expanded element (any)

**Blast Type** special; **Damage** see text

You infuse a simple blast you know with aether, causing it to deal 1 additional point of damage of the same type for each of its damage dice; it otherwise acts as the simple blast. At 15th level, you can also infuse a composite blast with aether by increasing its burn cost by 1. This blast uses the aura of the modified blast, adding the force descriptor to it (even if it doesn't deal force damage).

### ALTERATION AMPLIFICATION<sup>KOP</sup>

**Element(s)** time; **Type** composite blast; (Sp); **Level** --; **Burn** 2; **Aura** varies (see text)

**Prerequisite(s)** chrono blast, expanded element (any)

**Blast Type** special; **Damage** see text

You are capable of altering the probability of a simple blast, increasing its damage die by one step (to a maximum of d12s); it is otherwise treated as the simple blast. At 15th level, you can also infuse a composite blast with time by increasing its burn cost by 1. This blast uses the aura of the modified blast.

### CEREBRAL EMPOWERMENT<sup>LK</sup>

**Element(s)** mind; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** varies (see text)

**Prerequisite(s)** mental blast, expanded element (any)

**Blast Type** special; **Damage** see text

You enhance your concentration on a simple blast, increasing its damage die by one step (to a maximum of d12s); it is otherwise treated as the simple blast. At 15th level, you can also focus a composite blast in this way by increasing its burn cost by 1. This blast uses the aura of the modified blast.

### DISCORDANT AUGMENTATION<sup>KOP</sup>

**Element(s)** sound; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** varies (see text)

**Prerequisite(s)** vibration blast, any other physical simple blast

**Blast Type** physical; **Damage** see text

You infuse a simple physical blast with intense vibrations, increasing its damage die by one step (to a maximum of d12s); it is otherwise treated as the simple blast. At 15th level, you can also infuse a composite blast with vibrations by increasing its burn cost by 1. This blast uses the aura of the modified blast, adding the sonic descriptor to it (even if it doesn't deal sonic damage).



#### ESOTERIC MODIFICATION<sup>KOP4</sup>

**Element(s)** aether, time, and void; **Type** composite blast (Sp); **Level** --; **Burn** 4; **Aura** varies (see text)

**Prerequisite(s)** aetheric boost, alteration amplification, gravitic boost

**Blast Type** special; **Damage** see text

You twist the fabric of space and time around a simple blast, bending reality itself to bolster it, increasing its damage die by two steps (to a maximum of d12s) and dealing an additional 2 damage per damage die, otherwise treating this as the simple blast. At 15th level, you can also transform a composite blast in this way by increasing its burn cost by 2. This blast uses the aura of the modified blast, adding the darkness and force descriptors to it (even if it doesn't deal force damage).

#### GRAVITIC BOOST<sup>OO</sup>

**Element(s)** void; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** varies (see text)

**Prerequisite(s)** gravity blast, any other physical simple blast

**Blast Type** physical; **Damage** see text

You infuse a simple physical blast with added gravity, increasing its damage dice by one step (to a maximum of d12); it is otherwise treated as the simple blast. At 15th level, you can also infuse a composite blast with gravity by increasing its burn cost by 1. This blast uses the aura of the modified blast, adding the darkness descriptor to it.

#### NEGATIVE ADMIXTURE<sup>OO</sup>

**Element(s)** void; **Type** composite blast (Sp); **Level**; **Burn** 2; **Aura** varies (see text)

**Prerequisite(s)** negative blast, any other energy simple blast

**Blast Type** energy; **Damage** see text

Choose another simple energy blast you know. Negative admixture's damage is half negative energy, and half the chosen blast's type. This blast uses the aura of the modified blast, adding the darkness descriptor to it.

#### NEGATIVE ADMIXTURE, COMPLEX<sup>KOP4</sup>

**Element(s)** void; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** varies (see text)

**Prerequisite(s)** negative admixture, any other composite energy blast

**Blast Type** energy; **Damage** see text

Choose a composite energy blast you know other than negative admixture with a base burn cost of 2 or less. Complex negative admixture deals that blast's normal damage plus 1d6 negative energy damage per 2 damage dice of the chosen blast. Negative energy damage from this blast is treated the same as from negative blast. This blast uses the aura of the modified blast, adding the darkness descriptor to it.

#### POSITIVE ADMIXTURE<sup>UW</sup>

**Element(s)** wood; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** varies (see text)

**Prerequisite(s)** positive blast, any other energy simple blast

**Blast Type** energy; **Damage** see text

Choose another energy simple blast you know. Positive admixture's damage is half positive energy, and half the chosen blast's type. This blast uses the aura of the modified blast, adding the light descriptor to it.

#### POSITIVE ADMIXTURE, COMPLEX

**Element(s)** wood; **Type** composite blast (Sp); **Level** --; **Burn** 3; **Aura** varies (see text)

**Prerequisite(s)** positive admixture, any other composite energy blast

**Blast Type** energy; **Damage** see text

Choose a composite energy blast you know other than positive admixture with a base burn cost of 2 or less. Complex positive admixture deals that blast's normal damage plus 1d6 positive energy damage per 2 damage dice of the chosen blast. Positive energy damage from this blast is treated the same as from positive blast. This blast uses the aura of the modified blast, adding the light descriptor to it.

#### RESONANT AMPLIFICATION<sup>KOP</sup>

**Element(s)** sound; **Type** composite blast (Sp); **Level** --; **Burn** 2; **Aura** varies (see text)

**Prerequisite(s)** sonic blast, any other energy simple blast

**Blast Type** energy; **Damage** see text

You infuse a simple energy blast you know with sonic energy, causing it to deal 1 additional point of damage of the same type for each of its damage dice; it is otherwise treated as the simple blast. At 15th level, you can also infuse a composite blast with sonic energy by increasing its burn cost by 1. This blast uses the aura of the modified blast, adding the sonic descriptor to it (even if it doesn't deal sonic damage).



# Chapter 6: Infusions

While the ability to create a kinetic blast is powerful on its own, it is the infusions one can apply that make them truly unique from one another. Form infusions can be used to alter the shape and path of a blast, while substance infusions can add certain effects. Many infusions can be used with multiple elements; while being used, they only count as the element(s) of the blast (for example, while burning infusion is associated with both fire and poison, it is treated as fire only if applied to a fire-element blast, and is only treated as poison while applied to a poison-element blast). To qualify for an infusion, a kineticist must possess one of the elements of the infusion. For wild talents beyond 1st level, they must also be of a kineticist level equal to at least twice its effective spell level of the infusion if it is their primary element, or at least 4 levels higher than twice its effective spell level if it is an expanded element other than their primary element (however, many archetypes, feats, and other kineticist abilities may change these requirements).

## 1ST-LEVEL INFUSIONS

### APHASIA INFUSION<sup>LK</sup>

**Element(s)** mind or sound; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** encephalon, false reality, mental, radio, shatterstorm, sonic, sonic boom

**Saving Throw** Will negates

You scramble a foe's ability to understand any communication. A foe dealt damage by this infusion is unable to understand any communication for 1 round per kineticist level you possess as per the *aphasia*<sup>UT</sup> spell. You can increase the burn cost of this infusion by 1 to increase the duration to 1 minute per kineticist level you possess.

### ATTUNING INFUSION<sup>KOP</sup>

**Element(s)** sound; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** false reality, flashbang, shatterstorm, sonic, sonic boom, vibration

**Saving Throw** none

You are able to attune enemies to your particular soundwaves. Whenever an infused blast hits a creature or object, it becomes attuned for 1 minute. An attuned creature or object can be used as the point of origin for your ranged kinetic blasts that include sound components as long as they are within 30 feet of you. You must have line of effect to the attuned creature to use this effect. You can reduce this blast's damage to 0 to double the duration of this effect.

### BLOODY INFUSION<sup>KOP</sup>

**Element(s)** aether, earth, viscera, water, or wood; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** autumn, bioelectric, bioluminescent, blizzard, bone, charnel, chilled bone, crystal, earth, fossilized, great oak, haunted, ice, injecting, metal, meteor, ravaging nature, sandstorm, shatterstorm, spring, subzero, summer, telekinetic, venus, warped bone, winter, wood

**Saving Throw** Reflex negates

Your blasts have an especially sharp edge to them. Whenever an infused blast hits a foe and deals either piercing or slashing damage, that foe also takes 1 bleed damage per damage die that your blast deals. Bleed damage from this infusion does not stack with itself. Blood kineticists can select this infusion and apply it to their acid rain, blood, bloody murder, charged water, gore, petrolic, prismatic, rainbow, steam, and water blasts, though only if those blasts can be made to deal piercing or slashing damage.

### BULLYING INFUSION<sup>KOP3</sup>

**Element(s)** universal; **Type** substance; **Level 1; Burn 1**

**Associated Blasts** any

**Saving Throw** none

You know how to add a bit of fear to your blast. Whenever a creature is dealt damage by this blast, you can attempt an Intimidate check (to demoralize) against them. You can increase the burn of this infusion by 1 to increase the duration of the demoralization by 2 rounds.





### BURNING INFUSION<sup>OA</sup>

**Element(s)** fire or poison; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** acid, acid rain, acidic bolt, afterburn, blue flame, fire, flensing, forge, green flame, hellfire, injecting, magma, meteor, nightshade, noxious, plasma, thunder flash, ultraviolet, virulent

**Saving Throw** Reflex negates

Your kinetic blast ignites or spills acid upon your foes. Whenever an infused blast hits a foe and penetrates its spell resistance, that foe catches on fire if the blast was a fire-element blast, or is doused in acid if it was a poison-element blast, regardless of whether it takes damage. A foe that catches fire takes 1d6 points of fire damage each round until the fire is extinguished, and a foe doused in acid takes 1d6 acid damage each round until the acid is neutralized (using the same methods as extinguishing a fire). Against a creature on fire from this infusion, any fire kinetic blasts gain a +2 bonus on attack rolls, to DCs, and on caster level checks to overcome spell resistance; the same applies to poison kinetic blasts used against a creature doused in acid from this infusion. This bonus stacks on opponents both on fire and covered in acid for a fire and poison kinetic blast (such as green flame blast).

### COUNTERING INFUSION<sup>LK2</sup>

**Element(s)** universal; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** any

You strengthen your blast's ability to blot out opposing magic. The infused blast is treated as one spell level higher when used to counter spells, and can be used to counter activated extraordinary, supernatural, or spell-like abilities which share its element or descriptor as if they were spells (using half the hit dice of the targeted ability's user as the ability's effective spell level if the ability does not have a spell level). You can increase your blast's effective spell level to counter spells by an additional 1 for every 2 burn by which you increase this infusion's cost (up to an effective level of 9th). This infusion can only be used as part of a blast prepared as a readied action.

### DAMPENING INFUSION<sup>EMH</sup>

**Element(s)** void; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** antimatter, darklight, hellfire, negative, subzero, void

**Saving Throw** Will negates

Your kinetic blast swirls with darkness, making it harder for your foes to see. This otherwise functions as dazzling infusion.

### DAZZLING INFUSION<sup>KOP/EMH</sup>

**Element(s)** fire, light, or wood; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** afterburn, aurora, bioluminescent, blue flame, chlorophyll, crystal, false reality, fire, glorious, green flame, haunted, hellfire, light, lightning, plasma, prismatic, positive, rainbow, shatterstorm, silverlight, solar, supernova, thunder flash, ultraviolet, verdant

**Saving Throw** Will negates

Your kinetic blast shines brightly, making it harder for your foes to see. If your blast hits a foe (and penetrates SR if applicable), that foe must succeed at a Will save or be dazzled for 1 minute, whether or not it takes damage from the blast. You can reduce the blast's damage by half to increase the DC of this save by 2.

### DISCHARGING INFUSION<sup>KOP3</sup>

**Element(s)** air; **Type** form infusion; **Level 1; Burn 1**

**Associated Blasts** acidic bolt, bioelectric, charged water, electric, gigawatt, lightning

**Saving Throw** Reflex half

Your blasts are capable of frying aquatic foes. When this infused blast targets water, all creatures within 30 feet of the targeted square are affected, taking 1/2 the damage of this blast.

### DIZZYING INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

You know how to overstimulate your foe's senses. A foe dealt damage by this infusion is dazzled for a number of rounds equal to your Constitution modifier (minimum 1).

### DOUBTING INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Your blast causes doubt within a foe, making them less adept at dealing damage. A foe dealt damage by this infusion deals minimum damage with all melee and ranged weapon attacks they make until the beginning of their next round. You can increase the burn cost of this infusion by 1 to increase the duration by 1 round per every 3 kineticist levels you possess.

### DRAINING INFUSION<sup>OA</sup>

**Element(s)** universal; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** any simple



**Saving Throw** Fortitude partial; see text

You can drain elemental energy and matter from your foes to strengthen your next attack. When you use this infusion, your kinetic blast affects only creatures with a subtype matching your kinetic blast's element (for instance, a fire blast would damage only creatures of the fire subtype). Against such creatures, your blast targets touch AC (if it requires an attack roll) and always allows spell resistance. Because you are draining energy from the target, your blast doesn't apply your elemental overflow bonuses or Constitution modifier. The target can attempt a Fortitude save to take 1/4 the normal amount of damage. Draining infusion ignores any damage reduction, resistances, and immunities the creature might possess. If at least one creature fails its saving throw against your draining infusion, you can reduce the total burn cost of any one blast wild talent used before the end of your next turn by 1, or by 2 if you have the supercharge ability. If you use draining infusion again before applying this reduction, you still deal the damage from that draining infusion, but the burn reductions don't stack.

For the purpose of this infusion, treat constructs as the machine subtype, sentient creatures as the mind subtype, oozes as the poison subtype, aberrations as the viscera subtype, creatures healed by negative energy as the void subtype, and fey and plant creatures as the wood subtype. Other creatures may be considered to fit with certain elements at GM discretion.

#### EMPTY INFUSION<sup>LK</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 1; **Burn** 0

**Associated Blasts** any

**Saving Throw** none

You know how to remove trauma from your blast. This blast deals no damage, but increases the DC of the kinetic blast by +1 as well as treating the opponent as if they had taken damage for the purpose of being affected by an infusion if they are hit by it. At 5th level, and every 5 levels thereafter, increase the DC by an additional +1. This infusion does not count against the limit of one substance infusion per kinetic blast.

#### ENERGIZE WEAPON<sup>EMH</sup>

**Element(s)** air, fire, poison, sound, void, water, or wood; **Type** form infusion; **Level** 1; **Burn** 1

**Associated Blasts** acid, blue flame, cold, electric, fire, negative, positive, sonic, virulent

**Saving Throw** none

Choose a manufactured weapon in your hand (not an unarmed strike or natural attack); if the weapon

is a double weapon, you must choose one of its ends to receive this benefit. You imbue the chosen weapon with your elemental energy as part of an attack action, charge action, or full-attack action to add extra damage to each of your attacks with that weapon until the beginning of your next turn. Your attacks with the chosen weapon during that action deal 1d6 additional points of damage. At 7th level and every 6 levels thereafter, this bonus damage increases by 1d6 points. Blue flame and virulent blasts deal double this additional damage. The additional damage is of the same type as the infused blast's damage. This additional damage ignores spell resistance and doesn't apply any modifiers to your kinetic blast's damage (such as your Constitution modifier).

#### EXTENDED RANGE<sup>OA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 1; **Burn** 1

**Associated Blasts** any

**Saving Throw** none

Your kinetic blast can strike any target within 120 feet.

#### FAN OF FLAMES<sup>OA</sup>

**Element(s)** fire; **Type** form infusion; **Level** 1; **Burn** 1

**Associated Blasts** afterburn, blue flame, fire, green flame, hellfire, thunder flash

**Saving Throw** Reflex half

Your kinetic blast extends in a fan of flames, damaging all creatures and objects in a 15-foot cone. The saving throw DC is Dexterity-based.

#### GUSTING INFUSION<sup>OA</sup>

**Element(s)** air; **Type** substance infusion; **Level** 1; **Burn** 1

**Associated Blasts** air, blizzard, noxious, sandstorm, pollutic, thunderstorm

**Saving Throw** Fortitude negates

The wind from your infusion causes your blast to act as an instantaneous *gust of wind*. If your blast has a clear path, you can accept 2 additional points of burn or reduce the damage to 0 in order to cause the *gust of wind* effect to persist for 1 round along that path.

#### HINDERING INFUSION<sup>KOP</sup>

**Element(s)** time; **Type** substance infusion; **Level** 1; **Burn** 1

**Associated Blasts** afterburn, chrono, epoch, gigawatt

**Saving Throw** none

Your blast is able to slow the reflexes of others. Whenever an infused blast deals damage to a foe, that foe is unable to make attacks of opportunity for 1 round.



### ILLUMINATING INFUSION<sup>KOP</sup>

**Element(s)** light; **Type** substance infusion; **Level** 1; **Burn** 1

**Associated Blasts** aurora, bioluminescent, crystal, flashbang, glorious, light, lightning, prismatic, rainbow, silverlight, solar, ultraviolet

**Saving Throw** Reflex negates

You can light up your foes with your blast. Whenever an infused blast deals damage to a foe, that foe is outlined as though under the effects of a *faerie fire* spell for 1 minute.

### INCORPOREAL INFUSION<sup>KOP</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 1; **Burn** 1

**Associated Blasts** any

**Saving Throw** none

You can reach into different planes of existence with your blast. This blast deals full damage to incorporeal targets. This infusion does not count against the normal limit of 1 substance infusion per blast.

### KINETIC BLADE<sup>OA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 1; **Burn** 1

**Associated Blasts** any

**Saving Throw** none

You form a weapon using your kinetic abilities. You create a nonreach, light or one-handed weapon in your hand formed of pure energy or elemental matter. (If you're a telekineticist, you instead transfer the power of your kinetic blast to any object held in one hand.) The kinetic blade's shape is purely cosmetic and doesn't affect the damage dice, critical threat range, or critical multiplier of the kinetic blade, nor does it grant the kinetic blade any weapon special features. The object held by a telekineticist for this form infusion doesn't prevent her from using gather power.

You can use this form infusion once as part of an attack action, a charge action, or a full-attack action in order to make melee attacks with your kinetic blade. Since it's part of another action (and isn't an action itself), using this wild talent doesn't provoke any additional attacks of opportunity. The kinetic blade deals your kinetic blast damage on each hit (applying any modifiers to your kinetic blast's damage as normal, but not your Strength modifier). The blade disappears at the end of your turn. The weapon deals the same damage type that your kinetic blast deals, and it interacts with Armor Class and spell resistance as normal for a blast of its type. Even if a telekineticist uses this power on a magic weapon or

another unusual object, the attack doesn't use any of the magic weapon's bonuses or effects and simply deals the telekineticist's blast damage. The kinetic blade doesn't add the damage bonus from elemental overflow.

### KINETIC BOMB<sup>KOP</sup>

**Element(s)** universal; **Type** form infusion; **Level** 1; **Burn** 1

**Associated Blasts** any

**Saving Throw** Reflex half (see text)

Your blast has far more power packed behind it. The infused blast is treated as a splash weapon, dealing its splash damage to all squares adjacent to the target (or the space it lands in, if the blast misses), allowing a Reflex save for half damage. This infusion is treated as an alchemist's bomb for the purposes of which feats can be applied to it. Splash damage from this infusion is always equal to the blast's minimum damage.

### KINETIC FIST<sup>OA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 1; **Burn** 1

**Associated Blasts** any

**Saving Throw** none

You surround your body with energy or elemental matter from your kinetic abilities. You can use this form infusion as part of an attack action, a charge action, or a full-attack action to add damage to each of your natural attacks and unarmed strikes until the beginning of your next turn. Since kinetic fist is part of another action, using this wild talent doesn't provoke any additional attack of opportunity. You deal an additional 1d6 points of damage per 3 dice of your kinetic blast's damage (minimum 1d6), and this damage is of the same type as your kinetic blast's damage and is modified by effects which would alter the size of the damage dice. This extra damage ignores spell resistance and doesn't apply any modifiers to your kinetic blast's damage, such as your Constitution modifier.

### LACED INFUSION<sup>KOP2</sup>

**Element(s)** poison; **Type** substance infusion; **Level** 1; **Burn** 1

**Associated Blasts** acid, acid rain, acidic bolt, flensing, green flame, injection, nightshade, noxious, ultraviolet, virulent

**Saving Throw** see text

You are able to lace your blast with your own poisons. When you use this blast, you may consume 1 dose of any contact poison you possess in a non-extra-dimensional space, adding it to the blast. Whenever an infused blast deals damage to a foe, they are exposed to the poison, the DC of this poison being treated as the DC of this infusion.



For each creature beyond the first that is damaged by this blast, lower the DC of the poison by 1. At 7th level, this infusion can be also be used with injury poisons, and when used with green flame, noxious, or ultraviolet blasts, you can also use inhaled poisons. This infusion cannot be used with poisons that have been converted from other poison types. This is a poison effect.

#### **LAGGING INFUSION<sup>KOP</sup>**

**Element(s)** time; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** afterburn, chrono, epoch, gigawatt, regression

**Saving Throw** none

Your blast causes your foe's actions to lag by fractions of a second. When the infused blast deals damage to a foe, that foe takes a -2 penalty to all attack rolls for 1 round. You can increase the burn cost by 1 to increase the duration to 1 round per 4 kineticist levels you possess.

#### **OIL INFUSION<sup>LK</sup>**

**Element(s)** machine or water; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** acid rain, charged water, gore, nano, petrolic, pollutic, quicksilver, rainbow, water

**Saving Throw** none

Your blast contains an admixture of flammable oil that soaks the target until washed off. When an item or creature soaked in this oils is dealt fire damage, they automatically catch fire. The DC to extinguish the fire is increased by 5. Water cannot help extinguish this fire while the target is considered soaked in oil, instead dealing an additional 1d6 fire damage immediately.

#### **PAINFUL INFUSION<sup>KOP2</sup>**

**Element(s)** fire or poison; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** acid, acid rain, acidic bolt, afterburn, blue flame, fire, flensing, forge, green flame, hellfire, injection, nightshade, noxious, ultraviolet, virulent

**Saving Throw** Reflex negates

Your blast can leave temporary but sensitive wounds. Whenever an infused blast hits a foe and deals damage, they are unable to use any natural weapons they possess for 1 round. You can increase the burn cost by 1 to increase the duration of this effect by 1 round, allowing a foe an additional save at the end of their round to end this effect.

#### **PERSISTENT INFUSION<sup>LK</sup>**

**Element(s)** earth, machine, viscera, water, or wood; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** antimatter, autumn, bioelectric, blizzard, bone, charnel, chilled bone, chlorophyll, cold, crystal, crystalline, earth, forge, fossilized, great oak, ice, junk, magma, metal, mud, nano, nightshade, petrolic, pollutic, radiation, rust, sandstorm, spring, subzero, summer, venus, verdant, winter, wood

**Saving Throw** none

Your kinetic blasts leave behind residual chunks of energy or matter that last for 1 round per kineticist level. Creatures sharing a space with these chunks at the end of their turn take 1d6 damage of the type of blast that created them. You can place one 5-foot square of chunks per kineticist level; these chunks must be placed along the path of a ranged blast, centered on a melee blast, or within the area of effect of an area blast. You can increase the burn cost of this infusion by 1 to double the duration of these chunks.

#### **PHOTOKINETIC INFUSION<sup>UW</sup>**

**Element(s)** light or wood; **Type** substance infusion; **Level 1; Burn 1**

Prerequisite light blast or positive blast

**Associated Blasts** light, glorious, positive, prismatic, rainbow, silverlight, solar, supernova, verdant

**Saving Throw** none

Your blast damages living creatures with light. The positive energy of this blast deals normal damage to undead creatures but also deals minimum damage (1 point of damage per die, can't be increased by metakinesis (maximize)) to living creatures; if the blast deals other type of damage than positive, those damage types are treated as normal. Undead creatures that are particularly vulnerable to sunlight, such as vampires, take 1 extra point of damage per die from the infused blast.

#### **PULLING INFUSION<sup>OO</sup>**

**Element(s)** void; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** gravity, supernova, void

**Saving Throw** none

Your kinetic blast pulls foes toward you. Attempt a drag combat maneuver check against each target damaged by your infused blast (the blast always drags the foe closer to you), using your Constitution modifier instead of your Strength modifier to determine your CMB. This infusion can pull a foe a maximum of 5 feet. You can increase the maximum distance pulled by 5 feet per additional point of burn accepted.

#### **PURE NEGATIVE INFUSION<sup>KOP</sup>**

**Element(s)** void; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** darklight, hellfire, negative, void

**Saving Throw** none



Your blasts channel an especially damaging form of negative energy. When an undead or construct is hit by the infused blast, it sustains half the negative energy damage that blast would have dealt instead of being dealt no damage as normal for negative energy from your blasts. You can increase the burn cost by 2 to instead deal full damage to constructs and undead with negative energy from your blast. This infusion does not count against the normal limit of one substance infusion per blast.

#### **PUSHING INFUSION<sup>OA</sup>**

**Element(s)** aether, air, earth, machine, sound, viscera, void, water, or wood; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** acid rain, air, autumn, bioelectric, bioluminescent, blizzard, bone, charged water, charnel, chilled bone, chlorophyll, crystal, crystalline, earth, flensing, forge, fossilized, gore, gravity, great oak, junk, magma, metal, meteor, mud, nano, petrolic, quicksilver, radio, ravaging nature, rust, sandstorm, sonic boom, spring, steam, summer, telekinetic, tundra, venus, verdant, vibration, void, warped bone, water, winter, wood

**Saving Throw** none

The momentum of your kinetic blast knocks foes back. Attempt a bull rush combat maneuver check against each target damaged by your infused blast, using your Constitution modifier instead of your Strength modifier to determine your bonus. This infusion can push a foe back by a maximum of 5 feet. You can increase the burn cost of this infusion to increase the maximum distance pushed by 5 feet per additional point of burn accepted. You can't use this infusion with a form infusion such as cloud that causes your kinetic blast to lack a clear direction to push.

#### **QUENCHING INFUSION<sup>OA</sup>**

**Element(s)** water; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** charged water, rainbow, prismatic, subzero, water

**Saving Throw** none

Your blast puts out non-magical fires as if they had been touched by a water elemental. If you increase the burn cost to 2 or reduce the damage to 0, it also dispels magical fires as if you were a water elemental with a number of Hit Dice equal to your kineticist level.

#### **REIFYING INFUSION<sup>LK</sup>**

**Element(s)** mind; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** none

Your blast is made tangible enough to affect mindless creatures. Mindless creatures and creatures immune to mind-affecting effects are affected by your kinetic blast as though they were not mindless or immune, though they receive a +8 bonus on their saves against mind-affecting effects. You can increase the burn cost of this infusion by 1 or more, reducing the bonus they receive by 2 for each point of additional burn. This infusion does not count against your limit of one substance infusion per blast.

#### **RINGING INFUSION<sup>KOP</sup>**

**Element(s)** sound; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** flashbang, radio, shatterstorm, sonic, sonic boom, vibration

**Saving Throw** Fortitude negates

Your blasts are capable of damaging the hearing of your foes. When the infused blast deals damage to a foe, that foe suffers a -5 penalty to all hearing-based Perception checks for 1 minute per 2 kineticist level you possess. You can increase the burn cost by 1 to double this penalty.

#### **SHIVERING INFUSION<sup>KOP2</sup>**

**Element(s)** viscera or water; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** aurora, bioelectric, bone, charnel, chilled bone, cold, fossilized, haunted, ice, injecting, subzero, tundra, venus, warped bone

**Saving Throw** Fortitude negates

Your blast causes opponents to convulse involuntarily. Whenever a foe takes damage from this infusion, they begin to shiver violently for 1 round per 2 kineticist levels you possess, bestowing a -1 penalty on all attack rolls and forcing a concentration check equal to the infusion's DC for all spells with somatic components.

#### **THUNDERING INFUSION<sup>OA</sup>**

**Element(s)** air and sound; **Type** substance infusion; **Level 1; Burn 1**

**Associated Blasts** electric, false reality, lightning, radio, shatterstorm, sonic, sonic boom, thunderstorm

**Saving Throw** Fortitude negates

Your lightning brings with it a peal of thunder. Whenever your infused blast hits a foe and penetrates spell resistance, that foe becomes deafened, even if the blast doesn't deal damage.

#### **TELEKINETIC BOOMERANG<sup>PA</sup>**

**Element(s)** aether; **Type** form infusion; **Level 1; Burn 1**

**Associated Blasts** telekinetic

**Saving Throw** none



This functions as telekinetic blast, except you maintain an elastic strand of aether attached to the object you throw. This allows you to pull it back to you after the attack and catch it if you have enough free hands (and assuming it is small enough for you to carry). This prevents the object from taking damage, but it also prevents you from loosening the strands of aether (see telekinetic blast). Alternatively, if the attack missed, on your next turn as a standard action, you can snap the elastic strand back to make another attack with the same substance infusion and metakinesis, as if using a normal telekinetic blast (at which point the object takes damage and doesn't return to you, and you can't try again).

## 2ND-LEVEL INFUSIONS

### AMNESIA INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 2; **Burn** 2

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Your blast can wipe a foe's memory clean. A foe dealt damage by this infusion loses all memories of the last round. You can increase the burn cost of this infusion by 1 to increase the length of memories lost by 1 round per 3 kineticist levels you possess.

### BEACON INFUSION<sup>KOP</sup>

**Element(s)** light or wood; **Type** substance infusion; **Level** 2; **Burn** 2

**Associated Blasts** aurora, bioluminescent, crystal, flashbang, glorious, haunted, light, lightning, positive, prismatic, rainbow, silverlight, solar, ultraviolet, verdant

**Saving Throw** none

You are capable of illuminating the most vulnerable parts of your foes with your blast. Whenever an infused blast hits a foe and deals damage, the next attack made against that foe before the end of your next round gains a +4 bonus to damage. You can increase the burn cost by 1 to instead apply this bonus to the next two attacks against that foe.

### BLADE RUSH<sup>PA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 2; **Burn** 2

**Prerequisite(s)** kinetic blade

**Associated Blasts** any

**Saving Throw** none

You use your element's power to instantly move 30 feet in any direction (even straight up), manifest a kinetic

blade, and attack once. You gain a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn. The movement doesn't provoke attacks of opportunity, though activating blade rush does. If you have the kinetic whip infusion, you can manifest a kinetic whip instead of a kinetic blade at the end of your movement by increasing the burn cost of this infusion by 1. The blade or whip vanishes instantly after the rush.

### BLOCKING INFUSION<sup>MAH</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 2; **Burn** see below

**Prerequisite(s)** ki pool, kinetic fist

**Associated Blasts** any

**Saving Throw** Fortitude partial

You infuse your elemental energy with kundalini serpent fire. Choose a [chakra](#)<sup>OA</sup> you can currently open; you must accept an amount of burn equal to the chakra's number (1 for root, 2 for sacral, and so on). Your unarmed strikes with the infused blast cause the target to suffer the effects of blocking the chosen chakra as per the [Block Chakras](#)<sup>MAH</sup> or [Block Upper Chakras](#)<sup>MAH</sup> feat. You can use this infusion only while also using the kinetic fist form infusion.

### BOWLING INFUSION<sup>OA</sup>

**Element(s)** aether, earth, machine, or sound; **Type** substance infusion; **Level** 2; **Burn** 2

**Associated Blasts** crystal, crystalline, earth, forge, fossilized, junk, magma, metal, meteor, mud, nano, radio, ravaging nature, rust, shatterstorm, sonic boom, telekinetic, tundra, vibration

**Saving Throw** none

You bowl your foes over with the sheer mass of your kinetic blast. Attempt a trip combat maneuver check against each target damaged by your infused blast, using your Constitution modifier instead of your Strength modifier to determine your Combat Maneuver Bonus.

### BREACHING INFUSION<sup>MTA</sup>

**Element(s)** machine or poison; **Type** substance infusion; **Level** 2; **Burn** 2

**Associated Blasts** acid, acid rain, acidic bolt, antimatter, crystalline, forge, gigawatt, green flame, junk, nano, petrolic, pollutic, radiation, radio, rust, ultraviolet, virulent

Your blast contains nanites or acids that specifically target weapons and gear held by the enemy. You can attempt a sunder combat maneuver check against one item possessed by a foe damaged by your infused blast, using your Constitution modifier instead of your Strength modifier to determine your CMB.



### CUPID INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 2; **Burn** 2

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Your blast can fill a target with lust. A foe dealt damage by this infusion must find the object of their affection designated by you as per *unnatural lust*<sup>UM</sup> for 1 round. You can increase the burn cost of this infusion by 1 to increase the duration by 1 round per 3 kineticist levels you possess. This is a compulsion effect.

### ENTANGLING INFUSION<sup>OA</sup>

**Element(s)** earth, machine, water, or wood; **Type** substance infusion; **Level** 2; **Burn** 2

**Associated Blasts** aurora, autumn, bioluminescent, blizzard, chilled bone, crystal, crystalline, cold, earth, flensing, forge, great oak, ice, junk, magma, metal, meteor, mud, nano, nightshade, quicksilver, rust, sandstorm, shatterstorm, spring, subzero, summer, tundra, venus, verdant, winter, wood

**Saving Throw** Reflex negates

Your kinetic blast surrounds your foes in elemental matter. Whenever a blast with this infusion deals damage to a foe, that foe becomes entangled for 1 minute. The foe can remove this condition as a standard action with a successful Escape Artist or Strength check (with the same DC as for saves against your kinetic blast) or by dealing an amount of damage to the entangling matter equal to double your kineticist level (the matter has hardness 0). If the foe was already entangled by this infusion and fails its save against a second instance of this infusion, the increased amount of elemental matter fuses to the ground, causing the foe to be rooted in place as though anchored to an immobile object.

### FOCUSED BLAST<sup>PA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 2; **Burn** 2

**Associated Blasts** any

**Saving Throw** none

You focus your blast in a concentrated attack. You gain a +1 enhancement bonus on your attack roll with the blast and your caster level check to overcome spell resistance. You can increase the burn cost of this infusion by 2 to increase the enhancement bonus by 1, to a maximum of +5 for 10 burn. You can reduce your blast's total damage by half to reduce the burn cost of this infusion by half as well.

### INFUSE WEAPON<sup>OAT</sup>

**Element(s)** universal; **Type** form infusion; **Level** 2; **Burn** 1

**Associated Blasts** any

**Saving Throw** none

You surround your manufactured weapons with energy or elemental matter from your kinetic abilities. This functions the same as kinetic fist, but applies only to attacks you make with manufactured weapons. Using this infusion prevents weapon properties that add extra energy damage, such as *flaming* or *frost*, from working while it is used.

If you possess energize weapon, you can use this infusion as a utility wild talent by taking a standard action, applying its effects to your manufactured weapons for 1 round per 3 kineticist levels you possess.





### MELTING INFUSION<sup>KOP2</sup>

**Element(s)** fire or poison; **Type** substance infusion; **Level 2; Burn 2**

**Associated Blasts** acid, acid rain, acidic bolt, afterburn, blue flame, fire, flensing, forge, green flame, hellfire, injection, nightshade, ultraviolet, virulent

**Saving Throw** Reflex negates

Your blast can leave both natural and man-made armor in disrepair. Whenever an infused blast deals damage to a foe, reduce the armor bonus of any armor the foe is wearing or natural armor bonus it may possess by 1 per 3 kineticist levels you possess for 1 minute.

### OSTEOTOMY<sup>KOP4</sup>

**Element(s)** viscera; **Type** form infusion; **Level 2; Burn 1**

**Associated Blasts** bioelectric, bloody murder, bone, charnel, chilled bone, fossilized, injecting, ravaging nature, warped bone

**Saving Throw** Fortitude negates

You rip slivers of an enemy's bones out of its body. The infused blast automatically hits unless the target succeeds its Fort save, appearing instantly at the target's location, and deals half its normal damage. In addition, the removed bone shards drop into a random square adjacent to the target, being treated as **caltrops** for a number of rounds equal to your kineticist level. The infused blast can affect a corporeal undead, but the target must have an internal skeleton to be affected.

### OVERLOADING INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level 2; Burn 2**

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Your blast overloads a foe's mind, leaving them unable to focus. A foe dealt damage by this infusion cannot maintain concentration on spells and is unable to take 20 on a skill check for 10 minutes for every 3 kineticist levels you possess.

### PENETRATING INFUSION<sup>EMH</sup>

**Element(s)** air, fire, poison, or water; **Type** substance infusion; **Level 2; Burn 2**

**Associated Blasts** acid, acidic bolt, afterburn, blue flame, cold, electric, fire, green flame, hellfire, subzero, supernova, thunder flash, virulent

**Saving Throw** none

The intensity of your blasts allows you to break through your foes' resistances. Treat your foe's acid, cold, electricity, or fire resistance as if it were 5 lower for

the purpose of determining the infused blast's damage; this doesn't stack with the reduction from searing flame.

You can increase the burn cost of this infusion to further reduce the foe's resistance against the infused blast by 5 per additional point of burn accepted. This has no effect on creatures with immunity. This can only be applied to a subzero blast which is being used as an energy blast.

### RICOCHET<sup>LK2</sup>

**Element(s)** universal; **Type** form infusion; **Level 2; Burn 2**

**Associated Blasts** any physical bludgeoning

**Saving Throw** none

You can cause your blast to ricochet off of your target into another. When you hit your target with your infused blast, you can attempt a ranged attack against one additional target within 15 feet of the first. This attack originates from the infused blast's original target and is identical to the original blast except that it does not replicate the effects of the ricochet infusion.

### SEEKING INFUSION<sup>KOP</sup>

**Element(s)** universal; **Type** form infusion; **Level 2; Burn 2**

**Associated Blasts** any

**Saving Throw** none

You can easily avoid obstacles that hinder the path of your blast. This infused blast ignores partial cover and concealment.

### SICKENING INFUSION<sup>KOP</sup>

**Element(s)** poison, sound, viscera or void; **Type** substance infusion; **Level 2; Burn 2**

**Associated Blasts** acid, acid rain, acidic bolt, antimatter, bioelectric, bone, charnel, chilled bone, darklight, flashbang, flensing, fossilized, gore, gravity, green flame, haunted, hellfire, injecting, negative, nightshade, noxious, ravaging nature, shatterstorm, sonic, sonic boom, supernova, ultraviolet, venus, vibration, virulent, void, warped bone

**Saving Throw** Fortitude negates

Your blast can disrupt another creature's well-being. Whenever an infused blast hits a foe, that foe is sickened for 1 round per 3 kineticist levels you possess. This is a poison effect when used with a poison-element blast.

### SLICK INFUSION<sup>PA</sup>

**Element(s)** water; **Type** substance infusion; **Level 2; Burn 2**

**Prerequisite(s)** slick



**Associated Blasts** acid rain, aurora, blizzard, charged water, cold, gore, ice, subzero, tundra, water

**Saving Throw** Reflex negates

Your blast leaves behind slippery water or ice in its area for as long as the blast is in that area and for 1 round thereafter, making the area difficult terrain and increasing the DC of Acrobatics checks attempted in the area by 5. You can use this infusion only if you also use a form infusion that has an area of effect.

### SMOKE INFUSION<sup>KOP</sup>

**Element(s)** fire; **Type** substance infusion; **Level** 2; **Burn** 2

**Associated Blasts** afterburn, blue flame, fire, and hellfire

**Saving Throw** Reflex negates

Your blast causes the target to be engulfed in smoke. Whenever an infused blast hits a foe and penetrates its spell resistance, that foe's square is engulfed in smoke, regardless of whether it takes damage. This smoke extends to all adjacent squares and obscures vision as a [smokestick](#), lasting for 1 round per 2 kineticist levels you possess. You can increase the burn cost by 1 to double the duration of this smoke.

### SPELLBANE INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 2; **Burn** 2

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Your blast eliminates magical knowledge from a foe. A spellcasting foe dealt damage by this infusion loses one randomly determined prepared spell if they are a prepared caster, or spell slot from the highest level of spell they can cast if they are a spontaneous caster. You can increase the burn cost of this infusion by 1 to cause the foe to lose an additional prepared spell or spell slot.

### SPINDLE<sup>EMH</sup>

**Element(s)** universal; **Type** form infusion; **Level** 2; **Burn** 2

**Associated Blasts** any

**Saving Throw** Reflex negates (see text)

You throw a long, roughly 5-foot-by-10-foot spindle of elemental matter or energy (or nearby unattended objects in the case of telekineticists) up to 30 feet away, damaging all creatures and objects within any two adjacent 5-foot squares unless they succeed at a Reflex save. An energy blast infused with spindle deals its normal damage to each target, while a physical blast

infused with spindle deals half its normal damage to each target. The saving throw DC is Dexterity-based.

### SUSPENDED IMPACT<sup>T<sup>KOP</sup></sup>

**Element(s)** time; **Type** form infusion; **Level** 2; **Burn** 2

**Associated Blasts** afterburn, chrono, epoch, gigawatt, regression

**Saving Throw** none

Your blasts are able to hide their exact moment of impact. Whenever an infused blast hits a foe and penetrates their spell resistance, you can choose to delay the damage, leading your foe to believe you missed. You can delay the damage for up to 1 round per 3 kineticist levels you possess, and for each round the damage is delayed, this infusion adds one additional die to a simple blast's damage or two additional dice to a composite blast's damage (for example, delaying a 3d4 chrono blast by 2 rounds increases its damage to 5d4, or delaying an 8d4 epoch blast by 2 rounds increases its damage to 12d4).

### VENOM ADMIXTURE<sup>HOG</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 2; **Burn** 2

**Prerequisite(s)** venom speaker

**Associated Blasts** any

**Saving Throw** see text

You can infuse your kinetic blast with poison. To use this infusion, you must be holding a dose of poison or have at least one use of a feat or racial trait that produces poison (such as the [Spit Venom](#)<sup>ARG</sup> feat or the toxic skin gripli alternate racial trait). One dose of poison or one use of your feat or racial trait is consumed if applicable, and creatures damaged by the infused blast are affected by the poison. Use the same type, save, save DC, frequency, effect, and cure as the consumed poison.

### WEAKENING INFUSION<sup>KOP<sub>2</sub></sup>

**Element(s)** viscera; **Type** substance infusion; **Level** 2; **Burn** 2

**Associated Blasts** bioelectric, bone, charnel, chilled bone, fossilized, gore, haunted, injecting, ravaging nature, venus, warped bone

**Saving Throw** Fortitude negates

Your blast can make your foes more vulnerable to damage. Whenever a foe takes damage from this infusion, all attacks made against that foe thereafter until the end of their next round deal an additional 1d6 damage of the same type as that attack. At 7th level, you can increase the burn cost by 1 to increase the damage to 2d6. This infusion can affect corporeal undead.



### WEIGHING INFUSION<sup>PA</sup>

**Element(s)** void; **Type** substance infusion; **Level** 2; **Burn** 2

**Associated Blasts** gravity, supernova, void

**Saving Throw** Reflex negates

This infusion functions as entangling infusion, except it entangles and immobilizes a foe by increasing its weight, rather than surrounding it in elemental matter.

### WRATHFUL INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 2; **Burn** 2

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Your blast fills the target with fury. Those affected by this infusion fall under the effects of *rage*, as the spell,

for 1 round per kineticist level you possess (minimum 1 round), except it does not provide a bonus to Strength, Constitution, or Will saves. You can increase the burn cost of this blast by 1 to reduce the damage this blast causes to 0 and allow it to provide its normal bonuses.

## 3RD-LEVEL INFUSIONS

### ADAMANTINE INFUSION<sup>KOP3</sup>

**Element(s)** earth or machine; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** forge, junk, metal, meteor, nano, quicksilver, radio, rust

Your blast is strong enough to shatter most objects with ease. This blast can ignore up to 20 hardness of any object it connects against as well as being treated as adamantine for the purpose of bypassing damage reduction.

### ALIGNED INFUSION<sup>KOP3</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** any

**Saving Throw** none

Your blasts are more dedicated than most. Select one component of your alignment (good/evil/law/chaos); your blasts are treated as that alignment for the purposes of penetrating damage reduction and negating regeneration. Whenever an infused blast hits a foe that has an opposed alignment to your blast, increase all DCs associated with this blast by 1. This blast's aura gains the descriptor matching the chosen alignment (for example, a lawful aligned infusion fire blast has an aura of evocation [fire, lawful]).

### BOLT<sup>HOG</sup>

**Element(s)** air; **Type** form infusion; **Level** 3; **Burn** 2

**Associated Blasts** electric, gigawatt, lightning, thunder flash, thunderstorm

**Saving Throw** Reflex half

You unleash a bolt of lightning above an enemy within 30 feet and send it spiraling down with tremendous force. Each bolt is a 5-foot-wide, 30-foot-long, vertical bolt, dealing your full blast damage to creatures within the line. If all squares in the bolt's area are outdoors and in a storm, the blast deals an additional 1 point of damage per die. The saving throw is Dexterity-based.





### BURNING INFUSION, IMPROVED<sup>KOP3</sup>

**Element(s)** fire or poison; **Type** substance infusion; **Level 3; Burn 2**

**Prerequisite(s)** burning infusion

**Associated Blasts** acid, acid rain, acidic bolt, afterburn, blue flame, fire, flensing, forge, green flame, hellfire, injecting, magma, meteor, nightshade, noxious, plasma, thunder flash, ultraviolet, virulent

**Saving Throw** Reflex negates

This infusion functions as burning infusion except targets that are on fire due to this infusion suffer 2d6 fire damage per round, and those covered in acid suffer 2d6 acid damage per round. The save to end this effect is equal to the DC of this infusion.

### CACOPHONOUS INFUSION<sup>KOP</sup>

**Element(s)** sound; **Type** substance infusion; **Level 3; Burn 2**

**Associated Blasts** false reality, flashbang, shatterstorm, sonic, sonic boom, vibration

**Saving Throw** none

Your blasts are capable of shattering any silence. This infusion ignores magical silence. You can increase the burn cost by 1 to allow the infused blast to make a caster level check whenever it enters an area of magical silence to dispel that effect.

### DARKNESS INFUSION<sup>OO</sup>

**Element(s)** void; **Type** substance infusion; **Level 3; Burn 2**

**Associated Blasts** darklight, gravity, negative, subzero, supernova, void

**Saving Throw** none

Your kinetic blast creates darkness. Treat each square of the path of your ranged attack kinetic blast, the target square of your melee attack kinetic blast, or the area of your area of effect kinetic blast as the center of a darkness effect that lasts until the end of your next turn. This effect counts as a 3rd-level darkness spell with the darkness descriptor.

### DAYBREAK INFUSION<sup>KOP</sup>

**Element(s)** light; **Type** substance infusion; **Level 3; Burn 2**

**Associated Blasts** aurora, bioluminescent, crystal, glorious, haunted, light, lightning, prismatic, rainbow, silverlight, solar, supernova, ultraviolet

**Saving Throw** none

Your blasts are capable of destroying all darkness. Whenever a blast with this infusion enters an area of magical darkness, make a caster level check to dispel the effect.

### DEHYDRATING BLAST<sup>LK2</sup>

**Element(s)** water; **Type** form infusion; **Level 3; Burn 2**

**Associated Blasts** acid rain, charged water, gore, rainbow, steam, subzero, water

**Saving Throw** Fort partial; **Spell Resistance** yes

You sap vital water out of a creature's body, causing it to suffer from dehydration. The damage die size of the infused blast is reduced one step (1 > d2 > d3 > d4 > d6 > d8 > d10 > d12) and the damage is nonlethal, but the blast appears directly in the target's square rather than traveling to it and its damage is untyped. This damage causes the foe to become fatigued and cannot be recovered from until the creature drinks water, even from magical healing that restores hit points. Creatures who succeed their save against this infusion take half damage and are not fatigued. Creatures who do not need to drink to survive are immune to the infused blast's damage and effects, but creatures of the water subtype are always susceptible to it regardless of the need to drink or lack thereof. Blood kineticists cannot use this infusion with blood blast or bloody murder blast.

### DIVERGING INFUSION<sup>KOP</sup>

**Element(s)** time; **Type** substance infusion; **Level 3; Burn 2**

**Associated Blasts** afterburn, chrono, epoch, gigawatt, regression

**Saving Throw** Will negates

Your blast can divert a foe's future for the worse. Whenever an infused blast hits a foe and penetrates their spell resistance, the next time that foe makes an attack roll or saving throw, they must roll twice and accept the worse result. This effect last for 1 minute or until the foe makes an attack roll or saving throw, whichever comes first.

### ELEMENTAL TRAP<sup>WO</sup>

**Element(s)** universal; **Type** form infusion; **Level 3; Burn 2**

**Associated Blasts** any

**Saving Throw** Reflex half; see text

You touch an area of natural ground, drawing up elemental energy that roils just below the surface, ready to explode when stepped on. This 5-foot square detonates when triggered by a weight of 10 pounds or more, affecting all creatures within 10 feet of the trap with the infused blast. Any creature other than the one that triggered the elemental trap can attempt a Reflex save for half damage.

The elemental trap lasts until the next time you use this wild talent or until it triggers. This counts as



a magical trap with a Perception and Disable Device DC equal to 10 + your kineticist level + your Dexterity modifier. You can accept 2 additional points of burn, which cannot be reduced with gather power, to make a new trap without dismissing any previous traps. If you do, the trap lasts until the next time you recover burn.

#### EMPATHETIC SURGE<sup>LK</sup>

**Element(s)** mind; **Type** form infusion; **Level** 3; **Burn** 2  
**Associated Blasts** encephalon, false reality, mental  
**Saving Throw** Will half

Your blast can damage those around your foe. Select one foe within 30 feet; all creatures within 5 feet of that foe (including the target) are affected by your blast. You can increase the burn cost of this infusion by 1 to select a number of creatures up to your Constitution modifier to be unaffected by this infusion.

#### ERUPTION<sup>OA</sup>

**Element(s)** fire or light; **Type** form infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** extended range

**Associated Blasts** blue flame, charnel, fire, flashbang, forge, glorious, green flame, hellfire, light, magma, prismatic, rainbow, silverlight, solar, steam, ultraviolet

**Saving Throw** Reflex half

Your kinetic blast erupts from the ground in a pillar centered anywhere within 120 feet of you. The pillar affects all creatures and objects in a 10-foot-radius cylinder that extends 40 feet above the ground. An energy blast infused with eruption deals its normal damage to each target, while a physical blast deals half its normal amount of damage. The saving throw DC is Dexterity-based.

#### EXTREME RANGE<sup>OA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** extended range

**Associated Blasts** any

**Saving Throw** none

Your kinetic blast can strike any target within 480 feet.

#### FLURRY OF BLASTS<sup>OA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** extended range

**Associated Blasts** any

**Saving Throw** none

Instead of a single kinetic blast, you shoot two kinetic blasts at targets within 120 feet that each deal damage

as if from a 1st-level kineticist (effects or abilities that increase your kinetic blast's damage don't apply). At 10th level, you can shoot three blasts with flurry of blasts; this increases to four blasts at 16th level and to five blasts at 20th level. If you are under the effect of haste or similar magic that increases your number of attacks in a full-attack action, the number of kinetic blasts in your flurry of blasts increases by one.

No two targets can be more than 30 feet apart. You must assign the targets of all your blasts before rolling any of the attacks. Any blast beyond the first that hits the same target adds 1d6 points of damage; bonuses and penalties to damage don't apply. If you are using a substance infusion that requires a saving throw, a target attempts its save only once (even if it was hit multiple times), but it takes a penalty on the save equal to the number of times it was hit beyond the first. If you are using a substance infusion that requires a caster level check or combat maneuver check, you roll the check only once against each target, but you gain a bonus on the check equal to the number of times that target was hit beyond the first. If you are using the pushing substance infusion, the maximum distance of the push increases by 5 feet for each time the target was hit beyond the first.

#### FOE THROW<sup>OA</sup>

**Element(s)** aether or viscera; **Type** form infusion; **Level** 3; **Burn** 2

**Associated Blasts** bone, gore, haunted, ravaging nature, telekinetic, warped bone

**Saving Throw** Fortitude negates; see text

Your blast can throw a Large or smaller creature instead of an unattended object; you can increase the burn cost by 1 to affect a creature of a larger size. This functions as if throwing an object with telekinetic blast, regardless of the type of blast used. If the creature you attempt to throw succeeds at a Fortitude save, it negates the blast entirely.

Otherwise, if your blast hits, both the thrown creature and the target take the full amount of damage from your blast, and the thrown creature falls prone in the last unoccupied space along its path. If your blast misses, the thrown creature can choose to occupy any space within 30 feet of the target, it doesn't fall prone, and it takes half the normal amount of damage from your blast. The movement doesn't provoke attacks of opportunity.

#### FOLLOW-UP SHOT<sup>T<sup>KOP</sup>3</sup>

**Element(s)** universal; **Type** form infusion; **Level** 3; **Burn** 2

**Associated Blasts** any

**Saving Throw** none



You know how to add a little extra kick to your blast. You may make a second attack with your kinetic blast after your first with a -2 penalty to your attack roll, treating yourself as a 1st level kineticist for the damage this blast deals. For every 3 kineticist levels you possess, you can increase the burn cost of this infusion by 1 to increase your effective kineticist level by 2 for the purpose of how much damage this second attack deals.

#### FORCE HOOK<sup>OA</sup>

**Element(s)** aether; **Type** form infusion; **Level** 3; **Burn** 2

**Associated Blasts** darklight, force, silverlight, regression

**Saving Throw** none

Your blast hooks onto its target and drags you adjacent to it. This effect functions as *force hook charge*<sup>UM</sup>, except with the range and damage of your force blast.

#### FOXFIRE INFUSION<sup>UW</sup>

**Element(s)** fire or wood; **Type** substance infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** foxfire or positive blast

**Associated Blasts** blue flame, fire, green flame, positive, thunder flash

**Saving Throw** Will partial

Your blast leaves behind flickering flames that reveal the target's location as per *faerie fire* for 1 minute (or until your next turn if the target succeeds at its save). This effect occurs even if the foe doesn't take damage, as long as the attack overcomes spell resistance (if any). You can reduce the blast's damage by half to increase the DC of this saving throw by 2. A creature can remove the revealing flames early by taking a full-round action to extinguish them.

#### IMPALE<sup>OA</sup>

**Element(s)** earth, machine, viscera, water, or wood; **Type** form infusion; **Level** 3; **Burn** 2

**Associated Blasts** autumn, bone, chilled bone, chlorophyll, crystalline, earth, forge, fossilized, great oak, haunted, junk, ice, injecting, metal, nano, ravaging nature, rust, spring, subzero, summer, venus, verdant, warped bone, winter, wood

**Saving Throw** none

You extend a long, sharp spike of elemental matter along a line, impaling multiple foes. Make a single attack roll against each creature or object in a 30-foot line, starting with the closest target. If the result is a critical threat, roll to confirm against only the first target you hit. Calculate damage against each target you hit, starting from the closest. If your attack hits a target but fails to deal physical damage to that target, the spike fails to penetrate and the infused blast doesn't continue. A blast with the impale infusion can

penetrate solid barriers, but it must deal enough damage to destroy the barrier in order to continue through. This can only be used with blasts which deal piercing damage.

#### KINETIC BOMB, IMPROVED<sup>KOP3</sup>

**Element(s)** universal; **Type** form infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** kinetic bomb

**Associated Blasts** any

**Saving Throw** Reflex half (see text)

This infusion functions as kinetic bomb, extending its splash radius by 5 feet. You can increase the burn cost of this blast by 1 to increase the splash radius of this infusion by an additional 5 feet.





### KINETIC WHIP<sup>OA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** kinetic blade

**Associated Blasts** any

**Saving Throw** none

You form a long tendril of energy or elemental matter. This functions as kinetic blade but counts as a reach weapon appropriate for your size. Unlike most reach weapons, the kinetic whip can also attack nearby creatures. The kinetic whip disappears at the beginning of your next turn, but in the intervening time, it threatens all squares within its reach, allowing you to make attacks of opportunity that deal the whip's usual damage.

### LOW GRAVITY INFUSION<sup>KOP</sup>

**Element(s)** void; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** gravity, supernova, void

**Saving Throw** Reflex negates

Your blast can loosen the power of gravity's control on another. When the infused blast hits a foe and deals damage to them, that foe begins to float 10 feet up into the air as though under the effects of a *levitate* spell for 1 round per 3 kineticist levels you possess. At the beginning of the foe's round, they float an additional 10 feet into the air. While affected by this infusion, they are unable to reduce their height, but are otherwise free to control their movement. When this effect ends, the foe falls, taking falling damage according to their height above the ground. Airborne foes are unaffected by this infusion.

### MAGNETIC INFUSION<sup>OA</sup>

**Element(s)** air, earth, or machine; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** acidic bolt, antimatter, bioelectric, charged water, electric, forge, junk, lightning, metal, meteor, nano, plasma, quicksilver, radiation, rust, thunder flash, thunderstorm

**Saving Throw** none

Your kinetic blast causes your foes to become mildly magnetic. Whenever an infused blast deals damage to a foe, attacks made with metal weapons (including metal kinetic blasts) against that foe receive a +4 bonus until the end of your next turn, and the foe takes a -4 penalty on Reflex saving throws to avoid metallic objects.

### MOBILE BLAST<sup>OA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 3; **Burn** 2

**Associated Blasts** any

**Saving Throw** Reflex negates

You send an elemental mass, energy ball, or object into a particular square within 30 feet, dealing 1/4 the normal amount of damage (or half the normal amount of damage, for an energy blast) to all creatures in that square. The mobile blast lasts until you dismiss it as a free action, lose consciousness, or move farther than 30 feet from it. Each round on your turn as a move action, you can move the mobile blast to another square within range; either way, it continues to deal damage to all creatures in its final square each round if they fail their saving throws.

You can have only a single mobile blast in existence at a time. If the mobile blast's total burn cost before applying any reduction for gather power is 0, it has no maximum duration. Otherwise, it lasts for a maximum number of rounds equal to your Constitution modifier, and afterward you can't create another mobile blast for a number of minutes equal to the number of rounds it existed. A mobile blast is always extremely loud and visible. The saving throw DC is Dexterity-based.

### NEUTRALIZING INFUSION<sup>KOP2</sup>

**Element(s)** poison; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** acid, acid rain, acidic bolt, flensing, green flame, injection, nightshade, noxious, ultraviolet, virulent

**Saving Throw** Fortitude negates

Your blast can strip the resistances from others. Whenever an infused blast hits a foe and penetrates their spell resistance, any resistance or immunity to poison they may possess is negated for 1 minute per kineticist level you possess. Creatures without a Constitution score (such as constructs and undead) are immune to this effect.

### OXIDIZING INFUSION<sup>MTA</sup>

**Element(s)** machine; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** antimatter, crystalline, forge, junk, nano, petrolic, pollutic, radiation, radio, rust

**Saving Throw** Reflex negates

Your blast causes objects to rapidly rust. A metal object hit by your infused blast takes half its maximum hit points in damage and gains the broken condition - a second hit destroys the item. Against creatures made of metal, your infused blast deals an extra 3d6+5 points of damage.

### PARANOIA INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates



You sow the seeds of doubt into a foe's mind. A foe dealt damage by this infusion must make an attack of opportunity against any creature that provokes an attack of opportunity from them and must make a saving throw against any spell that affects them even if it is harmless for 1 round per 2 kineticist levels you possess.

#### RARE-METAL INFUSION<sup>OA</sup>

**Element(s)** earth or machine; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** forge, junk, metal, nano, petrolic, pollutant, rust

**Saving Throw** none

You can control the properties of metal, allowing your blast to bypass damage reduction as if it were adamantine, cold iron, or silver (your choice). If your target has an unusual type of damage reduction that could be overcome with the correct type of metal (such as DR/gold), you can also select that metal for this purpose. The metal you create with this infusion crumbles away shortly thereafter and has no gp value.

#### SCRAMBLING INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Your blast can scramble the signals in a foe's brain. A foe dealt damage by this infusion is confused for 1 round per 4 kineticist levels you possess.

#### SNAKE<sup>OA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** extended range

**Associated Blasts** any

**Saving Throw** none

You have fine control over your kinetic blast, allowing you to alter its path to avoid obstacles. You can trace out any path no more than 120 feet long for your blast, potentially allowing you to avoid cover (even total cover). You can choose a path that leads into squares you cannot see.

#### STUMBLING INFUSION<sup>LK</sup>

**Element(s)** mind or water; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** aurora, blizzard, cold, encephalon, false reality, ice, mental, prismatic, subzero

**Saving Throw** Will negates

Your blast can cut off the connection between a foe's brain and their body or coat their feet with slippery ice.

A foe dealt damage by this infusion takes a -4 penalty to Dexterity and must succeed a Reflex save if they move further than 5 feet in a round or else fall prone until the beginning of their next round. You can increase the burn cost of this infusion by 1 to increase the duration of this infusion by 1 round.

#### STYLISH INFUSION<sup>MAH</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** brawler's flurry or flurry of blows class feature, kinetic fist

**Associated Blasts** any

**Saving Throw** none

When you learn this infusion, select an **unlocked monk<sup>PU</sup>** style strike. You can use that style strike during a flurry of blows with your infused blast, though you must still follow the limitation of one style strike per flurry of blows (or two if you are a 15th-level unlocked monk).

If you select flying kick, the distance is equal to your elemental overflow bonus on attack rolls times 10 feet. You can use this infusion only while also using the kinetic fist form infusion.

You can select this infusion multiple times. Each time, you must select a different style strike.

#### SYNAPTIC INFUSION<sup>PA</sup>

**Element(s)** air or mind; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** acidic bolt, charged water, electric, encephalon, false reality, gigawatt, lightning, mental, thunder flash, thunderstorm

**Saving Throw** Will negates

Your blast sends strange electric signals through the target's body, scrambling its synapses and causing it to become staggered for 1 round. The target is aware it can choose to take a move action to remove the staggered condition inflicted by this infusion. This infusion is a mind-affecting effect.

#### TELEKINETIC BUNGEE

**Element(s)** aether; **Type** substance infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** telekinetic boomerang, touchsite

**Associated Blasts** darklight, force, silverlight, telekinetic, regression

Those hit by the infused blast are affected by your touchsite for as long as the hand or appendage you made this blast with remains unoccupied. Against targets affected by a touchsite you have applied this way, you can attempt a drag combat maneuver against



one as a swift action that does not provoke attacks of opportunity and uses your Constitution modifier in place of Strength to determine your CMB. As soon as you use the hand you performed the infused blast with to make another kinetic blast or to hold an object of any kind, this effect ends; otherwise the effect only ends if dispelled, if either you are the target is affected by a teleportation effect, or if you are at least 1 mile away from the target. Additionally, you can reduce the damage dealt by a telekinetic blast used with this infusion to 0; doing so allows you to use a telekinetic blast with this infusion without an object.

#### TELEKINETIC WEAPON<sup>KOP2</sup>

**Element(s)** aether; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** telekinetic

**Saving Throw** none

Your aetheric tethers have tiny holes in them, allowing the magic power of objects to seep through. When using a telekinetic blast with a magic weapon, apply any enhancement bonuses and weapon qualities of the weapon to your blast as if you had made a melee attack with that weapon. This does not apply to unarmed strikes or natural weapons.

#### TORRENT<sup>OA</sup>

**Element(s)** air, fire, poison, sound, or water; **Type** form infusion; **Level** 3; **Burn** 2

**Associated Blasts** acid, acid rain, acidic bolt, afterburn, air, blizzard, blue flame, charged water, electric, fire, flashbang, flensing, gigawatt, gore, green flame, hellfire, lightning, magma, mud, nightshade, noxious, plasma, pollutant, prismatic, quicksilver, rainbow, rust, sandstorm, sonic, sonic boom, solar, steam, subzero, thunder flash, thunderstorm, ultraviolet, vibration, virulent, water

**Saving Throw** Reflex half

A torrent of energy buffets or burns all foes in a 30-foot line, dealing half your normal amount of blast damage (or full damage for energy blasts). The saving throw DC is Dexterity-based.

#### UNNERVING INFUSION<sup>EMH</sup>

**Element(s)** void; **Type** substance infusion; **Level** 3; **Burn** 2

**Associated Blasts** negative, void

**Saving Throw** Will negates

Your kinetic blast sends the fear of oblivion into your foes. Whenever an infused blast deals negative energy damage to a living foe, it is shaken for 1 round. This shaken condition doesn't stack with itself.

#### WRATHFUL INFUSION, IMPROVED<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 3; **Burn** 2

**Prerequisite(s)** wrathful infusion

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Your blast can fill creatures with an unquenchable thirst for blood. Treat this as wrathful infusion, except those dealt damage by it are also under the effects of a *jealous rage*<sup>OO</sup> spell for the duration of the rage it causes. You can increase the burn cost of this infusion by 1 to reduce this blast's damage to 0 and replace the effects of *jealous rage* with the effects of *blood scent*<sup>ARG</sup> (as well as allowing the normal benefits of *rage*).

## 4TH-LEVEL INFUSIONS

#### ATROPHY INFUSION<sup>KOP2</sup>

**Element(s)** poison, time, viscera, or void; **Type** substance infusion; **Level** 4; **Burn** 3

**Associated Blasts** antimatter, acid, acid rain, acidic bolt, bioelectric, bone, charnel, chilled bone, chrono, darklight, epoch, flensing, fossilized, gore, green flame, haunted, hellfire, injection, negative, nightshade, noxious, ravaging nature, regression, ultraviolet, venus, virulent, void, warped bone

**Saving Throw** Fortitude negates

Your blasts cause lasting damage to the bodies of others. Whenever an infused blast deals damage to a foe, they take 2 Strength or Dexterity damage (your choice). This is a poison effect when used with a poison-element blast.

#### CRUSHING BLAST<sup>LK</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 4; **Burn** 3

**Associated Blasts** any bludgeoning physical

**Saving Throw** none

You can add incredible density to your kinetic blasts. Blasts you use that deal bludgeoning damage have their critical multiplier increased by 1 (normally to 3x). You can accept an additional 1 point of burn when using this infusion to increase their critical multiplier by 2 instead (normally to 4x). These benefits only apply to blasts that deal bludgeoning damage, and do not stack with other effects that increase critical multiplier. This does not count toward your normal limit of substance infusions per kinetic blast, but cannot be used in conjunction with keen blast.

#### CYCLONE<sup>OA</sup>

**Element(s)** air or sound; **Type** form infusion; **Level** 4; **Burn** 3

**Associated Blasts** air, blizzard, flashbang, noxious, pollutant, sandstorm, shatterstorm, sonic, sonic boom, thunderstorm, vibration



### **Saving Throw** Reflex half

You create a circular rush of wind. All creatures and objects within a 20-foot-radius burst centered on you take half your blast's normal amount of damage (or full damage for energy blasts). The saving throw DC is Dexterity-based.

### **DETONATION**<sup>PA</sup>

**Element(s)** fire; **Type** form infusion; **Level** 4; **Burn** 3

**Associated Blasts** afterburn, blue flame, fire, green flame, hellfire, thunder flash

**Saving Throw** Reflex half

Flames explode outward from your body, dealing your blast damage to all creatures and objects within a 20-foot radius.

### **DISABLING INFUSION**<sup>LK</sup>

**Element(s)** mind or viscera; **Type** substance infusion; **Level** 4; **Burn** 3

**Associated Blasts** bone, bioelectric, charnel, chilled bone, encephalon, false reality, fossilized, injection, mental, warped bone

**Saving Throw** Will negates

Your blast can sever a target's mental connection with their senses. A foe dealt damage by this infusion is either blinded, deafened, mute, or unable to smell for 1 round per 3 kineticist levels you possess. You decide which condition you wish to inflict upon a foe upon using this infusion. At 8th level, this infusion can also negate **blindsense**, **blindsight**, telepathy, **tremorsense**, or truesight. You can increase the burn cost of this infusion by 1 to target two senses with this ability.

### **DISORIENTATING INFUSION**<sup>KOP</sup>

**Element(s)** sound; **Type** substance infusion; **Level** 4; **Burn** 3

**Associated Blasts** false reality, flashbang, shatterstorm, sonic, sonic boom, vibration

**Saving Throw** Will negates

Your blasts are enough to drive others into an erratic state. Whenever a blast with this infusion deals damage to a foe, that foe becomes confused for 1 round per 3 kineticist levels you possess.

### **FLASH INFUSION**<sup>OA</sup>

**Element(s)** fire or light; **Type** substance infusion; **Level** 4; **Burn** 3

**Associated Blasts** afterburn, blue flame, fire, flashbang, glorious, hellfire, light, lightning, meteor, plasma, prismatic, rainbow, silverlight, solar, supernova, thunder flash, ultraviolet

**Saving Throw** Will negates

Your kinetic blast is so bright that it blinds your foes. Whenever an infused blast hits a foe and penetrates its spell resistance, that foe must succeed at a Will save or be blinded for 1 round, regardless of whether it takes damage from the blast. You can reduce the blast's damage by half to increase the DC of this save by 2.

### **HIGH GRAVITY INFUSION**<sup>KOP</sup>

**Element(s)** void; **Type** substance infusion; **Level** 4; **Burn** 3

**Associated Blasts** gravity, supernova, void

**Saving Throw** Fortitude negates

Your blast can intensify the power of gravity's control on another. Whenever an infused blast hits a foe and deals damage to them, that foe is knocked prone and is unable to stand for 1 round per 4 kineticist levels you possess. A foe may make an additional save at the beginning of their round to end this effect. If you hit an airborne foe, that foe's altitude immediately decrease by 30 feet. If this would cause them to fall to the ground, they take appropriate falling damage and are knocked prone, unable to stand as per this effect. If not, an airborne foe drops an additional 30 feet at the end of each of its rounds for the duration of this effect, and is unable to increase their altitude. A flying creature may make an additional save at the beginning of their round to end this effect and increase their altitude.

### **HYPER-DIMENSIONAL BLAST**<sup>KOP2</sup>

**Element(s)** aether, time, void, or wood; **Type** form infusion; **Level** 4; **Burn** 3

**Prerequisite(s)** extended range

**Associated blast(s)** chrono, darklight, epoch, force, gigawatt, gravity, telekinetic, negative, positive, silverlight, supernova, void

You can channel your blast through avenues outside of those perceived by others, causing your blast to appear directly in any space within 120 feet rather than traveling from you to that space. Your target is denied its AC bonus from Dexterity and you ignore the benefits it gains from cover. You can target creatures, objects, or spaces outside of your line of sight, but cannot ignore cover against such targets unless you can detect the target's presence by some other means. If used with telekinetic blast, the object used for this blast cannot be thrown and teleports back into your hand afterward.

### **IMMOBILIZING INFUSION**<sup>KOP</sup>

**Element(s)** time, void, or water; **Type** substance infusion; **Level** 4; **Burn** 3

**Associated Blasts** afterburn, blizzard, chrono, cold, darklight, epoch, gigawatt, gravity, ice, supernova, void

**Saving Throw** Fortitude negates

Your blasts reduces foe's speed to a crawl. Whenever an infused blast hits a foe, that foe is unable to move from their space for 1 round per 4 kineticist levels you possess. If the foe is currently airborne, they will fall unless they can hover.

### KEEN BLAST<sup>LK</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 4; **Burn** 3

**Associated Blasts** any piercing or slashing physical

**Saving Throw** none

You shape your blast so that its edge is incredibly sharp. Blasts you use that deal piercing and/or slashing damage have their critical range doubled (normally to 19-20). You can increase the burn cost of this infusion by 1 to triple their critical range instead (normally to 18-20). These benefits do not apply to blasts that don't deal either piercing or slashing damage, and do not stack with other effects that increase critical range (such as the improved critical feat). This does not count toward your normal limit of substance infusions per kinetic blast, but cannot be used in conjunction with crushing blast.

### LINGERING DARKNESS<sup>LK2</sup>

**Element(s)** void; **Type** substance infusion; **Level** 4; **Burn** 3

**Associated Blasts** antimatter, darklight, hellfire, negative, void



**Saving Throw** Will negates; **Ref** partial; **Spell Resistance** yes

Your blast transforms itself into a baneful shadow that clings to the target. If your blast deals negative energy damage to a target, treat that target as if affected by *masochistic shadow*<sup>BOS</sup>. If this blast affects more than one creature, you choose which one creature is affected by this infusion.

### NEBULOUS SHAPE<sup>LK</sup>

**Element(s)** universal; **Type** form infusion; **Level** 4; **Burn** 2

**Associated Blasts** any physical blast that deals at least two types of damage

**Saving Throw** none

The matter your blasts create is amorphous, sometimes even intangible. When applying this infusion to a blast, choose between bludgeoning, piercing, or slashing. If the infused blast would deal that type of damage, all of its damage is dealt as whatever other type(s) the blast could normally do instead. You can accept an additional 1 point of burn to remove a second type of physical damage. If this infusion would remove all damage types from a blast, it deals nonlethal untyped damage. If a blast deals only energy damage as a result of this infusion, it is still considered a physical blast for all purposes.

### PACIFYING INFUSION<sup>LK</sup>

**Element(s)** mind or wood; **Type** substance infusion; **Level** 4; **Burn** 3

**Associated Blasts** encephalon, false reality, mental, positive, verdant

**Saving Throw** Will negates

Your blast can remove the aggression from a foe. A foe dealt damage by this infusion cannot make an attack roll or target its foes with its extraordinary abilities, spells, spell-like abilities, or supernatural abilities for 1 round per 3 kineticist levels you possess. As a move action, a foe can attempt a Will save against this effect, ignoring it for 1 round on a successful save. If this infusion is applied to a verdant blast, the blast must deal positive energy damage even if it is not beneficial to do so.

### PSYCHIC CONNECTION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 4; **Burn** 3

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Your blast can forge a connection between your mind and another's. A foe dealt damage by this infusion become attuned to your mental wavelengths for 1 minute per kineticist level you possess. You can target the creature with any mind wild talent as a



full-round action regardless of range as long as they are on the same plane as you, treating them as if you have line of sight to them; blasts targeting this creature appear directly in its space and only affect it; you can accept 1 point to burn to allow the blast to affect other creatures when used this way if it would normally do so. You can only form a psychic connection with one target at a time; if this infusion affects another creature, the previous effect immediately ends. You can end this effect early as a free action. This can not be used with form infusions other than extended range, extreme range, or snake.

### SINGULARITY<sup>OO</sup>

**Element(s)** void; **Type** form infusion; **Level 4; Burn 3**

**Associated Blasts** darklight, gravity, hellfire, negative, subzero, supernova, void

**Saving Throw** Reflex half

You create a growing singularity. Choose a grid intersection within 30 feet. All creatures and objects in a 5-foot-radius burst centered on the intersection take 1/4 of your blast's damage (or half for energy blasts). On your next turn, the singularity deals damage in a 10-foot-radius burst, and on your turn after that, it deals damage in a 15-foot-radius burst. The DC is Dexterity-based.

### SMOKE INFUSION, IMPROVED<sup>KOP3</sup>

**Element(s)** fire; **Type** substance infusion; **Level 4; Burn 3**

**Prerequisite(s)** smoke infusion

**Associated Blasts** afterburn, blue flame, fire, and hellfire

**Saving Throw** Reflex negates

This infusion functions as smoke infusion, except its duration is 1 round per kineticist level you possess and the smoke clings to and moves with the target for the duration of this effect. Whenever the target leaves a square while under this effect's duration, the smoke remains within the square for an additional 1 round after they leave it or until blown away.

### SPRAY<sup>OA</sup>

**Element(s)** poison or water; **Type** form infusion; **Level 4; Burn 3**

**Associated Blasts** acid, acid rain, charged water, flensing, gore, noxious, quicksilver, subzero, water

**Saving Throw** Reflex half

You diffuse your kinetic blast to spray out wildly. All creatures and objects in a 30-foot cone take half your normal amount of blast damage (or full damage for energy blasts). The saving throw DC is Dexterity-based.

### SYNAPSE SHOCK<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level 4; Burn 3**

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

You cause the synapses in the target's mind to fire rapidly, making it hard for them to communicate or stay on simple tasks. Treat creatures damaged by this blast as if under the effects of *synaptic scramble*<sup>OA</sup> for 1 round per kineticist level you possess.

### TOXIC INFUSION<sup>OO</sup>

**Element(s)** poison or wood; **Type** substance infusion; **Level 4; Burn 3**

**Associated Blasts** autumn, bioluminescent, chlorophyll, flensing, great oak, injecting, nightshade, ravaging nature, spring, summer, venus, verdant, winter, wood

**Saving Throw** Fortitude negates

The plants in or components of your blast are mildly toxic. All creatures that take piercing or slashing damage from your blast are sickened for 1 round; if you possess venom infusion, this duration is 1d4 rounds instead. This is a poison effect.

### TURNING BLAST<sup>PP-HH</sup>

**Element(s)** void, wood; **Type** substance infusion; **Level 4; Burn 3**

**Prerequisite(s)** duskwalker, or *Planar Infusion*<sup>PAd</sup>

**Associated Blasts** antimatter, darklight, hellfire, negative, positive, silverlight

**Saving Throw** Will negates

Your kinetic blast causes undead creatures to flee in terror. Undead that take damage from a turning blast must succeed at a Will save or flee for 1 round. An undead creature that succeeds at its saving throw against a turning blast is immune to this effect for 24 hours.

### VENOM INFUSION<sup>HOG</sup>

**Element(s)** universal; **Type** substance infusion; **Level 4; Burn 3**

**Prerequisite(s)** venom speaker

**Associated Blasts** any

**Saving Throw** Fortitude negates

All of your blasts are mildly toxic. Creatures that take damage from your blast are sickened for 1 round.

### VITAL BLADE<sup>KOP3</sup>

**Element(s)** universal; **Type** form infusion; **Level 4; Burn 4**

**Prerequisite(s)** kinetic blade

**Associated Blasts** any

**Saving Throw** none

This infusion functions as kinetic blade, except it can benefit from Vital Strike and Improved Vital Strike even when used as part of a charge attack if you possess those feats. If you have kinetic whip, you can instead have this infusion function as kinetic whip, although it does not benefit from Vital Strike feats on attacks of opportunity.



## 5TH-LEVEL INFUSIONS

### BLADE WHIRLWIND<sup>PA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 5; **Burn** 3

**Prerequisite(s)** kinetic blade

**Associated Blasts** any

**Saving Throw** none

You create a kinetic blade and swing it in an arc around you, making a single attack against all foes within reach as if with kinetic blade. If the result is a critical threat, roll to confirm the critical hit against only the first target you hit. The blade vanishes instantly after the whirlwind.

### BLOODRUST INFUSION<sup>MTA</sup>

**Element(s)** air and machine; **Type** substance infusion; **Level** 5; **Burn** 3

**Prerequisite(s)** magnetic infusion

**Associated Blasts** acidic bolt, antimatter, bioelectric, charged water, crystalline, electric, forge, gigawatt, junk, lightning, nano, petrolic, pollutic, radiation, radio, rust, thunder flash

**Saving Throw** Fortitude half

Your blast is specially magnetized to draw iron and other metallic minerals out of your foes' bodies. Creatures that take damage from your infused blast also take 1d4 Constitution damage.

### BLOODY INFUSION, IMPROVED<sup>KOP4</sup>

**Element(s)** aether, earth, viscera, water, or wood; **Type** substance infusion; **Level** 5; **Burn** 4

**Prerequisite(s)** bloody infusion

**Associated Blasts** autumn, bioelectric, bioluminescent, blizzard, bone, charnel, chilled bone, crystal, earth, fossilized, great oak, haunted, ice, injecting, metal, meteor, ravaging nature, sandstorm, shatterstorm, spring, subzero, summer, telekinetic, venus, warped bone, winter, wood

**Saving Throw** Reflex negates

This infusion functions as bloody infusion except that bleed damage from multiple uses of this infusion stacks with itself (although it can only be applied once per round), as well as with bleed caused by bloody infusion and bleeding infusion. The Heal DC needed to end this bleeding effect increases by the amount of bleed damage from which the target is suffering. Blood kineticists can select this infusion and apply it to their acid rain, blood, bloody murder, charged water, gore, petrolic, prismatic, rainbow, steam, and water blasts, though only if those blasts can be made to deal piercing or slashing damage.

### BURNING INFUSION, GREATER<sup>KOP3</sup>

**Element(s)** fire or poison; **Type** substance infusion; **Level** 5; **Burn** 3

**Prerequisite(s)** improved burning infusion

**Associated Blast** acid, acid rain, acidic bolt, afterburn, blue flame, fire, flensing, forge, green flame, hellfire, injecting, magma, meteor, nightshade, noxious, plasma, thunder flash, ultraviolet, virulent

**Saving Throw** Reflex negates (see text)

This infusion functions as improved burning infusion except that any creature ending its turn adjacent to a creature or object affected by this infusion must succeed a Reflex save or else catch fire (if this infusion caused the creature or object to catch fire) or be covered in acid (if this infusion caused the creature or object to be covered in acid) as per this infusion.

### CHAIN<sup>OA</sup>

**Element(s)** air; **Type** form infusion; **Level** 5; **Burn** 3

**Associated Blasts** acidic bolt, electric, gigawatt, thunder flash

**Saving Throw** none

Your blast leaps from target to target. When you hit a target with your infused blast, you can attempt a ranged touch attack against an additional target that is within 30 feet of the first. Each additional attack originates from the previous target, which could alter cover and other conditions. For simple blasts, this deals one less damage die to each additional target than it dealt to the last; for composite blasts it deals two less (for example, a 4d6 electric blast would be reduced to 3d6 against the second target, or an 8d6 acidic bolt blast would be reduced to 6d6). You can't chain the blast back to a previous target. You can continue chaining your blasts until a blast misses or fails to deal damage, or until your blast is reduced to a single damage die (two damage dice for composite blasts).

### CHILLING INFUSION<sup>OA</sup>

**Element(s)** water; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** aurora, blizzard, chilled bone, cold, ice, supernova, tundra

**Saving Throw** Fortitude negates

Your kinetic blast chills your foes to the bone, making their movements sluggish. Whenever an infused blast deals cold damage to a foe, that foe is staggered for 1 round.

### DAZING INFUSION<sup>KOP</sup>

**Element(s)** time; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** afterburn, chrono, epoch, gigawatt, regression



### **Saving Throw** Fortitude negates

Your blasts are capable of slowing a foe to a stop. Whenever an infused blast hits a foe and penetrates their spell resistance, that foe is dazed for 1 round.

### **DISMISSING INFUSION**<sup>KOP3</sup>

**Element(s)** aether, time, void, or wood; **Type** substance infusion; **Level** 5; **Burn** 4

**Associated Blasts** chrono, darklight, epoch, force, gigawatt, negative, positive, regression, silverlight, telekinetic, void

### **Saving Throw** Will negates

Your blasts can sever an outsider's connections to a plane. Whenever a creature is dealt damage by this blast, it is treated as though affected by a *dismissal* spell with a caster level equal to your kineticist level.

### **EMPATHETIC SURGE, IMPROVED**<sup>LK</sup>

**Element(s)** mind; **Type** form infusion; **Level** 5; **Burn** 3

**Prerequisite(s)** empathetic surge, extended range

**Associated Blasts** encephalon, false reality, mental

### **Saving Throw** Will half

Your blast causes an even larger area of mental damage. Treat this as empathetic surge except that the foe can be within 120 feet, and it affects all creatures within 15 feet of the targeted foe.

### **FLURRY OF BLASTS, IMPROVED**<sup>KOP4</sup>

**Element(s)** universal; **Type** form infusion; **Level** 5; **Burn** 4

**Prerequisite(s)** flurry of blasts

**Associate Blasts** any

### **Saving Throw** none

This infusion functions as flurry of blasts, except it doubles the number of attacks you make with that infusion and targets don't take a penalty against substance infusions for being hit multiple times by this blast. For every three times you hit the same creature with this blast, they must attempt an additional save against any substance infusion applied to it or suffer its effects again.

### **GRAPPLING INFUSION**<sup>OA</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** any

### **Saving Throw** none

Your cloud, deadly earth, maelstrom, or wall blast grows tendrils that hold your enemies in place. Whenever a creature takes damage from the infused blast, you can attempt a combat maneuver check to have the blast grapple that opponent. Your bonus on this check is equal to 2 + your

kineticist level + your Constitution modifier (treat the blast as a Huge creature). The blast only grapples opponents; it can't perform other functions of grapple maneuvers such as pinning or moving the opponent. If the blast is already grappling an opponent, it receives a +5 bonus on its combat maneuver check to maintain the grapple, as normal. You can use this infusion only if you also use the cloud, deadly earth, maelstrom, or wall form infusion.

### **LINGERING INFUSION**<sup>KOP</sup>

**Element(s)** poison, sound, or time; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** acid, acid rain, acidic bolt, afterburn, chrono, epoch, flensing, gigawatt, green flame, injection, nightshade, noxious, radio, regression, shatterstorm, sonic, sonic boom, ultraviolet, vibration, virulent

### **Saving Throw** Fortitude half

Your blasts tend to linger a bit longer. Whenever a blast with this infusion deals damage to a foe, at the beginning of that foe's next round, they take damage equal to the minimum damage of the infused blast, allowing a Fortitude save for half.

### **LOCK-UP INFUSION**<sup>LK</sup>

**Element(s)** air or mind; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** acidic bolt, electric, encephalon, false reality, gigawatt, mental, thunder flash

### **Saving Throw** Will negates

Your blast overloads a target's mind, causing them to seize up. A foe dealt damage by this infusion is paralyzed for 1 round per 3 kineticist levels you possess.

### **MOBILE BLAST, IMPROVED**<sup>LK</sup>

**Element(s)** universal; **Type** form infusion; **Level** 5; **Burn** 3

**Associated Blasts** any

**Prerequisite(s)** extended range, mobile blast

### **Saving Throw** Reflex negates

This functions as mobile blast except it can travel as far as 120 feet from you before dissipating and can be moved up to 30 feet as a free action once per turn; this is in addition to moving it with a move action, and it cannot move more than your base speed per round. In addition, if you move it with your move action, you can also have it fire the kinetic blast of which it is composed as an immediate action, dealing damage as a 1st level kineticist with a Constitution score equal to your own (if it stops in the same square as another creature, this blast cannot target that creature and happens before they receive damage from it). Doing so reduces its damage by 1 die if it was composed from a simple blast or 2 dice if it was composed of a composite blast, and its duration immediately ends if it is reduced to 0 damage dice this way.



### OBFUSTICATING INFUSION<sup>KOP</sup>

**Element(s)** light; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** aurora, bioluminescent, crystal, glorious, light, lightning, prismatic, rainbow, silverlight, solar, supernova

**Saving Throw** Will negates

Your blasts partially obscure the vision of your foes. When the infused blast hits a foe and deals damage, that foe treats all targets as having concealment for 1 round per 2 kineticist levels you possess.

### PSYCHOTROPIC INFUSION<sup>KOP2</sup>

**Element(s)** mind or poison; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** acid, acid rain, acidic bolt, encephalon, false reality, flensing, green flame, injection, mental, nightshade, noxious, ultraviolet, virulent

**Saving Throw** Will negates

Your blasts cause lasting damage to the minds of others. Whenever an infused blast deals damage to a foe, they take 2 Wisdom damage and are unable to separate friend from foe for 1 round per 3 kineticist levels you possess. Whenever one of their allies performs an action which provokes an attack of opportunity within that foe's reach, they must succeed a Will save or attack their ally. In addition, they must attempt a saving throw against all spells that affect them, even if they would normally be harmless. This is a mind-affecting poison effect when used with a poison-element blast.

### REANIMATING INFUSION<sup>KOP</sup>

**Element(s)** void; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** darklight, hellfire, negative, void

**Saving Throw** none

Those who are touched by your power soon walk again. Whenever a blast with this infusion kills a living foe, that foe is resurrected as a zombie controlled by you for 1 minute per kineticist level you possess. You can increase the burn cost by 1 to increase the duration to 1 hour per kineticist level you possesses. You can control up to 2 hit dice of undead per kineticist level you possess.

### RECONSTRUCTION INFUSION<sup>KOP4</sup>

**Element(s)** void; **Type** substance infusion; **Level** 5; **Burn** 3

**Prerequisite(s)** void healer

**Associated Blasts** antimatter, darklight, hellfire, negative, void

**Saving Throw** none

If a creature hit by this blast could be healed by negative energy, it is healed by 1 hit point for each damage die from the infused blast which would deal negative energy damage. All other damage is dealt as normal.

### SELF-DESTRUCTIVE INFUSION<sup>KOP2</sup>

**Element(s)** machine, mind, or viscera; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** antimatter, bioelectric, bone, charnel, chilled bone, encephalon, false reality, fossilized, gore, haunted, injecting, mental, nano, ravaging nature, venus, warped bone

**Saving Throw** Fortitude negates

You are capable of wresting control of your foes body temporarily, causing them to harm themselves. Whenever an infused blast hits a foe and deals damage, on their next round they must take a swift action to deal damage to themselves as though they had successfully hit themselves with whatever weapon or natural weapons they are wielding as hard as they can. If the foe is not wielding a weapon and lacks natural weapons, the target instead strikes themselves with any appendage they possess, dealing 1d8 + twice their Strength modifier damage to themselves. The foe can take a full round action to resist attacking themselves. This infusion can affect corporeal undead.

### SPORE INFUSION<sup>UW</sup>

**Element(s)** wood; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** autumn, bioluminescent, chlorophyll, great oak, nightshade, ravaging nature, spring, summer, venus, verdant, winter, wood

**Saving Throw** Fortitude negates

Creatures that take slashing or piercing damage from your blast are infected with spores. If the target fails its Fortitude save, it takes 1d6 points of damage per round for 10 rounds as plants and fungi grow out of its body. At the end of that time, the target is exposed to the pulsing puffs disease. This infusion is a disease effect. When using a wood kinetic blasts against a creature infected by this infusion, you gain a +2 bonus on attack rolls, to saving throw DCs, and on caster level checks to overcome spell resistance.

**Pulsing Puffs:** Blast - injury; save Fort DC 18; onset 1 minute; frequency 1/day; effect 1d6 Dex damage; cure 2 consecutive saves.

### STITCHING INFUSION<sup>KOP</sup>

**Element(s)** aether; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** force, regression, telekinetic

**Saving Throw** Will negates

Your blasts are capable of tethering others to their dimension. When the infused blast hits a foe and deals damage, that foe is treated as though under the effects of a *dimensional anchor* spell for 1 minute.



### STUPEFYING INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Your blasts are capable of mentally damaging a target. A foe dealt damage by this infusion also takes 2 damage to a mental ability score of your choice.

### TREMOR<sup>PA</sup>

**Element(s)** earth; **Type** form infusion; **Level** 5; **Burn** 3

**Associated Blasts** earth, fossilized, ravaging nature, tundra

**Saving Throw** none

You send a tremor through the ground or other solid surface with which you are in contact, allowing you to affect a burrowing or incorporeal creature within that same surface with a normal kinetic blast. This infusion doesn't allow you to attack creatures above the ground if you are burrowing or to ignore total cover provided by factors other than burrowing.

### UNBLINKING FLAME INFUSION<sup>MAH</sup>

**Element(s)** fire; **Type** substance infusion; **Level** 5; **Burn** 3

**Prerequisite(s)** kinetic fist, member of the Monastery of Unblinking Flame

**Associated Blasts** afterburn, blue flame, charnel, chlorophyll, fire, green flame, solar, supernova

**Saving Throw** none

The flame of your infused blast illuminates and reveals the target as it really is. If you hit the target with an unarmed strike with the infused blast, creatures can see the target as if using *true seeing* for 1 round, although only the target is revealed in this way. You can use this infusion only while also using the kinetic fist form infusion.

### UNBREAKING WAVES INFUSION<sup>MAH</sup>

**Element(s)** water; **Type** substance infusion; **Level** 5; **Burn** 3

**Prerequisite(s)** kinetic fist, member of the Monastery of Unbreaking Waves

**Associated Blasts** acid rain, gore, ice, rainbow, subzero, water

**Saving Throw** none

Your infused blast buffets and redirects enemies with waves. Attempt a reposition or trip combat maneuver check against each target damaged by your infused blast, using your Constitution modifier instead of your Strength modifier to determine your combat maneuver bonus. You can use this infusion only while also using the kinetic fist form infusion.

### UNFOLDING WIND INFUSION<sup>MAH</sup>

**Element(s)** air; **Type** substance infusion; **Level** 5; **Burn** 3

**Prerequisite(s)** kinetic fist, member of the Monastery of Unfolding Wind

**Associated Blasts** air, noxious, thunderstorm

**Saving Throw** none

Unfolding winds carry you along. Before your first attack and again after each unarmed strike with the infused blast, you can move 5 feet without provoking attacks of opportunity. You can use this infusion only while also using the kinetic fist form infusion.

### UNRAVELING INFUSION<sup>NOA</sup>

**Element(s)** fire or mind; **Type** substance infusion; **Level** 5; **Burn** 3

**Associated Blasts** afterburn, blue flame, encephalon, false reality, fire, green flame, hellfire, mental, solar, supernova, thunder flash

**Saving Throw** none

Your kinetic blast melts away your foe's magical effects. Whenever your infused blast hits a foe and penetrates its spell resistance, you can attempt a caster level check as if using a targeted *dispel magic* before determining whether the foe takes damage from the blast. You can choose to reduce the blast's damage by half to increase your bonus on the caster level check by 2. If you don't choose a specific spell effect to attempt to dispel, you automatically attempt to dispel effects that would protect the target from fire damage or mind-affecting effects before other spells.

### UNTWISTING IRON INFUSION<sup>MAH</sup>

**Element(s)** earth; **Type** substance infusion; **Level** 5; **Burn** 3

**Prerequisite(s)** flesh of stone, kinetic fist, member of the Monastery of Untwisting Iron

**Associated Blasts** earth, fossilized, metal, meteor, quicksilver, tundra

**Saving Throw** none

Each time you hit a foe with an unarmed strike with your infused blast, increase your DR/adamantine from flesh of stone by 1 until the start of your next turn. You can use this infusion only while also using the kinetic fist form infusion.

### VAMPIRIC INFUSION<sup>EMH</sup>

**Element(s)** void; **Type** substance infusion; **Level** 5; **Burn** 3

**Prerequisite(s)** void healer

**Associated Blasts** darklight, hellfire, negative, subzero, supernova, void

**Saving Throw** none



Your kinetic blast can drain your foes' vitality to replenish your own. If your blast hits (or the enemy fails its saving throw against a blast without an attack roll), you can activate the void healer utility wild talent on yourself by accepting its burn cost; you don't need to take an action to do so. The void healer utility wild talent heals you when used in this way even if you are a living creature.

#### VITAL MOBILITY<sup>KOP4</sup>

**Element(s)** universal; **Type** form infusion; **Level** 5; **Burn** 5

**Prerequisite(s)** vital blade

**Associated Blasts** any

**Saving Throw** none

This infusion functions as vital blade. You are treated as though you possessed the [Spring Attack](#) feat when making an attack with this blast; if you possess Vital Strike, this infusion allows you to benefit from Spring Attack and Vital Strike simultaneously while using this blast.

#### WALL<sup>OA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 5; **Burn** 3

**Associated Blasts** any

**Saving Throw** none

You create a wall of churning elements, flensing debris, or roiling energy. The wall appears within 30 feet and can be either up to 10 feet high and up to 120 feet long or

up to 20 feet high and up to 60 feet long. All creatures and objects in one of the wall's squares when you create it take 1/4 the normal damage from your blast with no saving throw (or half the normal damage for an energy blast).

Anytime a creature crosses the wall, it takes half the normal damage from your blast (or full damage for an energy blast). The wall is not completely solid, but it does provide cover against attacks from the other side of the wall. The wall lasts for a number of rounds equal to your Constitution modifier or until you use a wall infusion again.

## 6TH-LEVEL INFUSIONS

#### BRILLIANT INFUSION<sup>OA</sup>

**Element(s)** fire or light; **Type** substance infusion; **Level** 6; **Burn** 4

**Prerequisite(s)** flash infusion

**Associated Blasts** aurora, bioluminescent, blue flame, crystal, fire, flashbang, forge, glorious, green flame, haunted, light, lightning, plasma, silverlight, solar, supernova, thunder flash, ultraviolet

**Saving Throw** none

Your kinetic blast leaves an afterglow that banishes the darkness. Treat each square of the path of your ranged attack kinetic blast, the target square of your melee attack kinetic blast, or the area of your area of effect kinetic blast as the center of a [continual flame](#) effect that lasts until the end of your next turn. This effect counts as a 6th-level spell with the light descriptor.

#### DARKNESS INFUSION, GREATER<sup>OO</sup>

**Element(s)** void; **Type** substance infusion; **Level** 6; **Burn** 4

**Prerequisite(s)** darkness infusion

**Associated Blasts** darklight, gravity, negative, subzero, supernova, void

**Saving Throw** none

Your blast creates supernatural darkness, as per the darkness infusion, except it acts as deeper darkness and counts as a 6th-level spell with the darkness descriptor.

#### DEADLY EARTH<sup>OA</sup>

**Element(s)** earth or wood; **Type** form infusion; **Level** 6; **Burn** 4

**Prerequisite(s)** extended range

**Associated Blasts** autumn, bioluminescent, chlorophyll, earth, fossilized, great oak, magma, metal, meteor, mud, nightshade, quicksilver, ravaging nature, spring, summer, tundra, venus, verdant, winter, wood

**Saving Throw** none





You infuse the ground in a 20-foot radius anywhere within 120 feet of you on an earthen surface (if you are using a metal, meteor, or quicksilver blast, this infusion affects a metal surface instead). The ground roils and buckles beneath the affected area. All creatures and objects in contact with the ground within the area when you create it automatically take  $\frac{1}{4}$  of the normal damage from your blast with no saving throw. Any time a creature enters the area, it takes half the normal damage from your blast, as do creatures that end their turns in the area. The entire area counts as difficult terrain. This infusion lasts for a number of rounds equal to your Constitution modifier or until you use it again.

#### DECAYING INFUSION<sup>KOP</sup>

**Element(s)** poison, time, viscera, or void; **Type** substance infusion; **Level** 6; **Burn** 4

**Associated Blasts** acid, acid rain, acidic bolt, antimatter, bioelectric, bone, charnel, chilled bone, chrono, darklight, epoch, flensing, fossilized, gore, green flame, haunted, hellfire, injecting, negative, nightshade, noxious, ravaging nature, regression, ultraviolet, venus, vibration, virulent, void, warped bone

**Saving Throw** Fortitude negates

You know how to ravage living matter with your blast. Foes that take damage from your infused blast also take 2 Constitution damage. This is a poison effect when used with a poison-element blast.

#### DEHYDRATING BLAST, GREATER<sup>LK2</sup>

**Element(s)** water; **Type** form infusion; **Level** 6; **Burn** 4

**Prerequisite(s)** dehydrating blast

**Associated Blasts** acid rain, charged water, gore, rainbow, steam, subzero, water

**Saving Throw** Fort partial; **Spell Resistance** yes

This functions as dehydrating blast, except it can be used with blood blast and bloody murder blast, and causes its target to suffer severe cramps, giving it a -4 penalty to Dexterity for as long as it suffers the damage caused by the infused blast. In addition, if the infused blast damages a creature, it creates a globe of the sapped-away fluid in a space adjacent to the target which you can use as an immediate action to attack with a water blast or any blast for which water blast is a prerequisite (but not blood or bloody murder blast unless the original blast was a blood, bloody murder, or gore blast). The second blast treats the globe of fluid as its point of origin, costs an additional 1 burn, and cannot use dehydrating blast, greater dehydrating blast, or wrack. If you possess the tundra's wrath wild talent, you can instead make the second blast as a cold blast, ice blast, or any composite blast you possess for which

cold blast or ice blast is a prerequisite. If you do not make this second blast, the globe of fluid falls down harmlessly and instantly evaporates to nothing.

#### DESTABILIZING INFUSION<sup>KOP</sup>

**Element(s)** poison, sound, or water; **Type** substance infusion; **Level** 6; **Burn** 4

**Associated Blasts** acid, acid rain, acidic bolt, aurora, blizzard, cold, flensing, green flame, ice, injecting, nightshade, noxious, quicksilver, shatterstorm, sonic, sonic boom, subzero, ultraviolet, vibration, virulent

**Saving Throw** Fortitude negates

Your blasts are able to break down even the mightiest of foes. Whenever an infused blast hits a target and deals damage to them, if that target possesses either damage resistance or hardness, it is reduced by 1 for every 3 kineticist levels you possess for 1 minute. This effect stacks with itself, allowing you to reduce a target's damage reduction or hardness multiple times.

#### DISINTEGRATING INFUSION<sup>OA</sup>

**Element(s)** aether; **Type** substance infusion; **Level** 6; **Burn** 4

**Associated Blasts** darklight, force, regressive, silverlight

**Saving Throw** Fortitude partial; see text

You can use force to rip your targets apart. Against creatures, your kinetic blast deals double its normal amount of damage, but targets receive a saving throw to reduce the damage to half the blast's normal amount of damage (for a total of  $\frac{1}{4}$  of the blast's increased damage). Any creature reduced to 0 or fewer hit points by the blast is disintegrated, as the spell *disintegrate*. You can use the infused blast to destroy force effects or objects as *disintegrate*, but for each force effect or 10-foot cube of nonliving matter you destroy in this way, you must accept 1 point of burn, which can't be reduced by effects such as infusion specialization or gather power.

#### FUNGAL EXPLOSION<sup>KOP4</sup>

**Element(s)** poison; **Type** form infusion; **Level** 6; **Burn** 3

**Prerequisite(s)** fungal infestation

**Associated Blasts** acid, acid rain, acidic bolt, green flame, nightshade, noxious, ultraviolet, virulent

**Saving Throw** Reflex halves/negates (see text)

You empower the mushrooms created through your fungal infestation wild talent, causing them to shoot out goutts of acidic spores. Each creature adjacent to a mushroom or in a mushroom's square takes half your blast's damage (or full damage for energy blasts). Creatures within the mushrooms' squares take half this damage on a successful Reflex save; all others negate damage instead.



### GORGON GAZE<sup>LK</sup>

**Element(s)** earth, mind, void, or wood; **Type** form infusion; **Level 6; Burn 4**

**Associated Blasts** antimatter, crystal, crystalline, darklight, earth, encephalon, false reality, fossilized, mental, negative, positive, shatterstorm, tundra

**Saving Throw** Will negates

You can concentrate your blast through a piercing gaze. You gain a gaze attack for 1 round per 3 kineticist levels you possess (or until you dismiss it as a free action) which affects those that meet your gaze with the effects of the infused blast, dealing 1/4 your blast's damage (or half for energy blasts) and triggering the effects of this blast's substance infusion. You can perform other actions during this time, but attempting to use another kinetic blast immediately dismisses the gaze attack. If this blast's total burn cost before applying any reduction for gather power is 0, this infusion instead lasts for 1 minute if it is not dismissed early.

### HYPERTENSIVE INFUSION<sup>KOP4</sup>

**Element(s)** viscera or water; **Type** substance infusion; **Level 6; Burn 4**

**Associated Blasts** bone, gore, haunted, injecting, steam, warped bone

**Saving Throw** Fort negates

Your blast causes the blood vessels of the affected to slowly constrict. This blast does not deal its damage immediately; instead, treat those affected by your blast as if affected by *blood boil*<sup>MM</sup>, as the spell, except creatures that fail their save on the third round take your blast's damage instead. Blood kineticists can select this infusion and apply it to their acid rain, blood, bloody murder, charged water, gore, petrolic, prismatic, rainbow, and water blasts.

### LEECH INFUSION<sup>KOP</sup>

**Element(s)** viscera or void; **Type** substance infusion; **Level 6; Burn 4**

**Associated Blasts** bioelectric, bone, charnel, chilled bone, darklight, fossilized, gore, haunted, hellfire, injecting, negative, ravaging nature, venus, void, warped bone

**Saving Throw** none

You feed off of those who suffer your blast. Whenever an infused blast hits a living foe and deals damage, you gain 1 temporary hit point for every 2 hit dice the foe possesses that last until you recover burn or until depleted. Temporary hit points gained from this ability do not stack with themselves, but do stack with those gained from other wild talents.

### PYROCLASTIC INFUSION<sup>KOP3</sup>

**Element(s)** fire; **Type** form infusion; **Level 6; Burn 4**

**Prerequisite(s)** burning infusion, extended range

**Associated Blasts** blue flame, fire, green flame, hellfire, thunder flash

**Saving Throw** Reflex half

You can incinerate those foolish enough to be burned by your blast. Select a number of creatures up to your Constitution modifier within 120 feet of you that are currently on fire. Each such creature becomes the center of a 5-foot-radius explosion that damages all creatures within it for half your kinetic blast's damage; all creatures affected by the explosions can attempt a Reflex save to reduce that amount to 1/4 damage. If a creature is caught in the area of multiple explosions, the damage from each one stacks.

### SLUMBER INFUSION<sup>LK</sup>

**Element(s)** mind, viscera, or wood; **Type** substance infusion; **Level 6; Burn 4**

**Associated Blasts** autumn, bone, encephalon, false reality, injecting, mental, nightshade, ravaging nature, spring, summer, verdant, warped bone, winter, wood

**Saving Throw** Will negates

Your blast can shut down a foe's body. A foe dealt damage by this infusion falls asleep as per the *sleep* spell, except it affects a number of HD of creatures equal to three times your Constitution modifier for 1 round per 2 kineticist levels you possess.

### SPELLTURNING INFUSION<sup>LK2</sup>

**Element(s)** universal; **Type** form infusion; **Level 6; Burn 3**

**Associated Blasts** any

**Prerequisite(s)** countering infusion

Your blast can envelop and overpower incoming spells. Treat this as countering infusion, except when the infused blast is readied against a spell or activated extraordinary, supernatural, or spell-like ability which it can counter, rather than counterspelling it, you can cause the ability to affect its caster or target an area which includes its caster, adding the effects of the infused blast to the spell's normal effects. Abilities with a line or cone area of effect or that emanate from their caster can only be counterspelled as normal. This infusion can only be used as part of a blast prepared as a readied action.



### WHIP HURRICANE<sup>PA</sup>

**Element(s)** universal; **Type** form infusion; **Level** 6; **Burn** 4

**Prerequisite(s)** kinetic blade, kinetic whip, blade whirlwind

**Associated Blasts** any

**Saving Throw** none

As blade whirlwind, except it manifests a kinetic whip, and the whip lasts until the beginning of your next turn or until you use any form infusion that creates a blade or whip again, whichever comes first.

## 7TH-LEVEL INFUSIONS

### ARBITRATING INFUSION<sup>LK</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 7; **Burn** 4

**Associated Blasts** any

**Saving Throw** none or Will negates; see text

This infusion treats those hit as if affected by *arbitrament*<sup>CoB</sup>, as the spell, using the kineticist's level as their caster level. This infusion costs double for kineticists of an alignment other than neutral, and chaotic evil, chaotic good, lawful evil, and lawful good kineticists are sickened for 1d4 rounds after using this infusion.

### ARBOREAL INFUSION<sup>KOP</sup>

**Element(s)** wood; **Type** substance infusion; **Level** 7; **Burn** 4

**Associated Blasts** autumn, chlorophyll, great oak, nightshade, ravaging nature, petrolic, spring, summer, venus, winter, wood

**Saving Throw** Fortitude negates (see text)

Your blast contain seeds that feed off of others. Whenever an infused blast hits a living foe and deals damage to them, a seed is embedded inside of them, drawing on their life force for 1 round per 2 kineticist levels you possess. At the beginning of the foe's round, they must succeed a Fortitude save or take 1 Constitution damage; two successful saving throws in a row ends this effect. If this damage reduces the foe's Constitution score to 0, their body is consumed, and a Large tree of your choice appears in their square, rooted into the ground. Multiple uses of this effect stack, although only one tree is produced upon a foe's Constitution score being reduced to 0.

### CLOUD<sup>OA</sup>

**Element(s)** air, poison, sound, or water; **Type** form infusion; **Level** 7; **Burn** 4

**Prerequisite(s)** extended range

**Associated Blasts** acid rain, blizzard, flensing, noxious, pollutic, sandstorm, sonic boom, steam, thunderstorm, vibration

**Saving Throw** none

You release your power in a diffuse cloud. You can center this 20-foot-radius spread anywhere within 120 feet of you. All creatures and objects within the cloud when you create it automatically take 1/4 the normal amount of damage from your blast with no saving throw. Any time a creature enters the cloud, it takes half the normal amount of damage from your blast, as do creatures that end their turns in the cloud. Your cloud obscures vision as *obscuring mist*. It lasts for a number of rounds equal to your Constitution modifier or until you use the cloud infusion again.

### CRIPPLING INFUSION<sup>JKOP2</sup>

**Element(s)** viscera; **Type** substance infusion; **Level** 7; **Burn** 4

**Associated Blasts** bioelectric, bone, charnel, chilled bone, fossilized, gore, haunted, injecting, ravaging nature, venus, warped bone

**Saving Throw** Fortitude negates

You know how to completely cripple parts of your foe's body. Whenever an infused blast hits a foe and deals damage, you can select to either disable their arms, legs, tails, or wings, making those body parts unable to function until healed with *regenerate*, *greater restoration*, or stronger magical healing. This infusion can affect corporeal undead.

### EMPATHETIC SURGE, GREATER<sup>LK</sup>

**Element(s)** mind; **Type** form infusion; **Level** 7; **Burn** 4

**Prerequisite(s)** improved empathetic surge

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will half

Your blast creates a massive area of mental damage. Treat this as improved empathetic surge, except it affects all creatures within 30 feet of the targeted foe.

### ENERVATING INFUSION<sup>OO</sup>

**Element(s)** void; **Type** substance infusion; **Level** 7; **Burn** 4

**Associated Blasts** antimatter, darklight, negative, subzero, void

**Saving Throw** Fortitude negates

Your kinetic blast drains life force. Foes that take damage from your infused blast also take 1 temporary negative level. Negative levels from this infusion fade after 24 hours and never become permanent.



### EXPLOSION<sup>OA</sup>

**Element(s)** fire or light; **Type** form infusion; **Level** 7; **Burn** 4

**Prerequisite(s)** extended range

**Associated Blasts** afterburn, blue flame, fire, glorious, green flame, hellfire, light, meteor, prismatic, rainbow, silverlight, solar, supernova, thunder flash, ultraviolet

**Saving Throw** Reflex half

You focus your energy on a point in space and create a controlled explosion. You can center the explosion anywhere within 120 feet of you, and you can choose the radius of the spread to be 5, 10, 15, or 20 feet. All creatures and objects within the explosion take 1/2 your blast's damage (or full damage for energy blasts). The saving throw DC is Dexterity-based.

### FRAGMENTATION<sup>OA</sup>

**Element(s)** earth, machine, viscera, or water; **Type** form infusion; **Level** 7; **Burn** 4

**Prerequisite(s)** extended range

**Associated Blasts** aurora, bioelectric, bone, charnel, chilled bone, crystal, crystalline, earth, forge, fossilized, gore, junk, ice, metal, meteor, ravaging nature, rust, shatterstorm, subzero, tundra, warped bone

**Saving Throw** none or Reflex half; see text

You throw a volatile sphere of solid matter that shatters into countless shards. Attempt a ranged attack roll against a target within 120 feet. If you hit, the target takes your kinetic blast damage with no saving throw. All other creatures and objects within a 20-foot burst take half the normal amount of damage and can attempt a Reflex save to reduce that damage by half again. If the attack misses its target, the blast has no effect. The saving throw DC is Dexterity-based.

### NULLIFYING INFUSION<sup>KOP</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 7; **Burn** 4

**Associated Blasts** any (must deal acid, cold, electricity, fire, negative energy, positive energy, or sonic damage)

**Saving Throw** none

You are aware of how to sever another's elemental defenses. Whenever an infused blast hits a foe and penetrates their spell resistance, you may select one type of energy damage that the infused blast deals (acid, cold, electricity, fire, negative energy, positive energy, or sonic) and negate any resistance the foe has to it for 1 round per 4 kineticist levels you possess before applying damage. If the target is immune to the chosen energy type, you instead negate that immunity, treating that foe as though they had resistance 20 against the negated immunity.

### OVERLOAD INFUSION<sup>KOP</sup>

**Element(s)** air, fire, light, poison, sound, time, void, water, or wood; **Type** substance

infusion; **Level** 7; **Burn** 4

**Associated Blasts** acid, acid rain, acidic bolt, afterburn, antimatter, blue flame, chrono, cold, darklight, electric, epoch, fire, flashbang, flensing, gigawatt, green flame, glorious, hellfire, injection, light, lightning, negative, nightshade, noxious, positive, radio, radiation, silverlight, solar, sonic, sonic boom, subzero, thunder flash, thunderstorm, ultraviolet, verdant, vibration, virulent, void

**Saving Throw** Fortitude negates

Your blasts are capable of filling foes to the breaking point with raw power. Whenever an infused blast hits a foe and deals damage, that foe is flooded with elemental energy for 1 round per 5 kineticist levels you possess. Whenever that foe takes a standard action, they take 1 point of damage per damage die your blast deals; they can attempt a Fortitude save to take half this damage. If the foe instead takes a full-round action and fails their Fortitude save, this damage is doubled. You can increase the burn cost by 1 to increase the duration of this effect by 1 round. A creature may only be affected by one overload infusion at a time.

### PURE-FLAME INFUSION<sup>OA</sup>

**Element(s)** fire; **Type** substance infusion; **Level** 7; **Burn** 4

**Associated Blasts** blue flame

**Saving Throw** none

You open a direct conduit to the purest elemental fire and send it surging forth. Your infused blast ignores spell resistance.

### SHEPHERD OF SOULS<sup>SP-HH</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 7; **Burn** 4

**Associated Blasts** any simple

**Saving Throw** Will negates

Those you kill tend to stay dead. When your blast kills a living creature, it helps shepherd the creature's soul to the hereafter, warding against effects of spells that would attempt to restore the creature to life. Spellcasters attempting to bring the creature back from the dead using raise dead or similar magic must succeed at a caster level check (DC = 11 + your kineticist level) or the spell fails and the material component is wasted.



### STUPEFYING INFUSION, IMPROVED<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 7; **Burn** 4

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Your blast can mentally cripple others more easily. Treat this as stupefying infusion except that you can select two different mental ability scores to damage.

### SYNAPSE SHOCK, IMPROVED<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 7; **Burn** 4

**Prerequisite(s)** synapse shock

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Treat this as the synapse shock infusion, except it lasts for 1 hour per kineticist level you possess.

### TOXIC INFUSION, GREATER<sup>OO</sup>

**Element(s)** poison or wood; **Type** substance infusion; **Level** 7; **Burn** 4

**Prerequisite(s)** toxic infusion

**Associated Blasts** autumn, bioluminescent, chlorophyll, flensing, great oak, injecting, nightshade, ravaging nature, spring, summer, venus, verdant, winter, wood

**Saving Throw** Fortitude negates

Your blast's toxin is more virulent. Each time you use this infusion, choose a physical ability score; if you also possess greater venom infusion, choose two physical ability scores instead. All creatures that take piercing or slashing damage from your blast are exposed to your poison. This is a poison effect.

**Kinetic Toxin:** Blast - injury; *save* Fort; *frequency* 1/round for 6 rounds; *effect* 1d2 damage to the chosen ability score(s); *cure* 2 consecutive saves.

### VENOM INFUSION, GREATER<sup>HOG</sup>

**Element(s)** universal; **Type** substance infusion; **Level** 7; **Burn** 4

**Prerequisite(s)** venom speaker, venom infusion

**Associated Blasts** any

**Saving Throw** Fortitude negates

This talent functions as the greater toxic infusion wild talent, except it affects any creature that takes any type of damage from the blast.

## 8TH-LEVEL INFUSIONS

### COLORBURST INFUSION<sup>KOP4</sup>

**Element(s)** light; **Type** substance infusion; **Level** 8; **Burn** 4

**Associated Blasts** aurora, bioluminescent, crystal, glorious, light, lightning, prismatic, rainbow, silverlight, solar, supernova

**Saving Throw** varies; **Spell Resistance** yes

Your blast's colorful bursts of light can have an array of unusual effects on those hit. Treat creatures you hit with the infused blast as if they were also hit by the *prismatic spray* spell.

### DISPLACING INFUSION<sup>KOP</sup>

**Element(s)** time; **Type** substance infusion; **Level** 8; **Burn** 4

**Associated Blasts** afterburn, chrono, epoch, gigawatt, reversion

**Saving Throw** Will negates

Your blast can temporarily remove foes from the timestream. Whenever an infused blast hits a foe and penetrates their spell resistance, that foe is temporarily removed from the timestream for 1 round per 6 kineticist levels you possess. The duration of any effects upon the target are suspended while they are displaced, and they are unable to act again until they reenter the timestream. Upon re-entering the timestream, the subject reappears where it had been when the effect originated. If this space is filled with a solid object, dangerous terrain, or no solid ground, the subject appears in the nearest open safe space.

### DISPLACING INFUSION, REVERSE

**Element(s)** time; **Type** substance infusion; **Level** 8; **Burn** 3

**Prerequisite(s)** displacing infusion

**Associated Blasts** afterburn, chrono, epoch, gigawatt, reversion

**Saving Throw** Will negates; **Spell Resistance** yes

This infusion does not count against the number of substance infusions applied to a blast, but can only be applied to gigawatt blast or to blasts to which displacing infusion is applied. Rather than sending a creature forward in time, the infused blast sends the affected creatures the same amount of time backward.

Note: A creature sent back in time could potentially interact with its past self to change its actions, creating complicated scenarios. GMs should take caution when allowing players to take reverse displacing infusion, or when using it against players in such a way that they could alter actions which have already been played out.



### DOMINATING INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level 8**; **Burn 4**  
**Associated Blasts** encephalon, false reality, mental  
**Saving Throw** Will negates

Your blast completely overrides a foe's thoughts. A foe damaged by this infusion has all of its actions determined by you until the beginning of its next round. You can increase the burn cost of this infusion by 1 to increase the duration of this effect by 1 round.

### FLURRY OF BLASTS, GREATER<sup>KOP4</sup>

**Element(s)** universal; **Type** form infusion; **Level 8**; **Burn 5**  
**Prerequisite(s)** improved flurry of blasts  
**Associate Blasts** any  
**Saving Throw** none

This infusion functions as improved flurry of blasts, except it triples the number of attacks that flurry of blasts would normally allow.

### IMPRISONING INFUSION<sup>KOP</sup>

**Element(s)** earth, machine, viscera, water, or wood;  
**Type** substance infusion; **Level 8**; **Burn 4**

**Associated Blasts** autumn, bone, crystal, earth, gore, great oak, forge, ice, junk, metal, mud, nano, petrolic, ravaging nature, rust, shatterstorm, spring, subzero, summer, tundra, warped bone, winter, wood

**Saving Throw** Fortitude negates

Your blast is capable of entombing others alive. Whenever an infused blast hits a foe and deals damage, that foe must succeed a Fortitude save or become encased in an elemental prison. This functions as the **ice tomb**<sup>UM</sup> witch hex, except the target takes the blast's damage rather than ice tomb's normal damage (including type of damage), and the tomb is composed of whatever matter the blast was composed of.

### MAELSTROM<sup>PA</sup>

**Element(s)** water; **Type** form infusion; **Level 8**; **Burn 4**  
**Prerequisite(s)** extended range

**Associated Blasts** acid rain, charged water, gore, quicksilver, water

**Saving Throw** Reflex partial

You create a 20-foot-radius whirling maelstrom in a body of water within 120 feet (the area of the maelstrom does not include any squares in the radius that aren't in the water). Any creature in the maelstrom immediately takes one-quarter your blast's normal damage regardless of whether it succeeds at its save. A creature that succeeds at its Reflex save can choose to exit the area at the closest space. A creature in the maelstrom must succeed at a DC 35 Swim check in order to swim, and any creature that enters the maelstrom or ends its turn in the maelstrom takes half your blast's normal damage. As a free action at the beginning of your turn, you can position each creature in the maelstrom anywhere you choose within the affected area. This effect lasts for a number of rounds equal to your Constitution modifier or until you use this infusion again.



When used with quicksilver blast, this infusion affects metal surfaces instead of water, treating the surface as if it was water for the duration of the effect. When the duration ends, creatures must take an immediate action to pull themselves out of the solidifying metal or else be stuck in it (though they can still be extracted via other means so long as they are not completely submerged).

When used with blood, bloody murder, or gore blasts, this infusion can affect blood as if it was water.

#### MANY THROW<sup>OA</sup>

**Element(s)** aether; **Type** form infusion; **Level** 8; **Burn** 4

**Prerequisite(s)** extended range

**Associated Blasts** telekinetic

**Saving Throw** none

You grab a large number of objects and throw them all at once. You can use your telekinetic blast to make attack rolls against a number of targets equal to your kineticist level within 120 feet, but no two targets can be more than 30 feet apart. You must use a separate object for each target attacked this way.

#### PARALYZING INFUSION<sup>KOP2</sup>

**Element(s)** poison; **Type** substance infusion; **Level** 8; **Burn** 4

**Associated Blasts** acid, acid rain, acidic bolt, flensing, green flame, injection, nightshade, noxious, ultraviolet, virulent

**Saving Throw** Fortitude negates

Your blast can lock up a creature's entire body. Whenever a foe takes damage from this infusion, they are paralyzed for 1 round per 5 kineticist levels you possess. At the end of their round, they can make an additional saving throw to end this effect. This is a poison effect.

#### PSYCHIC CONNECTION, IMPROVED<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 8; **Burn** 4

**Prerequisite(s)** psychic connection

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will negates

Treat this as the psychic connection infusion, except the effect lasts until the next time you recover burn. You can accept an additional 1 point of burn to make the effect permanent until the next time a creature is affected by the psychic connection or improved psychic connection infusions.

#### RESONANT DETONATION<sup>KOP2</sup>

**Element(s)** sound; **Type** form infusion; **Level** 8; **Burn** 4

**Prerequisite(s)** attuning infusion, extended range

**Associated blasts** flashbang, shatterstorm, sonic, sonic boom, vibration

**Saving Throw** Fortitude half

You cause sonic energy to explode from anything that resonates with the tones you exude. Select a number of creatures

up to your Constitution modifier that have been affected by your attuning blast; each creature takes half the normal damage of your kinetic blast and can attempt a Fortitude save to reduce that amount to 1/4 damage. For each creature affected by this form infusion, this blast does an additional die of damage (two dice for shatterstorm or sonic boom blast.)

## 9TH-LEVEL INFUSIONS

#### ATTUNEMENT BURST<sup>KOP2</sup>

**Element(s)** sound; **Type** form infusion; **Level** 9; **Burn** 4

**Prerequisite(s)** attuning infusion, extended range

**Associated Blasts** flashbang, shatterstorm, sonic, sonic boom, vibration

**Saving Throw** Fortitude half

You cause sonic energy to explode from anything that resonates with the tones you exude. Select a number of creatures up to your Constitution modifier within 120 feet of you that have been affected by your attuning blast. Each such creature becomes the center of a 15-foot-radius sphere that damages all creatures within it for half your kinetic blast's damage and can attempt a Fortitude save to reduce that amount to 1/4 damage. If a creature is within the area of multiple spheres, the damage from each sphere stacks, and each creature takes a -1 penalty to their Fortitude save to reduce this damage for each sphere they are included in beyond the first.

#### EVISCERATING INFUSION<sup>KOP2</sup>

**Element(s)** viscera; **Type** substance infusion; **Level** 9; **Burn** 5

**Associated Blasts** bioelectric, bone, charnel, chilled bone, fossilized, gore, haunted, injecting, ravaging nature, venus, warped bone

**Saving Throw** Fortitude partial

Your blast can tear a creature's innards to shreds. Whenever an infused blast hits a foe and deals damage, that foe takes 2 Constitution bleed. Targets that succeed their Fortitude save instead take 1 Constitution damage.

#### LOBOTOMIZING INFUSION<sup>LK</sup>

**Element(s)** mind; **Type** substance infusion; **Level** 9; **Burn** 5

**Associated Blasts** encephalon, false reality, mental

**Saving Throw** Will partial (see text)

Your blast bores through an enemy's brain, effectively destroying it. Those affected by this blast permanently lose their Intelligence score, lose all class levels as per the madness affliction [amnesia](#)<sup>GMG</sup>, and become mindless. Those affected can have [awaken](#) cast on them regardless of their type; if they have been affected for 1 week or less this reverses the effect completely, but it otherwise functions as if casting awaken on a plant although it returns all lost levels as well. This effect cannot otherwise be cured by anything short of a *miracle* or *wish*. A creature that succeeds its save against this ability instead suffers 1d4 Intelligence drain.



# Chapter 7: Utility Wild Talents

Besides their kinetic blasts, kineticists have a wide array of tricks and techniques that can be used, many abilities emulating magic while others have unique effects. Like with infusions, many of these can be used by multiple elements - in such cases, the wild talent is only treated as one element the kineticist possesses (for example, if a kineticist with both the fire and wood elements uses foxfire, they must choose whether they treat it as a fire or a wood wild talent; likewise, if a pyrokineticist without the wood element uses foxfire, they cannot treat it as a wood talent).

Some utility wild talents with multiple elements, however, and are treated as several of those elements at once (such as crystal skin being both earth and light, thus only usable by a kineticist who is both a geokineticist and a photokineticist); these are denoted with “and” instead of “or” where their elements are listed. More details for how such wild talents work can be found in the Combination section of Elements.

## 1ST-LEVEL UTILITY WILD TALENTS

### ABSENTIA<sup>PA</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 1; **Burn** 0

**Prerequisite(s)** emptiness

You are always under the effect of *nondetection* as if you had cast it on yourself. If the effect is dispelled, you can call it forth again as a standard action. You can accept 1 point of burn to grant a creature touched the effects of *nondetection*.

### AERIAL ADAPTATION<sup>OA</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 1; **Burn** 0

You are immune to altitude sickness, and gain an amount of electricity resistance equal to twice your current amount of burn.

### AETHERIC ADAPTABILITY<sup>KOP</sup>

**Element(s)** aether; **Type** utility (Su); **Level** 1; **Burn** --

When using aether blasts or composite blasts that include aether, you can choose to treat your blast as two different damage types instead of just one if that blast offers multiple choices for damage types (for example a telekinetic blast could be bludgeoning and slashing, bludgeoning and piercing, or piercing and slashing.)

### AETHERIC TEMPERING<sup>KOP2</sup>

**Element(s)** aether; **Type** utility (Su); **Level** 1; **Burn** --

**Prerequisite(s)** telekinetic blast

You know how to use your power to protect your weapons. Objects that you use with your telekinetic blast do not take damage unless thrown.

### AIR CUSHION<sup>OA</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 1; **Burn** 0

You cushion a fall from any height. You are constantly under the effects of *feather fall*, and you count as one size category larger for the purpose of determining how you are affected by wind.

### AIR SHROUD<sup>OA</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 1; **Burn** 0

You are always surrounded by air, as *air bubble*<sup>UC</sup>. As a standard action, you can accept 1 point of burn to extend the effect to a number of additional creatures equal to your Constitution modifier for 1 minute per kineticist level you possess.

### AIR'S LEAP<sup>OA</sup>

**Element(s)** air; **Type** utility (Su); **Level** 1; **Burn** 0



You are always considered to have a running start when jumping. You add your kineticist level as a bonus on all Acrobatics checks to jump, you jump twice as far or high as the results of your check indicate, and you can accept 1 point of burn when jumping to double the distance you jump again (to a total of four times as far).

#### AIR'S REACH<sup>OA</sup>

**Element(s)** air; **Type** utility (Su); **Level** 1; **Burn** --

When using air blasts, air wild talents, or composite blasts that include air, double the blast's effective range. This effect applies after altering the range due to effects such as the extended range infusion. This doubles only the blast's effective range, not the area of effect for infusions like cloud and cyclone.

#### ATROPHY FIELD<sup>KOP2</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 1; **Burn** 0

**Saving Throw** none; **Spell Resistance** no

Death follows you wherever you go. You radiate a necrotic field for 1 minute per kineticist level you possess, reducing the effective caster level of all conjuration (healing) spells and spell-like abilities used within 60 feet of you by 1. For every 2 levels you have past 2nd level, you can reduce their effective caster level by an additional 1. If a spell's effective caster level is reduced to 0, the spell fails. You can dismiss this ability as an immediate action.

You can modify this wild talent with 1 wild talent that requires atrophy field as a prerequisite (such as plains of weeping wounds or zone of decay). You can accept 1 point of burn to modify it with a second utility wild talent at the same time as the first until you recover burn.

#### BASIC CRYOKINESIS<sup>LK2</sup>

**Element(s)** water; **Type** utility (Su); **Level** 1; **Burn** --

**Prerequisite(s)** cold blast

You focus more strongly on your ability to manipulate ice and snow than water in its liquid state. You receive a bonus to your natural armor equal to  $1 + 1/5$  your kineticist level and can use *create water* at will, but it instead conjures an equivalent amount of ice. You also receive a circumstance bonus on damage rolls equal to  $1 + 1/5$  your kineticist level on your cold blast, ice blast, and any composite blast for which cold blast or ice blast is a prerequisite when using them against creatures of the fire subtype and when used in cold temperatures and frigid environments.

If you would gain basic hydrokinesis, you can choose to gain this wild talent instead. You cannot learn basic hydrokinesis without possessing water blast, and if you

possess basic hydrokinesis at the time you gain this wild talent, you lose it and any wild talents for which basic hydrokinesis is a prerequisite. You also cannot learn water blast unless you already possess cold blast, and if you already possess water blast when you gain this wild talent, it is replaced by cold blast (this could also affect which composite blasts are available to you).

#### BASIC ELECTROKINESIS<sup>LK2</sup>

**Element(s)** air; **Type** utility (Su); **Level** 1; **Burn** --

**Prerequisite(s)** electric blast

Unlike the typical aerokineticist, you focus much more on your control over electricity. You receive a competence bonus equal to  $3 + 1/2$  your kineticist level on Disable Device checks against technological objects, and a circumstance bonus on damage rolls equal to  $1 + 1/5$  your kineticist level on your electric blast, thunderstorm blast, and any composite blast for which electric blast





or thunderstorm blast is a prerequisite when using them against creatures of the aquatic or water subtypes or creatures equipped with metal armor, holding metal objects, or at least partially composed of metal.

If you would gain basic aerokinesis, you can choose to gain this wild talent instead. You cannot learn basic aerokinesis without possessing air blast, and if you possess basic aerokinesis at the time you gain this wild talent, you lose it and any wild talents for which basic aerokinesis is a prerequisite. You also cannot learn air blast unless you already possess electric blast, and if you already possess air blast when you gain this wild talent, it is replaced by electric blast (this could affect which composite blasts are available to you).

### BONE BLADES<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 1; **Burn** 0

You grow out a pair of durable bone spurs from your forearms, granting you two claw attacks which deal



each 1d4 bludgeoning and slashing damage. You can retract these claws at will, although you cannot wield a shield while these claws are in use. You can accept 1 point of burn to also enlarge your teeth, granting you a bite attack which deals 1d6 bludgeoning, piercing, and slashing damage until the next time you recover burn.

### BRUTAL CLUB<sup>LK2</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 1; **Burn** 0

You can enhance the power of a club or quarterstaff you possess. This functions as *shillelagh*, except it only lasts 1 minute, can only affect a weapon made entirely of wood or plant matter, and wielding this weapon does not interfere with your ability to use gather power or kinetic blasts.

At 9th level, you can accept one additional point of burn to give the affected weapon the *conductive*<sup>UE</sup> weapon ability, but this only functions with wood-element kinetic blasts; you can use a physical blast this way, treating it as a touch attack of its normal range (though targets of a physical blast delivered this way still use their normal AC). You can also accept 1 additional point of burn to treat the weapon as an additional size category larger. Both of these abilities can be used simultaneously.

### CANTIKINESIS<sup>LK</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 1; **Burn** 0

Your kinetic ability has manifested in such a way that you can easily be mistaken for a bard. You can manifest a musical instrument out of kinetic energy or matter at will, as the *summon instrument* spell, remaining permanently until you dismiss it as a free action; you must choose the form this instrument takes when you gain this wild talent, and you cannot change its form afterward. You can use kinetic blasts by playing this instrument, even if it requires two hands to play, and the instrument does not interfere with using gather power. When using kinetic blasts with this instrument, make a Perform check appropriate to the instrument (DC 25 + 1/2 your kineticist level). If you succeed, your kinetic blast gets a +1 competence bonus to attack rolls; this bonus increases to +2 at 8th level, and to +3 at 16th. Failing the check by 5 or more instead applies a -1 penalty to attack rolls with the blast for each 5 by which you fail the check. Kinetic blasts made with an instrument manifested through cantikinesis are treated as having the performance weapon quality, and are treated as being wielded for the purpose of applying effects related to the performance weapon quality.

If you would gain a basic utility wild talent, you can choose to gain this wild talent in its place.



### CANTIKINESIS, IMPROVED<sup>LK</sup>

**Element(s)** universal; **Type** utility (Sp); **Level 1; Burn** 0  
**Prerequisite(s)** cantikinesis

Choose a simple kinetic blast from an element you do not possess when you select this wild talent. You can use this kinetic blast so long as you're using a musical instrument manifested through cantikinesis to do so, but it cannot benefit from making a Perform check. You do not learn composite blasts with the chosen simple blast as a requirement. If you ever gain access to the chosen blast's element (such as through expanded element) - even if you do not gain the blast as a result - immediately choose a new simple blast for an element you do not possess for this wild talent to provide.

### CHARMING TONE<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level 1; Burn** 0  
**Saving Throw** Will negates; **Spell Resistance** no

The tone of your voice is enough to charm all those around you. This acts as *charm person*, although the duration is reduced to 1 minute per kineticist level you possess. You can accept 1 point of burn to increase the duration to 10 minutes per kineticist level you possess. This wild talent is a mind-affecting (charm) effect.

### COLD ADAPTATION<sup>OA</sup>

**Element(s)** fire or water; **Type** utility (Sp); **Level 1; Burn** 0

You are constantly protected by *endure elements* against cold temperatures only. You gain cold resistance equal to twice your current amount of burn.

### CORPOMANCY<sup>KOP4</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level 1; Burn** 0

You can perform the *Prognostication*<sup>OA</sup> occult skill unlock even if you do not possess the *Psychic Sensitivity* feat or the ability to cast psychic spells, but only when using extispicy or osteomancy (those with Psychic Sensitivity or the ability to cast psychic spells can perform any form of prognostication as normal). In addition, when performing prognostication using extispicy or osteomancy, you can accept 1 point of burn to reduce the casting time to one full round and add a circumstance bonus equal to 10 + your kineticist level to your Sense Motive check after you've rolled it but before the results are revealed. Prognostication performed this way can be used a number of times equal to your Constitution modifier per creature per 24 hour period.

### DEATHSIGHT<sup>OAT</sup>

**Element(s)** void; **Type** utility (Su); **Level 1; Burn** --  
**Prerequisite(s)** negative blast

You gain a constant *deathwatch* effect, as the spell.

### DECEPTIVE IMAGE<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level 1; Burn** 0

By changing how others perceive the light waves bouncing off of you, you are capable of making any disguise as per the veil of mists wild talent.

### DETECT RADIOACTIVITY<sup>OAT</sup>

**Element(s)** earth, poison, or wood; **Type** utility (Sp); **Level 1; Burn** 0

You can focus on your connection to earth and try to detect radioactivity, as the *detect radiation*<sup>TG</sup> spell.

### DISTORTED TIMELINE<sup>KOP</sup>

**Element(s)** time; **Type** utility (Sp); **Level 1; Burn** 0

**Saving Throw** none; **Spell Resistance** yes

Your control of time is enough to distort other's actions. You can select 1 foe within 60 feet of yourself, bestowing a -1 penalty on all ability checks, attack rolls, skill checks, and saving throws they make for 1 round per 2 kineticist levels you possess.

### DUAL TELEKINETIC CONTROL<sup>LK</sup>

**Element(s)** aether; **Type** utility (Su); **Level 1; Burn** --

**Prerequisite(s)** telekinetic blast

You can use your telekinetic blast with two objects simultaneously. This has no effect on the blast's damage, and their combined weight cannot exceed the normal weight limit for telekinetic blast. The objects must remain within the same space as one another for the duration of the blast, and if thrown, must be thrown at the same target, but can otherwise be moved individually.

If you would gain basic telekinesis, you can choose to gain this wild talent in its place.

### EARTH WALK<sup>OA</sup>

**Element(s)** earth; **Type** utility (Su); **Level 1; Burn** --

Because you meld very slightly into the earth, when you are standing on an earthen surface, you ignore difficult terrain caused by rocks, earth, or mud, and while on such surfaces you add your elemental overflow bonus to your CMD against being moved or tripped and on Acrobatics checks to balance.

### ELEMENTAL ACCELERATION<sup>KOP3</sup>

**Element(s)** air, fire, water, or time; **Type** utility (Su); **Level 1; Burn** --

You channel your element to dash along freely. Choose one movement speed granted by a wild talent of your element, or your base land speed. Increase this speed by 10 feet. At 5th level and every 5 levels thereafter, this speed increases by an additional 10 feet.



### ELEMENTAL LIMB<sup>KOP3</sup>

**Element(s)** earth, light, machine, viscera, water, or wood; **Type** utility (Sp); **Level** 1; **Burn** --

You can augment your limbs with elemental power. If you are missing one or more limbs, you create one or more permanent replacements out of an element; this limb functions in all ways as though it was a natural part of your body, although the limb is still treated as though it is made out of its element for how it is affected by spells and other abilities and lacks tactile sensation. You can accept 1 point of burn to gain a +2 bonus to all Strength checks related to the replaced limb you make for 24 hours.

If you would gain a basic utility wild talent, you can choose to gain this wild talent instead.

### ELEMENTAL WHISPERS<sup>HA</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 1; **Burn** 0

You form a friendship with a fragment of your element. The element speaks back to you empathically, like a familiar. Pick a type of creature usually allowed as a familiar when you gain this wild talent. You gain the [Alertness](#) feat and the special abilities granted by a familiar of that type. As a standard action, you can give the voice of the element the body of such a creature, using elemental matter of the appropriate element within 30 feet. As long as you concentrate, the familiar can take actions as a normal animal of its type, and it can move any distance away from you, though if it takes any damage or you cease concentrating, it returns to your mind. You lose Alertness while the familiar is manifested in this way. The familiar gains abilities as usual for a familiar of its type, though it never gains the ability to speak with animals of its kind.

### EMERGENCY REPAIRS<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 1; **Burn** 1  
**Saving Throw** none; **Spell Resistance** yes

With a touch, your nanites can heal a willing construct or machine. Treat this as kinetic healer, except it only heals constructs and machines (a living creature with any supernatural machine wild talent or significant mechanical parts - such as prosthetics or implants - is treated as a construct for the purpose of this wild talent). You cannot force a target without a Constitution score to accept the burn from this wild talent.

### EMERGING FORM<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Su); **Level** 1; **Burn** --

You can alter your body to grow a [vestigial arm](#)<sup>UM</sup> as per the alchemist discovery. You can select this utility wild talent up to 3 times; the second time you select it you gain a second vestigial arm, and the third time you select it you gain the [parasitic twin](#)<sup>UM</sup> alchemist discovery.

### ENHANCED FIST<sup>LK</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 1; **Burn** --  
**Prerequisite(s)** kinetic fist

You have mastered the art of the kinetic fist. Treat your kineticist level as four higher to determine how much damage your kinetic fist deals (for example, a 7th level kineticist with this feat would deal 2d6 with a kinetic fist simple blast since it determines their kinetic fist's damage as if using a kinetic blast from an 11th level kineticist).

### ESOTERIC KNOWLEDGE<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 1; **Burn** --

Select one Knowledge skill; you are treated as though you had a number of ranks in that Knowledge skill equal to your kineticist level if that amount is greater than the number of actual ranks in that skill you possess. You can accept 1 point of burn to change your selected Knowledge skill to a different Knowledge skill. If you do so, you can switch your selected Knowledge skill and your original Knowledge skill as a swift action until you recover burn, returning to your initial Knowledge skill at that time. You can select this talent a second time at 10th level.

Cerebral kineticists, overwhelming souls, psychokineticists, and kineticists with the intelligent mutation may treat this as a universal wild talent.

### EXPANDED TELEPATHY<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 1; **Burn** --  
**Prerequisite(s)** basic neurokinesis

Your mind can link with those further away, increasing the range of the telepathy provided by your basic neurokinesis by 10 feet per 2 kineticist levels you possess.

### FIRE SCULPTOR<sup>OA</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 1; **Burn** 0

You can sculpt shapes out of flame or alter a fire's spread. As a standard action, you can move one 5-foot square of an ongoing fire per kineticist level you possess to any square contiguous to that fire. For instance, a 4th-level kineticist could move 4 contiguous squares from the center of a 20-foot-by-20-foot fire to the fire's edge in order to create a safe path to escape. The fire continues to spread normally after you sculpt it.

### FIRE'S FURY<sup>OA</sup>

**Element(s)** fire; **Type** utility (Su); **Level** 1; **Burn** --

When using fire blasts or composite blasts that include fire, add your elemental overflow bonus to the damage dealt. If the kinetic blast normally adds double your elemental overflow bonus to damage, these effects stack.



### FIST OF GRANITE<sup>KOP</sup>

**Element(s)** earth; **Type** utility (Su); **Level** 1; **Burn** --

**Prerequisite(s)** flesh of stone

You gain the crushing strength of earth itself. While your flesh of earth is active, you gain a slam attack that deals 1d8 damage (1d6 for small kineticist). You can accept 1 point of burn to gain a second slam attack until you recover burn; you do not need to accept this additional burn if you also possess the hard knuckle wild talent and your subdermal plating is active. If you possess the jagged flesh wild talent, your slam attack also deals piercing damage.

### FIST OF OAK<sup>KOP</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 1; **Burn** --

**Prerequisite(s)** flesh of wood

Your hands are as tough as a mighty redwood. While your flesh of wood is active, you gain a slam attack as per fist of granite. If you also possess the thorn body wild talent, this slam attack also deals piercing damage.

### FLAME CONDUIT<sup>KOP3</sup>

**Element(s)** fire; **Type** utility (Su); **Level** 1; **Burn** --

You can draw upon the flames around you to empower your blast. You can select any source of fire to be the point of origin for your fire-element blasts. Both the point of origin and target must be in range of your kinetic blast, and must be no further apart than your kinetic blast's range. If you choose a creature currently engulfed in flames as your blast's point of origin, that creature takes an additional 1d6 fire damage and suffers a -2 to all saves against your blast, putting out any fire from which the foe is currently engulfed.

### FUTURE GLIMPSE<sup>KOP</sup>

**Element(s)** time; **Type** utility (Sp); **Level** 1; **Burn** 1

You are capable of seeing fractions of possible futures. As an immediate action, you can reroll one roll that was just made before the results are revealed. You must accept the results of the second roll, regardless of its value.

### GLASS CANNON<sup>KOP4</sup>

**Element(s)** earth; **Type** utility (Su); **Level** 1; **Burn** --

You specialize in control over glass rather than more common earthen materials. Your crystal, crystalline, earth, flensing, magma, sandstorm, shatterstorm, and tundra blasts can create glass or obsidian rather than stone or sand, adding a +1 bonus to your attack rolls and damage with these blasts. In addition, wild talents with which you could normally only affect earthen surfaces or material (such as earthmeld, shift earth, or stone sculptor) can affect glass or obsidian as well.

If you would gain basic geokinesis, you can choose to gain this wild talent instead.

### GRAVITIC LEAPER<sup>OAT</sup>

**Element(s)** void; **Type** utility (Su); **Level** 1; **Burn** 0

**Prerequisite(s)** gravity blast

Your skill at controlling gravity is such that you can make longer jumps than most. This functions as the air's leap utility wild talent, except that gravity control propels you further, rather than air. This wild talent does not stack with the effects of air's leap.

### GRAVITIC PACK HORSE<sup>OAT</sup>

**Element(s)** void; **Type** utility (Su); **Level** 1; **Burn** 0

**Prerequisite(s)** gravity blast

You manipulate gravity so that you can carry more, treating yourself as constantly under the effects of *ant haul*<sup>APG</sup>. As a standard action, you can accept 1 point of burn to extend the effect to a number of additional creatures equal to your Constitution bonus for 2 hours per kineticist level you possess or until you recover from burn, whichever comes first.

### HEAT ADAPTATION<sup>OA</sup>

**Element(s)** fire or water; **Type** utility (Sp); **Level** 1; **Burn** 0

You are constantly protected by *endure elements* against hot temperatures only. You gain an amount of fire resistance equal to twice your current amount of burn.

### HIDE FROM ANIMALS<sup>OAT</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 1; **Burn** 0

You can hide subjects from animals, as the *hide from animals* spell. If you use this wild talent, any previous use of this wild talent expires immediately.

### HIDE FROM UNDEAD<sup>OAT</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 1; **Burn** 0

**Prerequisite(s)** negative blast

You can hide subjects from undead, as the *hide from undead* spell. If you use this wild talent, any previous use of this wild talent expires immediately.

### HYDRO CUTTER<sup>KOP3</sup>

**Element(s)** water; **Type** utility (Su); **Level** 1; **Burn** --

**Prerequisite(s)** water blast

As you learn to master the art of water manipulation, you can now choose to deal piercing damage with your water blast or with composite blasts for which water blast is a prerequisite in addition to any other physical damage type dealt (for example, charged water blast deals half bludgeoning and piercing, half electric), gaining a +1 to attack and damage rolls due to how easily your water blades pierce the air. You can also add bloody infusion to your list of wild talents even if you are not



a blood kineticist, and are able to apply it to a blast you have added piercing damage to in this way.

If you would gain basic hydrokinesis, you can choose to gain this wild talent instead.

### ICEWALKER<sup>OA</sup>

**Element(s)** water; **Type** utility (Su); **Level** 1; **Burn** --

You can move across wet and icy surfaces without needing to attempt Acrobatics checks due to slipperiness, including across areas under the effects of the slick wild talent. Additionally, you are immune to seasickness.

### INFERNAL BARGAIN<sup>P-HH</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 1; **Burn** 0  
**Prerequisite(s)** tiefling or Planar Infusion (Hell)

**Saving Throw** none; **Spell Resistance** yes

When you grant others a taste of your power, you expect something from them in return. If they do not hold up their end of the bargain, you can swiftly revoke your aid. As a swift action before using a utility talent on a willing target, you can add the effects of [conditional favor](#)<sup>UI</sup>, except that it applies to any beneficial utility talent instead of to spells of certain schools.

### JOINT LOCK<sup>KOP3</sup>

**Element(s)** earth or machine; **Type** utility (Sp); **Level** 1; **Burn** 0

**Saving Throw** Ref negates; **Spell Resistance** no

Your knowledge of metals allows you to stiffen the joints of one suit of metal armor within 60 feet, doubling its armor check penalties for 1 minute.

### KINETIC AWE<sup>HOG</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 1; **Burn** 0

You create a terrifying display of elemental power. This ability functions as [Dazzling Display](#), except you can use this ability as a standard action and you add half your kineticist level as a bonus on your Intimidate check if you've used gather power during the same round; doing so expends the gathered power. This ability otherwise counts as the Dazzling Display feat; feats and other effects which affect Dazzling Display (such as [Shatter Defenses](#)) apply to it, and it counts as Dazzling Display for the purpose of meeting combat feat prerequisites.

### KINETIC COVER<sup>OA</sup>

**Element(s)** aether, earth, light, machine, viscera, water, or wood; **Type** utility (Sp); **Level** 1; **Burn** 0

You call up elemental matter to defend yourself and your allies from attacks. As a standard action, you can select one face of a square within 30 feet of you and

move elemental matter to block that face, providing total cover from that direction. The face you select must be supported by the ground, and the kinetic cover cannot support more than 5 pounds of weight. Water, ice, and telekinetic force are translucent, but earth, metal, mud, and the like are opaque and block line of sight. A creature who strikes the cover can easily destroy it. Regardless of its composition, the cover has hardness 0, AC 5, and 2 hit points per kineticist level you possess. You can have a number of kinetic covers in existence equal to your Constitution modifier + 1/2 your kineticist level.

### KINETIC DISSOLUTION<sup>HOG</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 1; **Burn** 0  
**Prerequisite(s)** wayang, chosen racial trait

Choose either the dissolution's child<sup>ARG</sup> alternate racial trait or the light and dark<sup>ARG</sup> racial trait. You can use the chosen racial trait by accepting 1 point of burn, even if you have no daily uses of that racial trait remaining.

### KINETIC HEALER<sup>OA</sup>

**Element(s)** aether, mind, sound, viscera, or water; **Type** utility (Sp); **Level** 1; **Burn** 1; see text

**Saving Throw** none; **Spell Resistance** yes

With a touch, you can heal a willing living creature of an amount of damage equal to your simple kinetic blast's damage (if you possess multiple simple blasts, you choose which one to base the healing off of from those of kinetic healer's associated elements). Instead of paying the burn cost yourself, you can cause the recipient to take 1 point of burn. If you do so, the recipient takes 1 point of nonlethal damage per Hit Die they possess, as usual for burn; this damage can't be healed by any means until the recipient takes a full night's rest.

### LIFE AFTER UNDEATH<sup>LK</sup>

**Element(s)** aether, light, mind, or wood; **Level** 1; **Type** utility (Su); **Burn** --

**Prerequisite(s)** undead type with humanoid shape

Your kinetic power awakened just a little bit later than it does in most. You count as either humanoid with a subtype of your choice or as outsider (native) for the purpose of how spells and abilities affect you (though options are at GM discretion) and can change your alignment to any one of your choosing at the time this wild talent is gained, but retain your undead type (as well as any decomposition you suffered during your undeath) permanently, being treated as a positive-energy-powered undead. You lose all of your undead traits except for immunity to bleed, disease, and sleep, and you do not need to breathe, eat, or sleep to survive. You are healed by both positive and negative energy. If you had no



Intelligence score before taking this wild talent, you gain 2d6+6 Intelligence. You do not gain a Constitution score if you didn't have one, instead using your Charisma in its place to calculate your hit points, Fortitude save, and any abilities to which Constitution would normally apply (such as kinetic blast damage); if you did have a Constitution score, you still use it as normal.

If you would gain basic neurokinesis, basic photokinesis, basic phytokinesis, or basic telekinesis, you can choose to gain this wild talent instead. However, you can only choose to gain this wild talent at 1st level, and you cannot replace it in any way once it is gained.

#### MASTER POISONER<sup>KOP2</sup>

**Element(s)** poison; **Type** utility (Su); **Level** 1; **Burn** --  
**Prerequisite(s)** basic toxikinesis

You are adept at creating and analyzing poison, gaining the **poison lore investigator**<sup>ACG</sup> class feature. In addition, whenever you make poisons using Craft (alchemy), use the item's gp value as its sp value when determining your progress (do not multiply the item's gp cost by 10 to determine its sp cost).

#### MATERIAL AFFINITY<sup>KOP3</sup>

**Element(s)** aether; **Type** utility (Su); **Level** 1; **Burn** --

You are more talented than others when it comes to manipulating certain materials. When you select this wild talent, you must choose either stone, wood, metal, glass, paper, or another similar material. When using this material with your telekinetic blast, you gain a +1 to attack and damage rolls. When you use a material aside from your chosen one, you suffer a -1 penalty to attack and damage rolls. These bonuses and penalties also apply to physical blasts associated with the chosen material (such as earth blast for stone or ice blast for ice).

If you would gain basic telekinesis, you can choose to gain this wild talent instead.

#### MECHANICAL OVERDRIVE<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Su); **Level** 1; **Burn** --  
**Prerequisite(s)** diesel heart

You fashion a way to get more power out of your mechanical upgrades. You gain a bonus on Strength and Dexterity checks equal to your Constitution modifier. While you possess 3 or more burn, this bonus is also applied to Strength and Dexterity-based skill checks.

#### MENTAL POISON

**Element(s)** mind and poison; **Type** utility (Su); **Level** 1; **Burn** --

**Prerequisite(s)** master poisoner, basic neurokinesis

Your poisons can inflict their maladies on one's mind rather than their body. Treat this as the **drugged**<sup>HoG</sup> witch hex.

#### MESMERIZING ELEMENTALIST<sup>HoG</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 1; **Burn** 0  
**Prerequisite(s)** nagaji

You gain the hypnotic gaze<sup>ARG</sup> nagaji alternate racial trait. If you already have this trait, add +1 to the trait's save DC instead. You can use the hypnotic gaze racial trait by accepting 1 point of burn, even if you have no daily uses of that racial trait remaining.

#### METAL-WOOD<sup>KOP3</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 1; **Burn** 0

You know how to create the most powerful of lumber, being able to alter wood as per the **ironwood** spell for 24 hours. You can accept 1 burn to instead make this effect permanent. If you possess the paper control wild talent, you can also apply this effect to paper.

#### MINDLINK<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 1; **Burn** --

You can detect the emotional state of those around you. You treat any creature within 100 feet as if they had the a familiar's empathic link ability, except they cannot sense your emotions in return. Any creature made aware of this effect can attempt a Will save (DC = 10 + 1/2 your kineticist level + your Con modifier) once per round as a swift action that requires concentration to break the link for 24 hours.

#### NINE-TAILED KINETICIST<sup>HoG</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 1; **Burn** 0  
**Prerequisite(s)** kitsune

You can cast a spell-like ability granted to you by any **Magical Tail**<sup>ARG</sup> feat you have by accepting 1 point of burn, even if you have no daily uses of that spell-like ability remaining. You must be able to use wild talents of a level equal to the number of extra tails required to use a spell-like ability granted by a Magical Tail feat to use this ability to cast that spell-like ability (for example, you would need to be 15th level and able to use 8th-level wild talents to use this talent to cast the **dominate person** spell-like ability granted by Magical Tail). In addition, you can learn a Magical Tail feat that you qualify for in place of gaining a new infusion or utility wild talent.

#### PAPER CONTROL<sup>KOP3</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 1; **Burn** --  
**Prerequisite(s)** wood blast

You are adept at controlling paper as well as wood. You can manipulate paper freely, being able to control it as though using the basic telekinesis wild talent. Whenever you use your wood blast, you can instead create paper, gaining a +1 bonus to attack rolls with it.

If you would gain basic phytokinesis, you can choose to gain this wild talent instead.



### PETRIFIED INNARDS<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Su); **Level 1; Burn --**

You are able to harden your insides to prevent damage as per the *preserve organs*<sup>UM</sup> alchemist discovery. This effect stacks with elemental overflow when determining your chance to ignore a critical hit or sneak attack damage.

### PHANTOM IMAGE<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level 1; Burn 0**

**Saving Throw** Will disbelieve; **Spell Resistance** none

Through simple manipulation, you can alter how others see things, creating a *silent image* as per the spell. By accepting 1 point of burn, you can allow the image to persist for 1 round per kineticist level without concentrating on it. If you have sound as a primary or expanded element, this works as a *minor image*.

### POISON HEALER<sup>KOP2</sup>

**Element(s)** poison; **Type** utility (Sp); **Level 1; Burn 0**

You know how to help treat the poisoning of others; treat this as the *delay poison*<sup>UC</sup> spell. You can also draw the poison out of others, removing it from them and treating it as though you had failed a save against it yourself; using this talent to transfer a poison to yourself ignores any immunity to poison effects you possess. If you have the biological toxin utility wild talent, you can accept 1 point of burn to create a copy of that poison with the same restrictions and duration as that ability, removing it from your body in the process.

### PREDICTED MANEUVERS<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level 1; Burn --**

**Prerequisite(s)** basic neurokinesis

When you ready any mind wild talent against a specific type of attack action or combat maneuver, increase its DC by +1. This bonus increases by +1 at 5th level and every 5 levels thereafter. If a kinetic blast is readied this way (including one used as part of an attack, such as kinetic blade), you can apply this bonus to its attack roll(s) instead.

### PSYCHIC PERSUASION<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level 1; Burn 0**

**Saving Throw** Will negates; **Spell Resistance** yes

You know how to persuade others as per *charm person* or *charm animal*, although the duration is reduced to 10 minutes per kineticist level you possess. At 6th level you can instead treat this as *charm monster*. You can accept 1 point of burn to increase the duration to 1 hour per kineticist level you possess, and can end this effect as a

free action. You can only have one creature affected by this ability at a time; attempting to use it on another creature while this ability is in effect instantly ends the effect on the previously charmed creature. This is a charm effect.

### RADIOACTIVE ADAPTATION<sup>OAT</sup>

**Element(s)** earth, poison, or wood; **Type** utility (Su); **Level 1; Burn --**

You are immune to the sickness condition caused by irradiating infusion and to low levels of radiation, and gain a bonus on saving throws against radiation effects equal to twice your current amount of burn.

### ROOTS<sup>OO</sup>

**Element(s)** wood; **Type** utility (Su); **Level 1; Burn 0**

Your body sinks roots into soft surfaces, making it hard to move you. This functions as the earth walk wild talent, except it works only on soft surfaces (like soil or snow) and not on stone. If you have both roots and earth walk, the bonuses stack while you're on soft earth surfaces.

### SEALING WOUND<sup>KOP3</sup>

**Element(s)** fire; **Type** utility (Sp); **Level 1; Burn 0**

As an immediate action, you can deal 1 point of fire damage to yourself to end any bleed effect from which you are currently suffering. This damage cannot be reduced by resistance to fire. As a move action, you can use this wild talent on any ally within 30 feet. You also can treat kinetic healer and wild talents with kinetic healer as a prerequisite as though they were on fire's list of selectable wild talents, but you cannot accept burn to use these wild talents unless you use them on yourself.

If you would gain basic pyrokinesis, you can gain this wild talent instead.

### SHADOW BLASTER<sup>KOP4</sup>

**Element(s)** void; **Type** utility (Su); **Level 1; Burn --**

You can draw from the shadows to empower your blast. Whenever the target of your negative blast, gravity blast, void blast, or composite blasts for which any of those blasts is a prerequisite is in an area of dim or darker light conditions, you gain a +1 bonus on attack and damage rolls.

If you would gain basic chaokinesis, you can choose to gain this wild talent instead.

### SIMPLE VERSATILITY<sup>KOP4</sup>

**Element(s)** air, sound, void, water, or wood; **Type** utility (Su); **Level 1; Burn --**

You can empower your simple blasts to greater potential. If you possess a simple blast of an element



that has more than one simple blast (such as electric blast), you can use infusions with it associated with either of that element's simple blasts. This has no effect on simple blasts of elements with only one simple blast (such as fire blast).

### SKILLED KINETICIST<sup>OA</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 1; **Burn** --

You gain a bonus equal to 1/2 your kineticist level on skill checks with the skills your primary element added to your class skill list, and you can use the Knowledge skill associated with your primary element to identify elementals of your primary element's subtype.

### SLICK<sup>OA</sup>

**Element(s)** machine or water; **Type** utility (Sp); **Level** 1; **Burn** 0

**Prerequisite(s)** cold blast, water blast, or oil infusion

**Saving Throw** Reflex negates; **Spell Resistance** no

As a standard action, you call forth slippery oil, water, or ice, creating any of the effects of the *grease* spell for 1 round. You can accept 1 point of burn at the start of your next turn to extend the duration to 1 minute per kineticist level you possess.

### SLIME CONTROL<sup>KOP4</sup>

**Element(s)** poison; **Type** utility (Su); **Level** 1; **Burn** --

**Prerequisite(s)** acid blast

You've learned how to solidify poisonous substances into a toxic sludge. When using your acid blast, virulent blast, or any blast for which either is a prerequisite, you can replace acid damage with bludgeoning damage. Energy blasts affected this way become physical blasts. In addition, you can affect creatures of the ooze type with mind-affecting effects even if they are mindless and receive a +4 circumstance bonus on all mind-affecting effects and Charisma-based skill checks against all oozes.

If you would gain basic toxikinesis, you can choose to gain this wild talent instead.

### SMOOTH NEGOTIATOR<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 1; **Burn** 0

**Saving Throw** Will partial; **Spell Resistance** yes

You're skilled at making a creature's goals coincide with your own as per the *implant urge*<sup>ISI</sup> spell except the duration is 10 minutes per kineticist level you possess. You can accept 1 point of burn to increase the duration to 1 hour per kineticist level you possess, and you can only affect one creature with this ability at a time; targeting another creature with this ability ends the previous effect. This is a compulsion effect.

### SONIC REVERBERATION<sup>KOP4</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 1; **Burn** 0

**Prerequisite(s)** sonic blast

As a standard action you can bounce a sonic blast off of a wall within 15 feet and hit yourself with it. Doing so deals no damage to you, instead causing you to store the power of your sonic blast inside your body. This charge follows the same rules for holding a charge from a touch range spell, except you do not get a free melee touch attack to deliver it (though it can be delivered with a melee touch attack later), and it is automatically delivered along with the next sound blast or composite blast which includes sound that you use, adding its damage to the first target hit by the blast (or closest to you if multiple targets are hit simultaneously). You must discharge it within 1 round per 3 kineticist levels (minimum 1 round) or it is dispelled harmlessly, and using any non-sound kinetic blast or accepting any burn also dispels the charge harmlessly; you can accept 1 additional point of burn to increase this duration to 10 minutes per 3 kineticist levels (minimum 10 minutes). If you take sonic damage (even if it would normally discharge your sonic blast charge into the attacker), you must succeed a concentration check (DC = 10 + 1/2 kineticist level + damage dealt) or the charge is harmlessly dispelled.

### SOUND'S INTENSITY<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Su); **Level** 1; **Burn** --

When using sound blast or composite blast that include sound, increase the DC of all saving throws of the blast and its infusions by 1.

### SPINED ARMOR<sup>KOP3</sup>

**Element(s)** earth, viscera, or wood; **Type** utility (Sp); **Level** 1; **Burn** 0

Your knowledge of natural materials makes it easy for you to manipulate their substance. You can cause armor or gauntlets you wear to become covered in spikes as a free action, effectively giving you armor spikes and/or spiked gauntlets. Removing the armor or gauntlets reverts it back to its non-spiked version if it did not possess spikes before you donned it. The type of armor this functions on is limited by the elements you have (earth can affect stone or metal, viscera can affect leather, and wood can affect wood). If you possess the paper control, metal-wood, and natural armor wild talents, you can also affect paper armor with this effect, and if you possess replacement or additional arms through the elemental limb or greater elemental limb wild talents, you can affect those arms as if they were equipped with spiked gauntlets of which are composed of the same substance as their limb.



### STIMULATED INTELLECT<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 1; **Burn** --

Your kinetic powers stimulate your mind more than your intellect does. When making an Intelligence check, you can replace your Intelligence modifier with your Constitution modifier, and you treat all Knowledge skills as class skills.

If you would gain basic neurokinesis, you can choose to gain this wild talent instead.

### STROBE LIGHTS<sup>KOP3</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 1; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** no

You can create a field of strobing lights for 1 round per two kineticist levels you possess. Any creature within 10 feet of you becomes fascinated as long as they are within the effect of your strobing lights.

### STONE VANDAL<sup>LK</sup>

**Element(s)** earth; **Type** utility (Su); **Level** 1; **Burn** --

You treat all earth and stone as unworked for the purpose of what your wild talents can affect.

### SUBDERMAL PLATING<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 1; **Burn** 1

Your nanites reinforce key areas under skin with carbon-composite plating. You are treated as though you are wearing light armor that grants a +4 armor bonus with no maximum Dex penalty and no armor check penalty until the next time your burn is removed. If a critical hit is confirmed against you while this wild talent is active, this armor bonus is reduced by 1 until the next time you use this wild talent (to a minimum of 0).

### SUSTAINED FORM<sup>KOP3</sup>

**Element(s)** void; **Type** utility (Su); **Level** 1; **Burn** --

You do not need to eat or drink to survive.

### TECHNOGRAFT<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Su); **Level** 1; **Burn** --

Removing your forearm, you install an efficient mechanical terminal at your elbow. Select a number of one-handed simple or martial melee weapons, firearms, or other martial **technological weapons**<sup>TG</sup> equal to your Constitution modifier (the cost of each of these weapons must be equal to or lower than 500 gp times your kineticist level). One of your hands is removed, allowing you to create a masterwork copy of any of those weapons out of nanomachines, automatically becoming proficient with it. This weapon cannot be targeted by a disarm combat maneuver and is always treated as a free hand for the purpose of using your kinetic blast. This weapon also benefits from elemental overflow, but cannot be wielded in two hands, and is treated as a natural weapon for the purposes of the kinetic fist infusion. You can change the weapon created with this wild talent as a full round action. The mechanical terminal can be enhanced as though it was a weapon, although it does not allow you to apply enhancements that would require a specific type of weapon (such as **distance**<sup>UE</sup> or **keen**).

Beginning at 3rd level and every other level thereafter, you can select an additional weapon to create with technograft. If you create a technological weapon, its capacity is equal to your Constitution modifier + your kineticist level and it possesses an amount of charges equal to your

Constitution modifier. You begin each day with a number of charges equal to your kineticist level, and you can accept 1 burn to fill your charges to capacity. If you possess 1 or more burn, you regain 1 charge every hour.

If you would gain basic technokinesis, you can choose to gain this wild talent instead.





### TELEKINETIC FINESSE<sup>OA</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 1; **Burn** 0

You can perform any sort of fine manipulation you choose within close range, including attempting Sleight of Hand and Disable Device checks.

### TENGU BLADE LORE<sup>HOG</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 1; **Burn** 0

**Prerequisite(s)** kinetic blade, tengu

Whenever you use kinetic blade or an infusion that lists kinetic blade as a prerequisite, the weapon you create counts as having one of the following weapon special features of your choice: blocking, brace, deadly, disarm, distracting, sunder, or trip.

### THREADED ARMOR<sup>KOP3</sup>

**Element(s)** aether; **Type** utility (Su); **Level** 1; **Burn** --

You are capable of threading the strands of aether into your armor, increasing the ways it can defend you. Any armor or shield you wear gains the *ghost touch*<sup>UE</sup> property. You can accept 1 point of burn to bestow any object you wield, or up to 50 tiny objects or pieces of ammo, to with the *ghost touch*<sup>UE</sup> property until you recover burn.

### TONGUE TWISTER<sup>KOP4</sup>

**Element(s)** viscera; **Type** utility (Su); **Level** 1; **Burn** --

You gain *Agile Tongue*<sup>ARG</sup> as a bonus feat, ignoring its prerequisites.

### TRACELESS LIGHT<sup>KOP</sup>

**Element(s)** light; **Type** utility (Su); **Level** 1; **Burn** --

When using light blast or a composite blast that includes light, your blasts are capable of bending the light around them to become invisible, unable to be detected through visual senses. This also reduces your penalty for sniping with a light-element blast by 10.

### UNNATURAL EVOLUTION<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Su); **Level** 1; **Burn** --

You gain 1 evolution point to spend on yourself as though you were an eidolon belonging to a summoner equal to your level. You are always treated as a bipedal creature for the purpose of which evolutions you can select. At the beginning of each day, you can change this evolution to any other legal choice.

If you also possess experimental machinery, this wild talent does not grant additional evolution points. Instead, it allows you to spend up to 1 point from your evolution pool on an evolution which is not an extraordinary ability and allows you to change your evolutions as per that wild talent.

### VENOM SPEAKER<sup>HOG</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 1; **Burn** 0

You gain the investigator's poison lore class feature, using your kineticist level as your investigator level, and can use your gather power ability even while holding a dose of poison in one of your hands or appendages as long as you could otherwise use that ability. If you are at least 6th level, you can learn the alchemist's swift poisoning class feature or one of the following alchemist discoveries in place of a utility wild talent, using your kineticist level as your alchemist level: *concentrate poison*<sup>APG</sup>, *poison conversion*<sup>APG</sup>, or *sticky poison*<sup>APG</sup>.

If you also possess master poisoner, you receive a +4 bonus to Craft and Knowledge checks when using your poison lore class feature to identify or neutralize a poison.

### VOICE OF THE WIND<sup>OA</sup>

**Element(s)** air or sound; **Type** utility (Sp); **Level** 1; **Burn** 0

**Saving Throw** none; **Spell Resistance** yes

When you whisper, you can have the wind carry your voice to the ears of anyone you can see within 120 feet, as if they were one of the targets of a *message* spell you cast. Alternatively, you can send your voice to a distant location as if casting *whispering wind*.

### VOID HEALER<sup>OO</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 1; **Burn** 1

This functions as kinetic healer, except it heals undead (and others healed by negative energy).

### VOID RESONANCE<sup>KOP3</sup>

**Element(s)** void; **Type** utility (Su); **Level** 1; **Burn** --

You are in tune with the darker energies of the universe, allowing you to be healed by negative energy if you are normally hurt by it.

### WATER ADAPTATION<sup>OAT</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 1; **Burn** 0

You are immune to water pressure damage to a depth of one mile, and gain an amount of cold resistance equal to twice your current amount of burn.

### WIND BLADE<sup>KOP3</sup>

**Element(s)** air; **Type** utility (Su); **Level** 1; **Burn** --

**Prerequisite(s)** air blast

As you learn to master the art of air manipulation, you can now choose to deal slashing damage with your air blast or composite blast for which air blast is a prerequisite in addition to any other physical damage type dealt (for example, plasma blast deals



half bludgeoning and slashing, half fire), gaining a +1 to attack and damage rolls due to how easily your air blades cut through the air. You can also add bloody infusion to your list of wild talents, treating it as an air wild talent, and are able to apply it to a blast you have added slashing damage to in this way.

If you would gain basic aerokinesis, you can choose to gain this wild talent instead.

### WOOD HEALER<sup>PA</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 1; **Burn** 1; see text

**Prerequisite(s)** positive blast

**Saving Throw** none; **Spell Resistance** yes

This functions as kinetic healer, except you must base the amount of healing on your positive blast. This wild talent counts as kinetic healer for prerequisites for selecting other kineticist wild talents.

### WOODLAND STRIDE<sup>OO</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 1; **Burn** 0

You gain woodland stride, as per the druid ability. Due to your ability to manipulate plants, you can attempt a caster level check (DC = 11 + the spell's caster level) as a standard action to also ignore magically manipulated plants (but not creatures of the plant type).

## 2ND-LEVEL UTILITY WILD TALENTS

### ABSOLUTE SILENCE<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 2; **Burn** 0

You are capable of muting all sound around you. You can treat yourself as though under the effects of a *silence* spell, granting a +5 on Stealth checks as well as being undetectable by sound-based senses. This effect does not prevent you from using sound kinetic blasts, infusions, or utility wild talents, although it does prevent you from benefiting from your elemental overflow or victorious aria elemental defense. You can end this effect as a swift action.

### ACID'S CORROSION<sup>KOP2</sup>

**Element(s)** poison; **Type** utility (Su); **Level** 2; **Burn** --

When using poison blasts or composite blasts that include poison, your blasts ignore hardness up to 1/2 your kineticist level.

### ADVANCED KINESIS<sup>KOP4</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 2; **Burn** varies (see text)

**Prerequisite(s)** any basic utility wild talent

You can achieve a variety of fantastical feats through the use of your kinetic powers, emulating magic. You can use a bonus spell associated with a **domain** (as the cleric class feature) as a spell-like ability, based on which of the following utility wild talents you possess:

*basic aerokinesis* - **Air** (**Cloud**<sup>APG</sup>)

*basic chaokinesis* - **Darkness** (**Loss**<sup>APG</sup>)

*basic chronokinesis* - **Time**<sup>BoDM</sup>

*basic corpokinesis* - **Strength**

*basic cryokinesis* - **Water** (**Ice**<sup>APG</sup>)

*basic electrokinesis* - **Weather**

*basic geokinesis* - **Earth** (**Petrification**<sup>DA</sup>)

*basic hydrokinesis* - **Water** (**Rivers**<sup>ISG</sup>)

*basic neurokinesis* - **Knowledge**

*basic photokinesis* - **Trickery**

*basic phytokinesis* - **Plant** (**Thorns**<sup>DA</sup>)

*basic pyrokinesis* - **Fire** (**Arson**<sup>ISG</sup>)

*basic technokinesis* - **Artifice** (**Industry**<sup>HotS</sup>)

*basic telekinesis* - **Protection**

*basic toxikinesis* - **Death** (**Plague**<sup>HotS</sup>)

*basic vibrokinesis* - **Song**<sup>BoDM</sup>

Activating this wild talent is a full-round action (or the spell's normal casting time if longer) that provokes attacks of opportunity and costs an amount of burn equal to 1 + 1/3 the level of spell you wish to use, and you can only use spells that could be used by a cleric of your kineticist level in this way. Any variables dependent upon a mental ability score instead use your Constitution. Domains listed without a subdomain use their default spell lists. Other domains can be granted for unlisted basic utility wild talents at GM discretion.

### AERIAL SUPREMACY<sup>KOP3</sup>

**Element(s)** air; **Type** utility (Su); **Level** 2; **Burn** --

You know how to use flight to your advantage. When you are flying and attacking a non-flying opponent, you gain a +1 bonus to attack and damage rolls against it. While in the air, if you use a charge attack, you may include up to two 90 degree turns in your movement.

### ALL IN YOUR HEAD<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** mindlink

You can increase the burn cost of a mind-element kinetic blast by 1 to feed its effects directly into its targets' minds. The blast appears directly in the targeted space rather than traveling to it, its visual or audio effects cannot be perceived by those unaffected by it other than



yourself, and it is considered an illusion (phantasm), allowing a Will save to disbelieve equal to the blast's normal DC (10 + Constitution mod + 1/2 kineticist level). If a creature makes their save to disbelieve the phantasm, they are unaffected by the kinetic blast.

#### ANGELIC PROTECTION<sup>P-HH</sup>

**Element(s)** aether, water, or wood; **Type** utility (Sp); **Level** 2; **Burn** –

**Prerequisite(s)** kinetic healer wild talent, aasimar or Planar Infusion (Elysium, Heaven, Nirvana)

**Saving Throw** none; **Spell Resistance** none

Through your connection to the celestial planes, you have learned to draw angelic essence into your healing. When you use kinetic healer, the target of the healing gains the benefits of *protection from evil* for 1 round.

#### APHASIA<sup>LK2</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 2; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

The target creature's mind muddles written language. For the next 24 hours, the affected creature cannot read written language (this prevents spellcasters which rely on a spellbook or formula book, from being able to prepare spells). By accepting an additional point of burn, you can make this effect permanent. This effect can be ended if the affected creature gains any ranks in Linguistics, and creatures under the effects of *read magic* (or similar effects) can make an Intelligence check against this wild talent's DC to ignore the effects of this ability for 1 minute; otherwise it can be removed by *remove curse* or similar effects.

#### AQUATIC ADAPTATION<sup>KOP2</sup>

**Element(s)** water; **Type** utility (Su); **Level** 2; **Burn** --

You are adept at swimming and moving underwater, gaining a +4 bonus to Swim checks and the ability to breathe underwater.

#### ARMOR OF NATURE<sup>KOP3</sup>

**Element(s)** earth, water, or wood; **Type** utility (Sp); **Level** 2; **Burn** 0

You can create armor out of wood, ice, stone, or metal to form around yourself. This armor lasts for 24 hours and has an armor bonus of +4, a maximum Dexterity bonus of +4, 20% arcane spell failure, and 0 armor check penalty, being treated as light armor for the purposes of your speed and other considerations. You can accept 1 point of burn to increase this armor bonus by +1 for every 3 kineticist levels you possess. If you possess the paper control and metal-wood wild talents, you can also make this armor from paper.

#### BENIGN CYST<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 2; **Burn** 1

**Saving Throw** Fort negates (harmless); **Spell Resistance** no

You are capable of creating a small growth on one willing living creature within 30 feet, forging a link between you and them until the next time you recover burn. As long as that creature is within 60 feet of you, you can communicate with them telepathically, and if you possess the kinetic healer utility wild talent, you can use it on them without touching them as long as you are within 60 feet of them.

#### BLINDING FLARE<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 2; **Burn** 0

**Saving Throw** Fortitude negates; **Spell Resistance** no

Your light shines bright enough to blind any foe. You can create a 15 foot cone of pure light, blinding all creatures within the cone for 1 round. You can accept 1 point of burn to increase the duration of this effect to 1 round per 2 kineticist levels you possess.

#### BIOLOGICAL TOXIN<sup>KOP2</sup>

**Element(s)** poison; **Type** utility (Sp); **Level** 2; **Burn** 1

You are able to draw out the impurities in your body, creating any contact or injury poison that costs up to 100 gp per 2 kinetic levels you possess. You can split this poison in up into 2 different doses as long as the total value of those doses does not exceed your gp limit. You cannot create any poison that is supernatural in nature with this ability. This poison lasts for 1 day before becoming inert, and has no marketable value.

#### BLINDED MIND'S EYE<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 2; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

You can hide your presence from 1 creature per 2 kineticist levels you possess as per *hidden presence*<sup>UI</sup>.

#### CEREBRAL MANIPULATION<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 2; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

You can remove or implant memories into a creature's mind as per *false belief*<sup>UI</sup>.

#### CLOUD COVER<sup>KOP3</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 2; **Burn** 0

You can collect vapor to create a 20-square-foot cloud in the air that lasts for 1 minute per kineticist level you possess, obscuring vision as though it was a



*fog cloud*. This cloud must be at least 30 feet above solid ground and can have a maximum altitude of 10 feet per kineticist level you possess. The light condition directly below the cloud is reduced by 1 step. You can summon an additional cloud at 5th level, and every 5 levels thereafter (up to 5 at 20th level). If you attempt to summon a cloud beyond this limit, the oldest cloud you had summoned dissipates.

### COMBAT TRAITOR<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** psychic persuasion

You can increase the burn cost of psychic persuasion by 1 to use it as a swift or immediate action, and creatures do not gain a +5 to their saves if they are being threatened or attacked by you or your allies while under the effects of your psychic persuasion.

### CRYSTAL SKIN<sup>KOP3</sup>

**Element(s)** earth and light; **Type** utility (Sp); **Level** 2; **Burn** 0

**Prerequisite(s)** flesh of stone and basic photokinesis

Your skin takes on the shine and luster of a perfectly cut gem, allowing your form to catch the light and dazzle opponents. You gain a +1 deflection bonus against rays for every 3 kineticist levels you possess. You can accept 1 point of burn to also apply this bonus against slashing and piercing attacks until you recover burn.

### DEAFENING BURST<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 2; **Burn** 0

**Saving Throw** Fortitude negates; **Spell Resistance** yes

You can create a 10-foot-radius burst centered on yourself, deafening all creatures inside of the burst for 1 round per kineticist level you possess. You can accept 1 point of burn to increase the duration of this effect to 1 minute per kineticist level you possess.

### DISTORTED AREA<sup>KOP3</sup>

**Element(s)** aether or earth; **Type** utility (Sp); **Level** 2; **Burn** 0

**Saving Throw** none; **Spell Resistance** no

You are capable of either destroying the ground around you or flooding the area with enough telekinetic energy to make normal movement impossible. You can activate this wild talent as a swift action to make all squares adjacent to you into difficult terrain for 1 minute. While this wild talent is active, you cannot run or charge. When used as an earth wild talent, this can only affect dirt or unworked earth and stone.

### EARTH CLIMB<sup>OA</sup>

**Element(s)** earth; **Type** utility (Su); **Level** 2; **Burn** 0

You use your connection to earth to meld slightly into stone and earthen surfaces, granting you a climb speed equal to your base land speed when climbing such surfaces.

### ECLECTIC KNOWLEDGE<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** esoteric knowledge

You receive one additional skill rank whenever you gain a kineticist level; skill ranks gained through this wild talent can only be placed in skills associated with a mental score. Skill ranks are granted retroactively upon taking this wild talent.

Cerebral kineticists, overwhelming souls, psychokineticists, and kineticists with the intelligent mutation treat this as a universal wild talent.





### ELEMENTAL LIMB, IMPROVED<sup>KOP3</sup>

**Element(s)** earth, light, machine, viscera, water, or wood; **Type** utility (Sp); **Level** 2; **Burn** 0

**Prerequisite(s)** elemental limb

You've learned to manipulate the shape of your elemental limbs, turning them into deadly weapons. You can shape a single elemental limb into a fanged mouth, blade, or claw, or back into a limb at will; doing so treats the elemental limb as a primary natural weapon which deals 1d8 (1d6 for Small, 2d6 for Large) bludgeoning, slashing, or piercing damage (chosen at the time the limb is shaped) and has a critical range of 19-20 and critical multiplier of 2x. This natural attack cannot benefit from the [Improved Natural Attack<sup>Bi</sup>](#) feat, and is considered a kinetic blast for the purpose of feats and abilities which affect weapons of a specific type (such as Weapon Focus). If you have two arms from the elemental limb wild talent, you can choose to have these manifest as two natural weapons, as described above, except they each deal 1d4 damage instead. You can only shape one limb per round with this ability, even if you have more than one elemental limb (shaping two arms into 1d4 weapons counts as shaping a single limb for this purpose).

### EXPERIMENTAL MACHINERY<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Su); **Level** 2; **Burn** --

You upgrade your body with prototype technology of your own design. You gain 2 evolution points to spend on yourself as though you were an eidolon belonging to a summoner equal to your level. Points from this evolution pool can only be spent on evolutions which are extraordinary abilities. You are always treated as a bipedal creature for the purpose of which evolutions you can select. You can spend 1 hour and accept 3 burn to change any one evolution you possess so long as it is not a prerequisite for another you possess.

If you also possess unnatural evolution, it does not grant you additional points in your evolution pool; instead it allows you to spend up to 1 evolution point from this wild talent on an evolution which is not an extraordinary ability, and allows you to change your evolutions each time you recover burn. If you possess improved unnatural evolution you can instead spend 2 evolution points on evolutions that are not extraordinary abilities, and if you possess greater unnatural evolution, this increases to 3 evolution points.

### EXPLOSIVE FLAME<sup>KOP3</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 2; **Burn** 0

**Saving Throw** Will or Fort partial; **Spell Resistance** yes

You know how to use fire to its fullest, even while ending it. You can use [pyrotechnics](#) as per the spell. If the source of fire you target is a creature engulfed in flames, they take a -2 penalty to their save against this wild talent.

### EYES OF LIGHT<sup>KOP</sup>

**Element(s)** light; **Type** utility (Su); **Level** 2; **Burn** --

Your eyes shine with unparalleled clarity, granting you a +5 bonus on Perception checks and low light vision (if you already possess low light vision, its range doubles.)

### EYES OF THE VOID<sup>OO</sup>

**Element(s)** void; **Type** utility (Su); **Level** 2; **Burn** --

You gain darkvision with a range of 60 feet (if you already have darkvision, your darkvision's range increases by 30 feet).

### FAST FALL<sup>LK</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 2; **Burn** 0

**Saving Throw** Reflex negates; **Spell Resistance** yes

As an immediate action, you can increase the fall damage a falling foe would take by 1d6 per 3 kineticist levels you possess, to a maximum of 26d6 total fall damage. You can accept 1 point

of burn to also force them to succeed a Fortitude save or become stunned for 1 round.

### FEATHERWEIGHT<sup>LK</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 2; **Burn** 0

You can reduce the effects of gravity upon yourself for 1 minute per kineticist level you possess, treating yourself as though you were 1/10th your weight and under the effects of 1/2 gravity. You

also treat any distance you fall as half as far for the purpose of determining falling damage.

### FIRE STEED<sup>WO</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 2; **Burn** 0

You imbue a willing animal, magical beast, or other creature that can serve as a suitable mount with elemental power from the Plane of Fire, wreathing it in flames for 1 round.

You can accept 1 point of burn to increase the duration to 1 round per kineticist level you have. The mount gains fire resistance 10 and its speed increases by 10 feet. Creatures other than you who touch the mount, attack the mount with a natural weapon or unarmed strike, or attempt to mount the creature take 1d6 points of fire damage every round they are in contact with the mount.

### FIST OF NATURE<sup>KOP3</sup>

**Element(s)** earth and wood; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** fist of granite and fist of oak

Your fists are now infused with the power of the nature itself so long as both your flesh of earth and flesh of wood



are active, granting you two slam attacks which deal 1d12 damage, gaining a +2 bonus on attack and damage rolls with these slam attacks; these slam attacks replace those you would normally gain with fist of granite, fist of oak, or hard knuckle. If you possess the bone spikes, jagged flesh, or thorn flesh utility wild talents, you also deal slashing and piercing damage with these slam attacks. If you possess the toxic barbs utility wild talent, increase the duration of its sickening effect by 2 rounds.

#### FLAME TRAP<sup>UI</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 2; **Burn** 0

You lay a fiery trap on a container, ensuring the destruction of sensitive documents while punishing those who would steal your secrets. In order to weave the trap, you must spend 10 minutes in contact with the container you wish to trap. At the end of that time, the container is trapped until the next time you use this wild talent or until it triggers. Any creature other than you who opens the container takes damage as from your fire blast (or blue flame blast, if you have it). The damage affects the creature automatically if it is touching the container, but if it opens the container from within 30 feet, it can attempt a Reflex save to negate the damage, and if it opens the container from farther still, it takes no damage. Whether or not the creature that opened the container takes damage, your kinetic blast damage also affects any items within the container that you choose, as well as the container, if you wish it, and leaves all other items undamaged. This counts as a magical trap with a Perception and Disable Device DC equal to 10 + your kineticist level + your Dexterity modifier. You can accept 1 point of burn when using flame trap to make a new trap without dismissing any previous traps. If you do, the trap lasts until the next time you recover burn.

#### FLASH OF AMNESIA<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 2; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

You know how to alter the short term memory of others as a full-round action, allowing you to erase up to the last minute of memories from a creature.

#### FLESH SERVANT<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Su); **Level** 2; **Burn** --

You know the secrets to creating life from your own skin, gaining a **tumor familiar**<sup>UM</sup> as per the alchemist discovery.

#### FOXFIRE<sup>PA</sup>

**Element(s)** fire or wood; **Type** utility (Sp); **Level** 2; **Burn** 0

**Prerequisite(s)** fire blast or positive blast

**Saving Throw** none; **Spell Resistance** yes

You surround a creature with glowing flames that outline it, as per *faerie fire*. If you use foxfire with positive energy, the flames don't give off heat. If you use it with fire, the flames still aren't hot enough to deal damage immediately, but the illuminated creature counts as being under the effects of severe heat and must succeed at a Fortitude save against nonlethal damage after 10 minutes. A creature can extinguish the foxfire automatically as a full-round action.

#### GRAVITIC ADAPTATION<sup>LK</sup>

**Element(s)** void; **Type** utility (Su); **Level** 2; **Burn** --

You are able to adapt to any gravity, being able to treat it as normal gravity.

#### GRAVITIC DENSITY<sup>LK</sup>

**Element(s)** void; **Type** utility (Su); **Level** 2; **Burn** --

Your own size is effectively increased due to the compression of gravity upon you, treating you as a creature of one size larger than yourself for the purpose of your CMB, CMD, and how wind affects you (your actual size is unaffected). At 10th level, you can treat yourself as a creature of two sizes larger than yourself, up to a maximum of Colossal.

#### HARD KNUCKLE<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** subdermal plating

Your nanomachines now also add density to your strikes. While your subdermal plating wild talent is active, you gain two primary slam attacks which each deal 1d6 bludgeoning damage. These natural attacks also benefit from your elemental overflow. If you possess fist of granite or fist of oak and have either active, these slam attacks deal 1d8 damage instead and deal bludgeoning and piercing damage if you have jagged flesh or thorn body as well.

#### HEAVY HAND<sup>LK</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 2; **Burn** 0

When selecting this wild talent, choose between *gravity bow*<sup>APG</sup> and *lead blades*<sup>APG</sup>. You are treated as under the effects of the chosen spell for 1 minute. You can accept 1 point of burn to use this as a swift action. This wild talent can be selected twice, but you cannot be under both effects from this talent simultaneously.

#### HEIRLOOM AFFINITY<sup>KOP3</sup>

**Element(s)** aether; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** aetheric tempering

Your talent is at its highest using a particular item. When you select this wild talent, you must choose one specific



object. When using this object with your telekinetic blast, all infusions applied to your blast have their DC increased by 1. When you use an object aside from your chosen one, all infusions applied to your blast have their DC reduced by 1. If this object is lost or broken, you can accept 1 point of burn and spend 1 day to attune yourself to a new object.

Entropists and focus kineticists can select this wild talent as a universal wild talent, ignoring its prerequisites. If they apply its effects to their attuned heirloom or device focus, it affects all kinetic blasts of their shuffling element or primary element as this would normally affect a telekinetic blast used with the chosen object, and all other kinetic blasts as this would normally affect a telekinetic blast used with an object other than the chosen one.

### INVASIVE RIP<sup>KOP3</sup>

**Element(s)** aether, time, or void; **Type** utility (Sp); **Level 2; Burn** 0

**Prerequisite(s)** dimensional rip or dimensional rip class feature

**Saving Throw** Ref negates; **Spell Resistance** no

Whenever you create a dimensional tear, you can attempt to create it in a square occupied by a creature, forcing them through it and out of a tear of your choice. If the target succeeds at this saving throw, the tear is instead created in an adjacent square to the target of your choice. If you have the mobile tear class feature, you can attempt to move a tear into a creature's square, although a successful saving throw stops the tear's movement.

### KINETIC CRAFTER<sup>KOP</sup>

**Element(s)** universal; **Type** utility (Su); **Level 2; Burn** --

You gain **Craft Wondrous Item** as a bonus feat, ignoring its prerequisites, treating your kineticist level as your caster level. For every 3 points of burn you have, you can ignore one prerequisite when crafting an item.

### LICKER<sup>KOP4</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level 2; Burn** 1

**Prerequisite(s)** Agile Tongue feat

Until the next time you recover from burn, your tongue can be used to make melee attacks (dealing damage as a tentacle appropriate for your size) and grapple combat maneuvers (taking a penalty as if grappling with one hand). You use your kineticist level as your BAB for attacks and combat maneuvers made with your tongue, and it can be used to lift and carry objects and creatures weighing up to 15 lbs. per kineticist level you possess.

### LIVING CAPACITOR<sup>PA</sup>

**Element(s)** air or machine; **Type** utility (Sp); **Level 2; Burn** 0

You store electricity damage you take within your body, as if you constantly had **body capacitance**<sup>ACG</sup> active. Once you discharge this electricity damage via a touch attack, you must take electricity damage again before you can discharge it again.

### MAGNETIC PULL<sup>KOP3</sup>

**Element(s)** air, earth, or machine; **Type** utility (Sp); **Level 2; Burn** 0

As a swift action, you can create a magnetic pull towards yourself that is hard for others to resist. All attacks made with metal weapons within 15 feet of you take a -2 penalty to their attack roll if they are not attacking you, otherwise gaining a +1 bonus on attack rolls against you. The penalty and bonus increase by 1 each for every 3 kineticist levels you possess.

### MERCIFUL FOLIAGE<sup>OO</sup>

**Element(s)** wood; **Type** utility (Su); **Level 2; Burn** 0

You can use energy to ease the danger of your attacks. You can deal nonlethal damage without taking a penalty on attack rolls with your wood blasts or composite blasts that include wood.

### MERCIFUL FRONDESCENCE

**Element(s)** wood; **Type** utility (Su); **Level 2; Burn** --

**Prerequisite(s)** merciful foliage

When you choose to deal nonlethal damage with a wood kinetic blast, you receive a +1 bonus on attack and damage rolls for every 4 kineticist levels you possess. You can choose for a kinetic blast used this way to add to a creature's nonlethal damage even if it equals or exceeds their maximum hit points instead of being forced to deal lethal damage, up to an amount equal to twice their maximum hit points. When your wood kinetic blast reduces a creature's hit points to below 0, they are automatically stabilized.

### METAL BLADES<sup>KOP3</sup>

**Element(s)** earth or machine and viscera; **Type** utility (Su); **Level 2; Burn** --

**Prerequisite(s)** basic geokinesis or basic technokinesis, and bone blades

You can coat your bone blades in metal, treating them as either cold iron, silver, adamantite, or any other rare metal for the purposes of bypassing damage reduction. Metal blades gain a +1 bonus to attack and damage rolls.

### METAL SCENT<sup>MTA</sup>

**Element(s)** earth or machine; **Type** utility (Su); **Level 2; Burn** --

**Prerequisite(s)** junk blast or metal blast



You innately sense the presence of metals, gaining the the scent ability, except that the range is 90 feet and you can only use it to sense metal, (including creatures and worn or carried metal objects).

### MIND READER<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 2; **Burn** 0

**Prerequisite(s)** basic neurokinesis

**Saving Throw** Will negates; **Spell Resistance** yes

You can delve into the mind of a single creature within the range of the telepathy granted by your basic neurokinesis, otherwise acting as per the *detect thoughts* spell. At 6th level and every 4 levels after, you can detect the thoughts of an additional creature.



### NANITE SURGE<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 2; **Burn** 1

You maintain a reserve of nanomachine dedicated to quick bursts of energy. A number of times per day equal to your Constitution modifier, as an immediate action, you can grant yourself a circumstance bonus to an attack roll, skill check, or saving throw equal to 1/2 your kineticist level.

### NO BREATH<sup>OO</sup>

**Element(s)** void; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** emptiness

You gain *no breath*, as per the universal monster ability, and you can survive in the vacuum of space.

### OOZING FORM<sup>KOP4</sup>

**Element(s)** poison or viscera; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** slime control or mutable visage

Your contact with oozes has begun to affect your body, making your flesh gooey and bones pliable. You gain DR 3/bludgeoning and can move through spaces as small as 1/8 your body width without taking penalties for squeezing, or through spaces as small as 1 inch wide while taking squeezing penalties as normal for your size. This movement is limited by any gear you wear or carry.

### PAST LIFE EVOKER<sup>HOG</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 2; **Burn** 0

**Prerequisite(s)** samsaran

Once per day, you can accept 1 point of burn to choose one simple blast wild talent belonging to any element. You gain the chosen simple blast wild talent for 1 minute, using your kineticist level -2 to determine the blast's damage. The simple blast you gain in this way does not allow you to meet any prerequisites.

### PERFECT DISGUISE<sup>LK</sup>

**Element(s)** light or mind; **Type** utility (Sp); **Level** 2; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

You are capable of drawing out the memories of a creature to create a disguise as per the *assumed likeness*<sup>ISI</sup> spell. You can accept 1 burn to increase the duration of this ability to 1 hour per kineticist level you possess or to double the effects of your chosen emotion. This is a phantasm effect.

### PHOTOGRAPHIC TRANSFERENCE<sup>KOP3</sup>

**Element(s)** light; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** phantom illusion

You can see through your illusions. Whenever you create an illusion, you can choose to transfer your sense of sight to it. This blinds you, but allows you to see through the illusion and make sight-based Perception checks through it.

### PLAINS OF WEeping WOUNDS<sup>KOP2</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 2; **Burn** 0

**Prerequisite(s)** atrophy field

**Saving Throw** none; **Spell Resistance** no

While your atrophy field is active, all creatures suffering bleed damage take 1 additional bleed damage for every 3 kineticist levels you possess and require magical healing to end the bleed. This effect only applies to hit point damage caused by bleed.

**PSYCHIC DUELIST<sup>LK</sup>**

**Element(s)** mind; **Type** utility (Sp); **Level** 2; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

You know how to draw people into mental combat as per the *instigate psychic duel*<sup>OA</sup> spell.

**REGRESSIVE HEALING<sup>KOP</sup>**

**Element(s)** time; **Type** utility (Sp); **Level** 2; **Burn** 1

**Saving Throw** none; **Spell Resistance** no

You know how to reverse the wear of time on creatures and objects alike. This works as kinetic healer except you can also use it on constructs and nonmagical objects, although they cannot accept burn from this wild talent.

**SEARING FLAME<sup>OA</sup>**

**Element(s)** fire; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** burning infusion

Over time, your burning infusion sears away your foe's fire resistance. When you roll burn damage from burning infusion against a foe, decrease the foe's fire resistance by an amount equal to the unmodified burn damage; don't apply fire resistance to this roll for the purpose of determining the reduction. This decrease lasts for a number of rounds equal to 1/2 your kineticist level. These decreases stack, to a minimum resistance of 0.

**SKILLED KINETICIST, GREATER<sup>OA</sup>**

**Element(s)** universal; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** skilled kineticist

By delving into study of the Ethereal and Elemental Planes, you are able to use your primary element to assist with your skills in an unusual way. Add Knowledge (planes) to your list of class skills. Choose one of your kineticist class skills that wasn't granted by your primary element to also receive the bonus from skilled kineticist.

**SPINED ARMOR, IMPROVED<sup>KOP3</sup>**

**Element(s)** earth, viscera, or wood; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** spined armor

Increase the damage of armor spikes and spiked gauntlets granted to you through wild talents by 1d6.

**TELEKINETIC HAUL<sup>OA</sup>**

**Element(s)** aether; **Type** utility (Sp); **Level** 2; **Burn** 0

**Prerequisite(s)** basic telekinesis

When using basic telekinesis, you can move an object that weighs up to 100 pounds per kineticist level you possess. When using your telekinetic blast, you can throw an object weighing up to 100 pounds per kineticist level you possess, but this doesn't increase the damage. If you accept 1 point of burn, the maximum weight increases to 1,000 pounds per kineticist level you possess and the duration increases to 1 minute per kineticist level you possess.

**TEMPORAL PREPARATION<sup>KOP</sup>**

**Element(s)** time; **Type** utility (Sp); **Level** 2; **Burn** 0

**Prerequisite(s)** distorted stream

Your views into different timelines allow you to act before you recognize danger. While your distorted stream is active, you gain a bonus to initiative rolls equal to your Constitution modifier. You can accept 1 point of burn to be allowed to act during any surprise round, regardless of if you were aware of it until the next time you recover burn.

**THOUGHT SHIELD<sup>LK</sup>**

**Element(s)** mind; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** numbness

While your numbness is active, you gain a +1 morale bonus to Will saves. This bonus increases by +1 for every 2 points of burn you possess. If you possess 6 or more burn, your mind appears blank to anyone attempting to scan it with abilities such as *detect thoughts*.

**TIME'S ECHO<sup>KOP</sup>**

**Element(s)** time; **Type** utility (Su); **Level** 2; **Burn** --

When using a time blast or a composite blast that includes time, whenever a creature fails a save against your blast, they must make an additional save at the beginning of their next round or have the duration of any time-element substance infusion they are suffering from increase by 1 round. This wild talent only affects substance infusions which have a duration of at least 1 round.

**URGENT RESTORATION<sup>MTA</sup>**

**Element(s)** aether, machine, sound, time, viscera, void, water, or wood **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** emergency repairs, kinetic healer, regressive healer, void healer, or wood healer

You are adept at healing yourself in the heat of the moment. You can use emergency repairs, kinetic healer, regressive healer, void healer, or wood healer on yourself as a swift action. You can increase the burn of these wild talents by 1 to use them as an immediate action.



### VEIL OF MISTS<sup>OA</sup>

**Element(s)** water; **Type** utility (Su); **Level** 2; **Burn** 0

You create a misty veil over your features, disguising yourself as *disguise self* for a number of minutes equal to your Constitution modifier. If you accept 1 point of burn, until the next time your burn is removed, each use of this wild talent lasts until you dismiss it.

### VENOM SPIKES<sup>KOP3</sup>

**Element(s)** poison and viscera; **Type** utility (Su); **Level** 2; **Burn** 1

**Prerequisite(s)** biological toxin and bone spikes

When you use your bone spikes, you can also use your biological toxin or greater biological toxin to coat your bone spikes with any contact or injury poison you create. This poison can be applied a number of times equal to your Constitution modifier (minimum 1) before drying up. Venom spikes deal additional damage equal to 1/2 your Constitution modifier (minimum 1).

### VERDANT AURA<sup>LK</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 2; **Burn** --

**Prerequisite(s)** flesh of wood

While your flesh of wood is active, grass and flowers instantly grow around you, even in areas hostile toward them or where plant life couldn't possibly take root. This effect extends to a radius of 10 feet plus an additional 5 feet per 3 kineticist levels you possess (up to 30 feet), allowing all creatures (yourself included) to benefit from woodland step, greater woodland step, and any other effect which benefits those in a forest or grasslands environment. This aura follows and is centered on you, and plants grown with this ability in an area where plants should not exist will instantly wither into nothingness once outside of your aura.

### VISCERAL CORRUPTION<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Su); **Level** 2; **Burn** --

When using viscera blasts or composite blasts that include viscera, creatures damaged by your blast take a -1 penalty to all saving throws for 1 round. This ability does not affect incorporeal undead or constructs.

### VOICE OF THE WIND, GREATER<sup>UI</sup>

**Element(s)** air or sound; **Type** utility (Sp); **Level** 2; **Burn** 0

**Prerequisite(s)** voice of the wind

Your voice of the wind ability gains both power and finesse. You can use voice of the wind to create unusual sounds, as *ghost sound*, to throw your voice, as *ventriloquism*, and even to alter your voice, as *vocal*

*alteration*. You can send messages at a much greater distance than before and at a faster rate.

When using voice of the wind's *whispering wind* effect, you can choose to have the wind rise high into the sky, where it can gust at 50 miles per hour before descending to deliver the message. While the gust is still small, abnormal wind that fast is noticeable, unlike the normal gentle zephyr from *whispering wind*. If you choose to use the faster gust, you can deliver a message as far as 50 miles per kineticist level, instead of 1 mile per kineticist level.

### WALL WALKER<sup>OAT</sup>

**Element(s)** viscera, void, or wood; **Type** utility; **Level** 2; **Burn** 0

**Prerequisite(s)** bone blast, gravity blast, or wood blast

As a standard action, you can make yourself able to easily walk on walls or ceilings, as *spider climb*. However, unlike *spider climb* you do not need to have your hands free. This effect lasts until the next time you recover burn.

## 3RD-LEVEL UTILITY WILD TALENTS

### ACCELERATED COGNITION<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 3; **Burn** 0

You can force your mind to work at incredible speeds as a full-round action, treating yourself as though under the effect of a *haste* spell as well as granting you a competence bonus to

Perception checks equal to 1/2 your kineticist level for 1 round per 3 kineticist levels you possess. You can accept 1 point of burn to use this ability as a swift action.

### ACID MANIPULATOR<sup>KOP3</sup>

**Element(s)** poison and water; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** basic toxikinesis, water manipulator

This functions as the water manipulator wild talent, except it affects liquid acid rather than water. In addition, if you have the basic hydrokinesis wild talent, you may use it to putrefy water as the *putrefy food and drink* spell at will and can accept 1 burn to turn a flask of any kind of water into acid or a flask of acid into clean water as a move action.

### ADAPTIVE SKIN<sup>KOP3</sup>

**Element(s)** viscera; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** reactive skin



Whenever you would receive damage from an energy type that you are not currently resisting, you can cause your skin to adapt to this new stimulus, changing the type of damage your reactive skin guards against. This wild talent activates after the damage has been dealt, providing no protection against the triggering attack.

#### ADDITIONAL ALLIES<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** psychic persuasion or smooth negotiator

You know how to keep more than one foe under your control, being able to have 1 additional creature affected by your psychic persuasion or smooth negotiator wild talents per 6 kineticist levels you possess.

#### AERIAL EVASION<sup>OA</sup>

**Element(s)** air; **Type** utility (Su); **Level** 3; **Burn** 1

**Prerequisite(s)** enveloping winds

You use wind to buffet yourself away from area attacks. Until the next time your burn is removed, you gain evasion, as the [rogue](#) class feature.

#### AETHERIC SNIPER<sup>LK</sup>

**Element(s)** aether; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** telekinetic invisibility

When using a kinetic blast while under the effects of your telekinetic invisibility wild talent, you can remain invisible for 1 additional round before your invisibility ends. When sniping while invisible, you only suffer a -10 penalty to your Stealth check to remain hidden instead of -20.

#### AQUA BUBBLE<sup>KOP3</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** aquatic adaptation

You know how to take the sea with you. You can create a bubble of water around yourself which lasts for 1 minute per kineticist level you possess. While in this bubble, you can use your swim speed while on land, and all creatures inside of your aqua bubble (including you, if you cannot breath water) must hold their breath or begin to drown. You can accept 1 point of burn to increase the area of this bubble by 5 ft.

#### AUTOMATIC RECONSTRUCTION

**Element(s)** aether, earth, light, machine, viscera, water, or wood; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** kinetic cover

Your kinetic cover rebuilds itself over time. By accepting 1 additional point of burn as part of using kinetic cityscape, kinetic cover, improved kinetic cover, kinetic shelter, or aether architect, whatever structure

you create with that wild talent gains fast healing 1 as if it was a creature for as long as it exists. By accepting 1 additional point of burn when using greater kinetic cover, you grant this fast healing to one 5-foot square of the structure created per 4 kineticist levels you possess.

#### BONE ARMOR<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 3; **Burn** 1

You create a temporary armor of bones, granting you DR 5/bludgeoning. Once this armor has prevented a total of 5 damage per kineticist level you possess, it is destroyed. If you possess the bone spikes utility wild talent as well, you can activate both of these talents with the same standard action, reducing the burn cost of bone spikes by 1. If you do, your bone spikes are destroyed when your bone armor is.

#### BONE SPIKES<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** reactive skin

You cover your body in sharp bone spurs that slash at those who attack you. This functions as the jagged flesh wild talent.

#### BRACHIATION<sup>OO</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 3; **Burn** --

You can gain a climb speed equal to your base speed when moving through forested terrain.

**Building Reverberation**<sup>KoP4</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** sonic reverberation

While holding a sonic blast charge from sonic reverberation you can stack another sonic blast as a separate standard action. You can stack up additional sonic blasts equal to 1/5 your kineticist level; this still counts as a single charge that deals the cumulative damage of all blasts you have stacked. In addition, you do not automatically discharge the sonic blast charge if you touch or are touched by something unless you choose to do so.

#### CELERITY<sup>OA</sup>

**Element(s)** air or time; **Type** utility (Sp); **Level** 3; **Burn** 0

You can galvanize the flow of electricity or alter the perception of time within your allies to enhance their speed. This acts as *haste* except it lasts for 1 round. You can accept 1 point of burn to increase the duration to 1 round per kineticist level you possess.

#### CHARGED ATTACKS<sup>KOP3</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** elemental overflow class feature



For every 3 kineticist levels you possess, apply your elemental overflow bonus to one attack made with natural weapons, armor spikes or spiked gauntlets granted to you through wild talents per round. This does not apply to natural weapons gained through wild talents which grant an evolution pool (such as experimental machinery or unnatural evolution).

#### CHILLING VOID<sup>KOP3</sup>

**Element(s)** void and water; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** cold blast and darkness infusion, shroud of shadows, or grasp of the void

**Saving Throw** Fort half; **Spell Resistance** yes

All creatures that end their rounds within an area of darkness you have created take 2 cold damage for each kineticist level you possess.

#### CLOCKWORK HEART<sup>HOG</sup>

**Element(s)** earth or machine; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** junk blast or metal blast

You have used your power over metal to add clockwork components to your own body. So long as these clockwork components are kept wound (per the winding ability of the clockwork subtype), you gain the benefits of both the [Improved Initiative](#) and [Lightning Reflexes](#) feats.

#### COLD SNAP<sup>OA</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** cold adaptation, shroud of water

You chill your shroud of water and send the cold around you, creating an aura of numbing cold around yourself. Until the next time your burn is removed, you can begin or end the cold aura at will as a swift action. The temperature in the area 30 feet around you lowers by 5° F per kineticist level you possess, to a minimum modified temperature of -10° F. If this brings the temperature in the area below 40° F, all creatures within 5 feet of you take a -4 penalty to Dexterity. You are immune to these effects, as are creatures that are immune to cold or that benefit from effects that protect against temperature, such as endure elements.

#### CONSTRUCT CRAFTER<sup>MTA</sup>

**Element(s)** earth or machine; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** junk blast or metal blast

Sometimes your creative prowess even amazes yourself. You gain [Craft Construct](#)<sup>B1</sup> as a bonus feat, ignoring its prerequisites, although you can only create



constructs primarily composed of metal; treat your kineticist level as your effective caster level. You are also treated as having any spells required to create a construct with this feat.

### CORPOREAL TEAR<sup>KOP3</sup>

**Element(s)** aether, time, or void, and viscera; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** basic corpokinesis and dimensional rip or the dimensional tear class feature

Saving Throw Fort negates or half (see text); **Spell Resistance** no

You are able to create a dimensional tear inside of a corporeal creature (except for constructs), using it as though it was a dimensional tear of the creature's size. The creature is allowed a Fort save to negate being treated as a tear, and if you choose to have a kinetic blast exit through a corporeal tear, the creature is made into the target and is the only creature affected by it, regardless of any infusion applied to the blast. If a creature chooses to exit through a corporeal tear, they can decide to deal damage equal to twice the kineticist's level to the creature (Fort for half), although a creature forced to exit through a corporeal tear always deals damage.

### DECELERATE<sup>KOP</sup>

**Element(s)** mind, time, or viscera; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** Fortitude negates; **Spell Resistance** yes

You slow the passage of time around your foes or weaken their nervous system, hindering their ability to respond. This works as *slow* except it lasts 1 round. You can accept 1 burn to increase the duration to 1 round per kineticist level you possess.

### DECEPTIVE RIP<sup>KOP3</sup>

**Element(s)** aether, time, or void; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** dimensional rip or dimensional tear class feature

**Saving Throw** Reflex negates; **Spell Resistance** no

You are capable of laying a tear across a solid horizontal surface, disguising it as normal terrain. If a creature steps into your deceptive rip, they are transported to another tear of your choice. Creatures exiting from a deceptive rip choose which space adjacent to the selected exit tear to occupy. The DC of the Perception check to notice and locate this tear is 10 + your kineticist level.

### DEFENSIVE OSTEOTOMY<sup>KOP4</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** osteotomy

When using a blast infused with osteotomy, instead of having the bone shards land, you can choose to surround yourself with them as a free action, providing you with a deflection bonus to AC equal to +1 per 4 damage dice dealt by the blast until your next turn. You can accept 1 point of burn to increase the duration of this effect to 1 round per 3 kineticist levels.

### DESOLATE<sup>LK</sup>

**Element(s)** earth, poison, void, or wood; **Type** utility (Sp); **Level** 3; **Burn** 1

You know how to destroy fertile soil, either by removing the nutrients from it, salting it, or damning it with negative energy. You can target up to 100 square feet of land to render infertile permanently.

### DETECT RADIOACTIVITY, GREATER<sup>OAT</sup>

**Element(s)** earth, poison, or wood; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** detect radioactivity

Whenever you are within 120 feet of radiation, you automatically sense it. You can then use your detect radioactivity utility wild talent as an immediate action to determine the strength and location of the radiation.

### DIMENSIONAL RIP<sup>KOP3</sup>

**Element(s)** aether, time, or void; **Type** utility (Sp); **Level** 3; **Burn** 1

You gain the dimensional tear class feature of the dimensional ripper archetype.

### EARTH RIDER<sup>KOP</sup>

**Element(s)** earth; **Type** utility (Sp); **Level** 3; **Burn** 0

You create a chunk of earth beneath you large enough to support you as a standard action, treating it as though it was solid ground that you can propel up to 30 feet in a straight line in any direction (including vertically). It requires a standard action to move the chunk of earth in any direction, and upward movement cost double. You can only move the chunk of earth to a maximum elevation of 10 feet per kineticist level you possess, and the chunk of earth that you levitate has a number of hit points equal to 10 times your kineticist level. You can accept 1 burn to give your chunk of earth hardness 10. If you end your turn mid-air, your chunk of earth falls on your next turn unless you use a standard action to move it, and you fall along with



it, taking falling damage as appropriate. This rock can carry 200 lbs. plus 20 additional lbs. for each kineticist level you possess. This rock does 2d6 bludgeoning damage if dropped onto a creature.

#### ELEMENTAL GRIP<sup>OA</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 3; **Burn** 0  
**Saving Throw** Will negates; **Spell Resistance** yes

You use your element to halt a creature associated with your element, as *hold monster* except it requires concentration to maintain, and it works only on creatures with a subtype matching one of your elements (for example, a pyrokineticist could use it on creatures of the fire subtype). At any time, you can accept 1 point of burn to remove the need to concentrate.

#### ELEMENTAL WHISPERS, GREATER<sup>HA</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 3; **Burn** 0  
**Prerequisite(s)** elemental whispers

Your friendship with the elements has grown. You gain your choice of a wysp or Small elemental of your primary element as an improved familiar, without needing to meet any of the usual prerequisites for gaining such a familiar. Unlike with elemental whispers, this improved familiar acts in all ways like a familiar: it's always manifested, it has hit points equal to 1/2 your own, and so on. You no longer receive the familiar benefits from the original creature you selected. If your improved familiar dies, you can still contact its voice in your mind and gain the Alertness feat, but you can't cause it to manifest. If you pay the usual costs for replacing a familiar, you manifest a new form for your elemental friend.

#### ENGULFING WINDS<sup>OA</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 3; **Burn** 0  
**Prerequisite(s)** enveloping winds

You bend your winds into a formidable barrier. Until the start of your next turn, you lose the benefits of enveloping winds, but can create a *wind wall* as the spell. You can extend the wall's duration to 1 round per kineticist level by accepting 1 point of burn.

#### EXPLOSIVE COVER<sup>KOP3</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 3; **Burn** 0  
**Prerequisite(s)** explosive illusion, kinetic cover  
**Saving Throw** Reflex half; **Spell Resistance** yes

Whenever you choose to make a barrier of hard light with your kinetic cover, you can choose to make it out of unstable light. When your unstable light barrier is

broken, all creatures within 5 feet of it take bludgeoning damage equal to your kineticist level. If you have the improved kinetic cover wild talent, you can choose to expand the radius of the explosion to 10 feet. If you possess the sharding cover wild talent, you can apply its effects to explosive cover.

#### EXPLOSIVE ILLUSION<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 3; **Burn** 0  
**Prerequisite(s)** phantom illusion  
**Saving Throw** Reflex half; **Spell Resistance** no

Your illusions are more dangerous than they appear. Whenever you create an illusion with your phantom image wild talent, you can choose to generate it with unstable light, creating an explosive illusion. Whenever a creature touches an explosive illusion, the illusion is destroyed and the creature that destroyed it takes bludgeoning damage equal to your kineticist level.

#### FIRE'S EXPLOSIVE FURY<sup>KOP4</sup>

**Element(s)** fire; **Type** utility (Su); **Level** 3; **Burn** --  
**Prerequisite(s)** fire's fury

Whenever you accept burn on a kinetic blast affected by fire's fury, double the bonus fire's fury provides to it.

#### FIRE SIGHT<sup>TOA</sup>

**Element(s)** fire; **Type** utility (Su); **Level** 3; **Burn** --

You can see through flames and smoke as if they were transparent. Creatures that are on fire or have the fire subtype never benefit from concealment or total concealment against you.

#### FLAME JET<sup>OA</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 3; **Burn** 0

You shoot a burst of flame behind you as a standard action, propelling you up to 60 feet in a straight line, including into the air; any movement upward costs double. If you end your turn mid-air, you fall on your next turn unless you use flame jet again.

#### FLAME STEP<sup>KOP3</sup>

**Element(s)** fire; **Type** utility (Su); **Level** 3; **Burn** --

You know how to become one with flames. You no longer take damage from natural fires. Once per turn, when you step into a square with fire in it as part of a move action, you can teleport to another square within 30 feet that also contains flames completely unharmed as part of that movement. You may also use this ability while standing in natural fire as an immediate action.



#### FOCUSED CELERITY<sup>KOP4</sup>

**Element(s)** time; **Type** utility (Sp); **Level** 3; **Burn** 0

Your powers over time are more potent when you focus them on yourself. You can activate this effect as a move action, being treated as though under the effects of a *haste* spell. You also gain the benefits of the Kinetic Acceleration feat for the duration of this effect.

#### FRIEND THROW<sup>KOP</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** telekinetic haul

**Saving Throw** Reflex negates (harmless); **Spell Resistance** yes

You are able to use your telekinetic powers to move your allies. You can move one willing ally that weighs up to 100 lbs. per kineticist level you possess up to 30 feet. You can accept 1 point of burn to allow an ally to make an attack at the end of their movement as a free action. If you possess the extended range utility wild talent, you can increase the range you can move an ally up to 120 feet.

#### FRIGID TERRAIN<sup>KOP3</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** cold adaptation

**Saving Throw** none; **Spell Resistance** no

With but a thought, you can manipulate your environment into a chilly wasteland. As a move action, you radiate an aura of cold for 1 minute per 2 kineticist levels you possess. While your aura is active, all squares within 10 feet of you are treated as icy terrain. You are not hindered by this wild talent, instead increasing your base speed in areas of icy terrain by 10 feet.

#### FUNGAL INFESTATION<sup>KOP4</sup>

**Element(s)** poison and wood; **Type** utility (Sp); **Level** 3; **Burn** 1

You can create patches of poisonous mushrooms as the *garden of peril*<sup>DTT</sup> spell.

#### GRAVITIC FREEDOM<sup>LK</sup>

**Element(s)** void; **Type** utility (Su); **Level** 3; **Burn** --

You can control how gravity affects you, treating yourself as though under the effects of a *subjective gravity plane*.

#### GRAVITY CONTROL<sup>OO</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 3; **Burn** 0

You use your gravitic abilities to move yourself, as per flame jet.

#### HABITUAL LIAR<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

You force a creature to lie whenever it speaks for 10 minutes per kineticist level you possess as per the *compulsive liar*<sup>UI</sup> spell. You can accept 1 point of burn to also treat the target as though under the effects of *deceitful veneer*<sup>UI</sup>. This is a compulsion effect.

#### HAPHEPHOBIA<sup>LK</sup>

**Element(s)** mind, poison, or viscera; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

Your targets become either incredibly scared of or highly discomforted by the slightest physical contact. For 1 minute per 2 kineticist levels you possess, they cannot deliver effects or abilities by touching or making touch attacks (such as the paladin's lay on hands or the chill touch spell) or perform unarmed strikes or natural attacks unless they first succeed a Will save with this talent's DC to allow them to do so that round, and harmless effects and abilities targeting them that require a touch must pass their touch AC as if made as a melee touch attack, or have no effect. This doesn't affect touch attacks delivered without making direct contact (such as ranged touch attacks, or melee touch attacks made with a *conductive* weapon). You can accept 1 point of burn to increase the duration to 1 day per kineticist level. This is a fear effect if used as a mind wild talent, a poison effect if used as a poison wild talent, or a pain effect if used as a viscera wild talent.

#### HEAT WAVE<sup>OA</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** heat adaptation, searing flesh

You create an aura of shimmering heat that distorts the area around you. Until the next time your burn is removed, you can begin or end the heat aura as a swift action. The temperature in the area 30 feet around you rises by 5° F per kineticist level you possess, to a maximum modified temperature of 120° F. If this brings the temperature to at least 90° F, all attacks made by creatures within 5 feet of you suffer a 20% miss chance due to concealment. You are immune to these effects, as are those immune to fire or benefiting from *endure elements*.



HENDERSHOT

#### HIVEMIND<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** basic neurokinesis

All creatures within the range of the telepathy granted by your basic neurokinesis also gain telepathy with the same range as your own. Whenever a creature enters the range of your telepathy, you can choose to exclude them from this effect.

#### HOSTILE FLORA<sup>LK</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** Fortitude negates (see text); **Spell Resistance** no

**Prerequisite(s)** wood blast

You can target plant life within 30 feet to be the point of origin of a wood kinetic blast. Doing so forces the plant to make a Fort save using your blast's DC; failing this causes it to take damage equal to the minimum your blast would deal, while succeeding it causes your blast to fail, wasting your action. Plants created by you can ignore this save. If you possess the merciful foliage utility wild talent, you can choose for plants to not make the save or take damage, instead automatically becoming the point of origin of your blast, and if you possess the extended range or extreme range infusion wild talents, you can target plant life within 120 feet and 480 feet respectively.

#### HYDRAULIC FIST<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** hard knuckle

You engineer your veins to function like hydraulic pumps. Your slam attacks ignore an amount of hardness equal to 1/2 your kineticist level and gain a +1 bonus on damage rolls; this bonus stacks with the bonus granted from elemental overflow. At 9th level and every 3 afterwards, this bonus increases by +1. If you possess improved subdermal plating talent, your slam attacks are treated as adamantite for the purposes of damage reduction.

#### HYPNOTIC PATTERN<sup>KOP3</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** strobe lights

Any creature fascinated by your strobe lights may also be given one command as a swift action as per the *greater command* spell, except it can only affect one creature at a time.

#### IMPLANT DREAM<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 3; **Burn** 1

**Saving Throw** Will negates; **Spell Resistance** yes

You are capable of implanting a thought into a creature's dreams. You can implant up to 25 words into a creature's subconscious which it will hear the next time it sleeps. The way it hears and interprets these words is up to the target, as you have no control over how these words will manifest in their dream.

#### INSPIRATION AMP<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 3; **Burn** 0

Your mastery of sound can bolster those around you. Select 1 ally to grant them a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls for 1 round. These bonuses increase by 1 for every 6 kineticist levels you possess beyond 6th. You can accept 1 point of burn to increase the duration of this effect to 1 round per 2 kineticist level you possess.

#### JAGGED FLESH<sup>OA</sup>

**Element(s)** earth; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** flesh of stone

You painfully push forth jagged chunks of rock from your flesh. Until the next time your burn is removed, while your flesh of stone is active, any creature that strikes you with an unarmed strike or natural weapon or that grapples you takes 1d6 points of piercing damage. Weapons that strike you also take this damage, though the damage is unlikely to penetrate the weapon's hardness.



### JOINT LOCK, IMPROVED<sup>KOP3</sup>

**Element(s)** earth or machine; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** joint lock

**Saving Throw** Reflex negates; **Spell Resistance** no

You are even more skilled at locking up armor, treating the wearer of any affected suit of armor as though they were not proficient in it.

### KINETIC COVER, IMPROVED<sup>KOP3</sup>

**Element(s)** aether, earth, light, machine, viscera, water, or wood; **Type** utility

(Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** kinetic cover

Your kinetic cover gains hardness 5 as well as 5 additional hit points per kineticist level you possess.

### KINETIC RESTORATION<sup>HH</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 3; **Burn** 1

You recover from 1d4 points of ability score damage to one of your physical ability scores (Strength, Dexterity, or Constitution). This also eliminates any fatigue that you suffer, and improves an exhaustion condition to fatigued. If you have the kinetic healer utility wild talent, you can use both kinetic restoration and kinetic healer on the same target with one standard action.

### MAGNETIC PULL, IMPROVED<sup>KOP3</sup>

**Element(s)** air, earth, or machine; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** magnetic pull

**Saving Throw** Will negates; **Spell Resistance** no

When you create a magnetic field, you can choose to increase the area of it by 10 feet. As an immediate action, you can redirect any spell or spell-like ability with the electricity descriptor to target yourself, taking a -2 on any saving throw the spell may grant; if that spell or spell-like ability has multiple targets you must choose which of its original targets has the spell redirected from it to you, and if the spell has an area of effect then the area is shifted to include you. The controller of the spell can attempt a Will save to negate this effect.

### MAGNETISM<sup>EMH</sup>

**Element(s)** air, earth, or machine; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** magnetic infusion

**Saving Throw** none; **Spell Resistance** yes

You can push and pull metal objects using magnetism. This functions as the telekinetic maneuvers utility wild

talent but you can make only bull rush and drag combat maneuvers, and can do so only against metal objects or creatures. If you use this ability on an attended metal object, you must exceed the creature's CMD as normal, and if it's holding the object, it must drop it or this ability pushes or pulls the creature.

### MANIA/PHOBIA<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** no

You know how to trigger intense fear or fascination inside of a creature's mind. Select a single substance or object such as but not limited to fire, water, blood, acid, darkness, insects and spiders, incorporeal creatures, or nature to become the object of the target's mania or phobia as per the madness affliction [mania/phobia](#)<sup>GMG</sup>. This mania or phobia last until cured normally, and you can accept 1 burn while using this ability to replace the normal Will save for a mania or phobia with the Will save for this wild talent. If you select phobia for this, this is treated as a fear effect.

### MESMERIZING SUGGESTION<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 3; **Burn** 1

When you select this wild talent, select 1 [mesmerist trick](#) as per the [mesmerist](#)<sup>OA class feature</sup>. Whenever you use this wild talent, you gain a number of uses of the chosen mesmerist trick equal to your Constitution modifier (minimum 1), being able apply it to yourself as if using the mesmerist tricks class feature. Use your kineticist levels and Constitution modifier in place of [mesmerist](#) levels and Charisma modifier to determine the DCs for and effects of tricks gained this way. You can not implant this trick into another creature.

### MUTABLE VISAGE<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 3; **Burn** 0

Your flesh is yours to shape as you will, allowing you to use [alter self](#) for 1 minute per kineticist level you possess, although you do not gain any size bonuses from this ability. If you accept 1 point of burn, until the next time your burn is removed, each use of this wild talent lasts until dismissed.

### NATURAL RUSH<sup>KOP3</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 3; **Burn** --

Whenever you make a charge attack, you are treated as though you had pounce when only making attacks with natural weapons, armor spikes, or spiked gauntlets granted to you through wild talents. This does not apply to natural weapons gained through wild talents which grant an evolution pool (such as experimental machinery or unnatural evolution).



### NO FILTER<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** Will negates (see text); **Spell Resistance** yes

As long as you maintain concentration on a target within 120 feet and they remain within line of effect, they become unable to hold their thoughts in. They automatically fail any Bluff, Diplomacy, or Sleight of Hand attempt they make to deceive or hide the truth from another creature unless they also succeed a Will save (DC = 10 + your kineticist level). If you possess the mindlink wild talent, you can accept 1 point of burn as a swift action when you sense negative emotions toward another creature to compel the affected creature to blurt out those thoughts unless they succeed an additional Will save (DC = 20 + your kineticist level). Creatures that have taken a vow of silence receive a +10 circumstance bonus to these saves, and this ability cannot affect creatures with animal intelligence. This is a compulsion effect.

### OFFENSIVE OSTEOTOMY<sup>KOP4</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** osteotomy

When using a blast with the osteotomy infusion, instead of having the shards of bone land on the ground, you can use them offensively as an immediate action. Treat this as if you had used bone blast, except the point of origin is the target of the original blast, the new blast deals half its normal damage and deals piercing instead of bludgeoning and/or slashing, and it cannot have a form infusion applied to it (if you apply a substance infusion you must still pay its burn cost as normal for using a kinetic blast). If you possess a composite blast with which osteotomy is associated, you can pay its burn cost to treat this as that composite blast instead of bone blast.

### OPPRESSIVE ATMOSPHERE<sup>KOP3</sup>

**Element(s)** air or void; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** none; **Spell Resistance** no

You radiate a field of incredible pressure around yourself for 1 minute per kineticist level you possess. Opponents within 20 feet of you have all of their movement speeds reduced by 10 feet for every 3 kineticist levels you possess and suffer -2 to all Reflex saves made while inside your aura. You can accept 1 point of burn to activate this wild talent as a swift action.

### OPTICAL CAMOUFLAGE<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 3; **Burn** 0

You are capable of bending the light around yourself, making you invisible as per the *invisibility* spell. While this wild talent is active, your illusory duplicate defensive talent is suppressed.

### OVERCLOCKED OFFENSIVE<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 3; **Burn** 1

You can push your mechanical components beyond their limits. As a swift action, you can increase your speed as though under the effects of a *haste* spell for a number of rounds equal to your kineticist level. While hasted in this way, your kinetic blast deals damage as though you were 4 levels higher.

### PENETRATING BURN<sup>KOP</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** any kinetic blast which deals energy damage

Your burn allows you to sense weaknesses in your foe's defenses. For each point of burn you have, your kinetic blasts ignore 1 point of one type of energy resistance your foes possess.

### PIERCING THOUGHTS<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 3; **Burn** --

You are adept at breaking through barriers to someone's mind. If a creature receives any bonuses to their Will save which specifically protect against mind-affecting effects (such as from *mind blank* or reifying infusion), ignore an amount of the sum of those bonuses equal to 1 per 3 kineticist levels you possess (minimum 1) when affecting a creature with a mind wild talent (for example, a 9th level kineticist could treat a creature under the effects of *mind blank* as receiving a +5 bonus to mind-affecting spells and effects rather than +8).

### PILLAR<sup>EMH</sup>

**Element(s)** earth, machine, viscera, water, wood; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** kinetic cover

You create a 5-foot-by-5-foot pillar of ice, packed dirt, tangled roots, compacted machine parts, or compressed bone with a height of up to 15 feet. This takes 1 full round, during which time the ground within the affected area rumbles conspicuously, but it rises only at the end of the round. You can't create a pillar in an area occupied by or adjacent to any creatures unless all such creatures are willing, and if an unwilling creature moves into the area before the pillar finishes rising, it can disrupt and foil the pillar. As the pillar springs into existence, willing creatures and objects within the affected area are lifted with it.

The pillar can't be used to crush creatures or objects against the ceiling; if insufficient room is available for the pillar and any creatures or objects on it, the pillar reaches only the maximum possible height. You can't create a pillar under a Large or larger creature.



The pillar has AC 4, hardness 0, and 3 hit points per kineticist level. Scaling the pillar's rough edges requires a successful DC 15 Climb check. When destroyed, when you create a new pillar, or when a number of rounds equal to your Constitution bonus (minimum 1) have elapsed, the pillar crumbles, melts, or withers away, gently lowering anything on it back to the ground.

#### POISON AMPLIFICATION<sup>KOP2</sup>

**Element(s)** poison; **Type** utility (Sp); **Level** 3; **Burn** 0

Select one injury or contact poison that you possess; you can treat the DC of that poison as 10 + your Constitution modifier + 1/2 your kineticist level for 10 minutes per level. Poison that has been amplified cannot be combined with another dose of the same poison for increased DC and duration. You can amplify a number of doses of poison equal to your Constitution modifier. Attempting to amplify another dose of poison while you are at your current limit of amplification will cause the oldest amplified poison to revert to normal.

#### POISON CONVERSION<sup>KOP2</sup>

**Element(s)** poison; **Type** utility (Sp); **Level** 3; **Burn** 0

You can convert one poison into any other type, as per the [poison conversion](#)<sup>UC</sup> alchemist discovery, except you do not need an alchemy lab to use this ability.

#### QUIVERING DEFENSE<sup>KOP4</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** victorious aria

**Saving Throw** Fort negates; **Spell Resistance** yes

Until the next time you recover burn, as long as your victorious aria is active, any shield you use is treated as if it had the [clangorous](#)<sup>UE</sup> armor quality, using this wild talent's DC instead.

#### RAPID BURN<sup>KOP3</sup>

**Element(s)** fire or poison and time; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** improved burning infusion and time's echo

When you would set a creature on fire or cover it in acid with burning infusion, improved burning infusion, or greater burning infusion, you can choose as an immediate action to instead have it continue to roll a number of consecutive Fort saves (using the substance infusion's DC) up to your Con modifier or until one succeeds, whichever comes first. The creature takes an additional 1d6 fire and/or acid damage (depending on the blast used) for each save it fails this way.

#### RING OF FIRE<sup>KOP3</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** Reflex half; **Spell Resistance** no

You can create a 30-foot-wide circle of flames that stands up to 20 feet tall centered around you that lasts for 1 round per kineticist level you possess. This fire deals damage equal to 1/2 your fire blast. You can accept 1 point of burn to allow your flames to burn those who come into contact with your flames, being treated as though affected by the burning infusion wild talent.

#### SEISMIC STOMP<sup>KOP3</sup>

**Element(s)** aether or earth; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** distorted area

Raising up your foot, you can slam it back down onto the ground as a move action to make a trip attempt that does not provoke an attack of opportunity against all squares adjacent to you, substituting your Constitution modifier for your Strength modifier. If you fail this trip attempt, you cannot be tripped in return. You can accept 1 point of burn to use this wild talent as a swift action. When used as an earth wild talent, this can only affect dirt or unworked earth and stone.

#### SELF TELEKINESIS<sup>OA</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 3; **Burn** 0

You use your telekinetic abilities to move yourself. Otherwise, this wild talent functions like flame jet.

#### SHADOWBEND<sup>KOP4</sup>

**Element(s)** light and void; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** basic chaokinesis, basic photokinesis

You can control the shadows cast around you. In normal light conditions, you can reproduce the effect of any illusion spell with the shadow descriptor up to 3rd level, treating your kineticist level as your caster level and using your Constitution modifier instead of any mental ability score modifiers. In bright light, treat your caster level as your kineticist level +4 instead. In dim light conditions you can only reproduce spells up to 1st level, and you cannot use this ability in darker than dim light.

#### SHARDING COVER<sup>KOP3</sup>

**Element(s)** aether, earth, light, machine, viscera, water, and wood; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** kinetic cover

Whenever you use the kinetic cover wild talent, you can choose to make it into sharding cover. Whenever



your sharding cover is broken, all spaces within 5 feet of it are treated as difficult terrain for 1 minute. If you possess the improved kinetic cover wild talent, any creature that enters an area of difficult terrain made by this effect takes 1 damage for every 2 kineticist levels you possess.

#### SHARE ADAPTATION<sup>OAT</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** one or more adaptation wild talents (see below)

When you gain this wild talent, pick one adaptation wild talent that you possess (as listed below). As a standard action, you can accept 1 point of burn to provide the effects of that wild talent to a number of additional creatures equal to your Constitution modifier; these additional creatures retain this benefit until the next time your burn is removed. If you would normally gain damage resistance, energy resistance, or a bonus to saving throws equal to twice the amount of burn you are suffering from, the other creatures affected only receive an amount of that resistance or bonus equal to your current burn.

You may select the following utility wild talents for share adaptation: absentia, aerial adaptation, aquatic adaptation, cold adaptation, crystal skin, gravitic adaptation, heat adaptation, no breath, poison immunity, radioactivity adaptation, sustained form, void resonance, woodland step. Possessing any of these wild talents fulfills the prerequisites for share adaptation. The GM may add other wild talents to this list at their discretion.

#### SHATTER<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** Fortitude negates; **Spell Resistance** no

You can cause an object to shatter, as per the *shatter* spell.

#### SHROUD OF SHADOWS<sup>KOP</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** emptiness

Your darkness is far more powerful than others. While your emptiness wild talent is active, you are treated as though your square is under the effects of a *darkness* spell. You can accept 1 point of burn to increase the radius of this effect by 5 feet.

#### SKILL HACK<sup>LK</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** skilled kineticist

You gain any skill unlocks associated with the skills your primary element added to your skill list.

#### SLUMBERING SERENADE<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

You are capable of lulling others off to sleep. You can use calming sounds to put a creature within 60 feet to sleep at the end of its next round for 1 round per 2 kineticist levels you possess. A creature can be woken up as per the methods listed in the *sleep* spell. The target can use a standard action to delay this effect for 1 round at the beginning of their round.

#### SMOKE STORM<sup>OA</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** Fort negates; see text; **Spell Resistance** no

You transform a source of open flame within 120 feet into a cloud of choking smoke, filling a 20-foot-radius spread and affecting vision like a smokestick. All creatures that begin their turns inside the area become sickened as long as they remain in the smoke and for 1d4+1 rounds thereafter (Fort negates).

#### SPELLTHIEF<sup>LK</sup>

**Element(s)** aether or mind; **Type** utility (Sp); **Level** 3; **Burn** 0

As an immediate action, you can attempt a disarm combat maneuver against a creature attempting to deliver a spell against you with a melee touch or weapon attack, allowing you to immediately deliver its effects to a new target (which can be the original caster) with a free touch attack as if they'd cast it against that target. If no creature is within your natural reach, the charge is immediately dispelled harmlessly instead.

#### STORM CLOUD<sup>KOP3</sup>

**Element(s)** air; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** cloud cover

You can use any square in your cloud as the point of origin for your air blast or electric blast. At 15th level this applies to any air-elemental composite blast. If you use flurry of blasts (or any infusion for which flurry of blasts is a prerequisite), flurry of devastation, or onslaught blast with this wild talent, increase the damage of each blast by 1 for every 2 kineticist levels you possess.

#### STORM DIFFUSER<sup>KOP3</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 3; **Burn** 0

Your control of the winds allows you to calm storms. When in severe or weaker winds, you can reduce the intensity of the winds within 100 feet of you by 2 steps (to a minimum of light). Using this against magical winds requires an opposed caster level check against the effect, treating your kineticist level as your caster level. At 10th level, you can also affect up



to a windstorm, at 13th level you can affect a hurricane, and at 16th level you can affect a tornado. You can accept 1 burn to reduce the intensity of winds down to light, regardless of their intensity. You can use this wild talent multiple times upon the same winds, although magical winds are only affected for 1 minute per kineticist level you possess.

### STRETCHY TONGUE

**Element(s)** viscera; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** Agile Tongue feat

Increase the reach of your tongue by 5 feet. If you possess the licker wild talent and have it active, increase your tongue's reach by 5 feet per 3 kineticist levels you possess instead.

### SUBDERMAL PLATING, IMPROVED<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Su); **Level** 3; **Burn** o

**Prerequisite(s)** subdermal plating

Your armor has grown more durable. Increase the armor bonus of your subdermal plating by +2. At 8th level and every 2 levels thereafter, the armor bonus of your subdermal plating increases by an additional +1.

### TECHNOGRAFT, IMPROVED<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Su); **Level** 3; **Burn** --

**Prerequisite(s)** technograft

Your terminal has become more advanced. You can now select two-handed exotic melee weapons, firearms, or exotic technological weapons as the weapons you are able to create with your terminal (the cost of each of these weapons must be equal to or lower than 2,000 gp times your kineticist level) and you are always treated as though you were wielding it in two hands even while using a single hand to wield it. When you take this wild talent, you can immediately select an additional weapon. If you have 3 or more burn, you instead regain 1 charge every 20 minutes.

### TELEKINETIC INVISIBILITY<sup>OA</sup>

**Element(s)** aether, or light and sound; **Type** utility (Sp); **Level** 3; **Burn** o

You weave strands of aether, bending light and dampening sound; this works as *invisibility* except that the aetheric bending is easier to notice than normal *invisibility*, so your bonus on Stealth checks is halved (+10 while moving and +20 while perfectly still). However, the dampened sound allows you to avoid automatic detection via sound-based blindsense and blindsight, but you do not receive the bonus on Stealth checks from this wild talent against a creature with such abilities.



### TERRIFYING ROAR<sup>KOP3</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 3; **Burn** o

**Saving Throw** Will partial; **Spell Resistance** no

You let out a loud roar that frightens all foes within 20 feet of you for 1 round per 2 kineticist levels you possess. Those who successfully save against this effect are instead shaken for 1 round. This effect cannot stack with itself.



### THORN FLESH<sup>OO</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** flesh of wood

You cover your body in barbed thorns that injure foes who strike you. This functions as the jagged flesh wild talent.

### TOUCHSITE<sup>OA</sup>

**Element(s)** aether; **Type** utility (Su); **Level** 3; **Burn** 0

You attach strands of aether to everything your telekinesis touches. Any time you damage a creature using your telekinetic blast, as long as that creature doesn't use a teleportation effect, you can see that creature at any distance as if using blindsight until the end of your next turn. Immediately after damaging a creature, you can accept 1 point of burn to strengthen the strands of aether attached to that creature, increasing the duration of the touchsight on that creature to 1 round per kineticist level.

### TREMORSENSE<sup>OA</sup>

**Element(s)** earth; **Type** utility (Su); **Level** 3; **Burn** 0

You can take a move action to gain tremorsense 30 feet for 1 round on any earth or stone surface that you touch. You can accept 1 point of burn to increase the duration to 1 round per kineticist level you possess. While benefiting from this tremorsense, your earth blasts and composite blasts that include earth components don't suffer a miss chance from concealment or total concealment against creatures you detect with your tremorsense.

### UNDEAD EVOLUTION<sup>KOP3</sup>

**Element(s)** machine or viscera and void; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** experimental machinery or unnatural evolution, and reanimating infusion or aura of ash

You are capable of altering the undead you create. You can spend 10 minutes with an undead you have created with a wild talent to grant it the benefit of your experimental machinery or unnatural evolution utility wild talent for one day per kineticist level you possess. If you possess improved experimental machinery or improved unnatural evolution, you can instead accept an additional point of burn to grant the benefits of those utility wild talents.

### UNDEAD GRIP<sup>PA</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 3; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

This functions as elemental grip, except it works on a single undead creature as per [halt undead](#). Unintelligent undead must succeed at a saving throw with a -4 penalty to negate the effects.

### UNWEAVE MAGIC<sup>KOP2</sup>

**Element(s)** aether; **Type** utility (Su); **Level** 3; **Burn** --

You know how to pull at the strings of magic to leave them undone, allowing you to treat your telekinetic blast as *dispel magic* for the purposes of counterspelling.

### VISCERAL WHIP<sup>KOP3</sup>

**Element(s)** aether and viscera; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite(s)** aetheric tempering, petrified innards

You pull your intestines out through a spatial rip in your body cavity and sheath them in force, using them as a *prehensile* whip appropriate for your size with no enhancement bonus and with which you are proficient. If you are proficient with whips already (such as through class levels or [Exotic Weapon Proficiency](#) (whip)), your visceral whip is also treated as having the grappling weapon quality. Your intestines cannot be stolen, sundered, or attacked as a separate entity. This effect lasts for 1 minute per kineticist level or until you end it early as a swift action. If you release your grip on your intestines, this effect ends instantly. As a swift action, you can apply a substance infusion you possess associated with bone or telekinetic blast to all attacks made with your visceral whip until the beginning of your next round, increasing the burn cost of an applied substance infusion by 1. When the duration of this effect ends, your intestines are drawn back in instantly and the spatial rip closed, doing no harm to you in the process.

### WARP WOOD<sup>OO</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 3; **Burn** 0

You can bend and twist plants and wooden objects. This functions as [warp wood](#).

### WATER ADAPTATION, GREATER<sup>OAT</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** water adaptation

You are immune to water pressure damage of any depth. As a standard action, you can accept 1 point of burn to provide the effects of water adaptation to a number of additional creatures equal to your Constitution modifier; these additional creatures retain this benefit until the next time your burn is removed. The additional creatures gain cold resistance equal to your level of burn at the time the ability is used. If an additional creature has the amphibious or aquatic subtype, they gain immunity to water pressure damage at any depth instead of one mile.



### WATER MANIPULATOR<sup>OA</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** kinetic cover

**Saving Throw** none; see text; **Spell Resistance** no

You can manipulate massive quantities of water. As a standard action, you can raise or lower the level of water as if using *control water*, or move an amount of water equal to 1/1,000th the amount controlled by that spell to a different location in range. The water remains where you placed it for as long as you remain motionless and take a standard action each round to concentrate on this effect. This wild talent causes a slow effect on creatures made of water, just like *control water* (Will negates). When you cease concentrating, the water flows normally unless you accept 1 point of burn to extend the duration and hold the water in its current position for 10 minutes per kineticist level you possess.

### WATERDANCER<sup>OA</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 3; **Burn** 0

You call forth a current of water to increase your speed and allow you to swim with ease, as if under the effects of *slipstream* with unlimited duration.

### WINDSIGHT<sup>OA</sup>

**Element(s)** air; **Type** utility (Su); **Level** 3; **Burn** --

You can see through mist and fog (including *fog cloud* and similar magic). In areas of moderate or stronger wind, you can see and hear as if you were standing at both your own position and a position a number of feet in the wind's direction equal to the wind's speed in miles per hour, potentially allowing you to see around corners and other obstacles.

### WINGS OF AIR<sup>OA</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** air cushion or air's leap

The air bends to your will, allowing you to soar to great heights. You are constantly under the effects of *fly*. If this effect is dispelled, you can call it forth again as a standard action.

### ZONE OF DECAY<sup>KOP2</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 3; **Burn** 0

**Prerequisite(s)** atrophy field

**Saving Throw** none; **Spell Resistance** no

While your atrophy field is active, all creatures within 60 feet of you cannot benefit from fast healing or regeneration. Casting a conjuration (healing) spells require a concentration check (15 + twice the spell's level) or else the spell fails.

## 4TH-LEVEL UTILITY WILD TALENTS

### ACID FOG<sup>KOP2</sup>

**Element(s)** poison; **Type** utility (Sp); **Level** 4; **Burn** 1

**Saving Throw** no; **Spell Resistance** no

You can disperse your form into a cloud of acid. This functions as the body of air utility wild talent, except any creature that enters your square or a square adjacent to yours takes acid damage equal to your kineticist level.

### ACID PIT<sup>KOP3</sup>

**Element(s)** earth and poison; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** acid blast and pitfall

You can treat your pitfall as an *acid pit*<sup>B2</sup> as per the spell. If you use this wild talent as *hungry pit*<sup>B2</sup> or *spiked pit*<sup>APG</sup>, you can add acid to the bottom of it as though it was an *acid pit*.

### ADDITIONAL ILLUSION<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** intelligent illusion or phantom image

Whenever you use your phantom image or intelligent illusion wild talent, you can create 1 additional image. You can use the same action to manipulate or maintain concentration on both images at the same time.

### ADVANCED KINESIS, GREATER<sup>KOP4</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** any basic utility wild talent, advanced kinesis

You gain the granted powers from any domains from which you can use spells through your advanced kinesis (including any bonus feats, class skills, and other effects they provide), using your kineticist level -4 as your cleric level and your Constitution modifier in place of your Wisdom modifier. For domains without a listed subdomain, always use the default granted powers.

### AIR'S OVERARCHING REACH<sup>KOP4</sup>

**Element(s)** air; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** air's reach

The effects of your air's reach extend to the range of all of your thrown and projectile weapons, as well as the range and reach of all of your air wild talents and the effects thereof.



### BIOABLATIVE REGENERATION<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 4; **Burn** 1

You program your nanomachines to instantly repair incoming damage. You gain a number of temporary hit points equal to three times your kineticist level which last for 1 hour per level or until they are lost; these stack with temporary hit points gained from other wild talents.

### BODY OF AIR<sup>PA</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 4; **Burn** 0

You transform yourself into gas, as per *gaseous form*. You can't use kinetic blasts while in this form. By accepting 1 additional point of burn, your fly speed becomes equal to your base speed as long as you are in this form.

### CANTIKINESIS, GREATER<sup>LK</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** improved cantikinesis

You learn the composite blasts associated with the simple kinetic blast gained through improved cantikinesis and any kinetic blasts you possess, and any blasts learned through this wild talent or through improved cantikinesis can receive the benefits of a Perform check made with their use, providing a maximum competence bonus of +2. When used to perform a blast of your primary element or a composite blast which includes your primary element, instead reduce the DC of cantikinesis's effect by 5 and double its competence bonus.

### CELERITY, IMPROVED<sup>LK</sup>

**Element(s)** air or time; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** celerity

While you are under the effects of your own celerity, you treat any BAB gained from kineticist levels as equal to your kineticist level when making ranged attacks. This only affects you, not any other allies affected by celerity.

### CHARMING TONE, GREATER<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** charming tone

**Saving Throw** Will negates; **Spell Resistance** no

You can instead treat your charming tone as *charm monster*. This wild talent is a mind-affecting (charm) effect.

### CLANGOROUS SHROUD<sup>KOP4</sup>

**Element(s)** sound and water; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** shroud of water, quivering defense

As long as your shroud of water is active and is providing a shield bonus to your AC, you benefit from quivering defense even if you have no shield.

### COMPOSITE VERSATILITY<sup>LK</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 4; **Burn** 1

You pour extra power into your composite blasts, allowing them to act in unusual ways. When you select this wild talent, choose a composite blast you possess; until the next time you recover burn, you can use any infusion with that composite blast that could be used with its prerequisite blasts (for example, burning infusion with summer blast). If that blast instead requires a particular expanded element (such as ice blast) it can instead use any infusion of its element(s).

### CONSTRUCT HACKER<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Su); **Level** 4; **Burn** 0

**Saving Throw** Fortitude negates; **Spell Resistance** no

With a thought, you can take control of most machines. You can force a construct within 60 feet of you to make a Fortitude save; if it fails, it is treated as having a friendly attitude towards you for a number of minutes equal to your Constitution modifier, despite being mindless. A construct that successfully saves cannot be affected by this wild talent again for 24 hours. While under the effect of this wild talent, you can touch the construct as a standard action and accept 1 burn to increase the duration of this effect to a number of hours equal to your Constitution modifier. You can only affect a number of Hit Dice of constructs equal to two times your kineticist level at a time.

### CONSTRUCT HUNTER<sup>MTA</sup>

**Element(s)** earth or machine; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** metal scent

You can detect and locate all constructs within a 60-foot radius as though you possessed blindsight. If you possess 3 or more burn, the area of this wild talent increases to 120 feet (a living creature with any supernatural machine wild talent or significant mechanical parts - such as prosthetics or implants - is treated as a construct for the purpose of this wild talent).

### CORPSE PUPPET<sup>PA</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 4; **Burn** 0

You draw upon negative energy to animate a nearby corpse as a zombie or a fast zombie (your choice). You can animate a zombie only if its Hit Dice are no greater than your kineticist level -4. Each round on your turn, you must take a move action to guide the zombie, or it reverts



to a corpse (but retains any damage if you later turn it into a zombie again with this utility talent). By accepting 1 point of burn, you can pour a bit of your own sentience into the zombie, allowing it to persist for 1 round per kineticist level without requiring additional actions on your part, or until the next time your burn is removed if the zombie has half your maximum zombie Hit Dice or fewer. At 12th level, you can animate a zombie with a number of Hit Dice no greater than your kineticist level -2. At 16th level, you can animate a zombie with a number of Hit Dice no greater than your kineticist level.

#### **CURSE BREAKER<sup>PA</sup>**

**Element(s)** void; **Type** utility (Sp); **Level** 4; **Burn** 0  
**Prerequisite(s)** emptiness

The power of void protects you from curses and allows you to remove or suppress them. You gain a +4 bonus on saving throws against curses and hexes. You can accept 1 point of burn as a standard action to attempt a caster level check to remove a curse on yourself or another

as per *remove curse*. If the curse normally could not be removed by *remove curse*, you can instead suppress the curse until the next time your burn is removed with a successful caster level check. When your burn is removed, you can choose not to remove the burn you spent in this way to continue suppressing the curse without interruption. If you die, any curse suppressed in this way returns instantly.

#### **DEADLY PREMONITION<sup>KOP4</sup>**

**Element(s)** viscera; **Type** utility (Sp); **Level** 4; **Burn** 0  
**Prerequisite(s)** corpomancy

You can use corpomancy to perform extispicy using your own intestines, taking 6d6 damage and 2d3 bleed damage to simulate the effects of the *divination* spell, except information gleaned this way is always correct. This damage and bleed is prevented if you possess the visceral whip wild talent or if this is used again after the first use but before you receive any healing, but the damage cannot be prevented or reduced otherwise.



### DEAFENING BURST, GREATER<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** deafening burst

**Saving Throw** Fortitude negates; **Spell Resistance** yes

Increase the radius of your deafening burst to 20 feet and the duration of the deafness to 10 minutes per kineticist level. You can accept 1 point of burn to make this deafness permanent.

### DEATH ENERGY<sup>LK2</sup>

**Element(s)** void; **Type** utility (Su); **Level** 4; **Burn** --

You can treat the corpse of a creature you have killed with a void wild talent within 120 feet as the point of origin of another void wild talent. Once it has been used as the point of origin for a void wild talent or 10 minutes per kineticist level you possess have passed since its death, the corpse can no longer be used this way.

### DEATH GLOBE<sup>KOP4</sup>

**Element(s)** viscera or void; **Type** utility (sp); **Level** 4; **Burn** 0

**Prerequisite(s)** mobile blast

You create an attacking mass of dead matter, as *corpse hammer*<sup>ISM</sup>, except using your Constitution modifier in place of a mental ability score modifier. By accepting 1 additional point of burn, you can expand this ability's range to Medium and the mass can be used as the point of origin of any viscera or void kinetic blast you use except energize weapon, infuse weapon, or kinetic fist.

### DIMENSIONAL ANCHOR<sup>OAT</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** expanded element class feature

You have developed an understanding of planar energies such that you can prevent extraplanar travel. You fire a green ray from your hand at one target, treating it as if it was affected by *dimensional lock* for 1 minute per kineticist level you possess. You can accept 1 point of burn to increase this duration to 1 day per kineticist level you possess.

### DIMENSIONAL RIP, IMPROVED<sup>KOP3</sup>

**Element(s)** aether, time, or void; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** dimensional rip

You gain the improved tearing class feature of the dimensional ripper archetype, treating your kineticist level as 2 lower to determine the number of tears you can create.

### EARTHMELD<sup>UI</sup>

**Element(s)** earth; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** earth climb

You meld a creature into stone, where it can listen to conversations without being detected. This functions as the *meld into stone* spell, except it can work on any willing creature, not just you, and it lasts for 10 minutes per kineticist level or until you use earthmeld again. The melded creature, not you, decides when to step out of the stone. You can accept 1 point of burn to increase the duration of an earthmeld until the next time you recover burn. Such increased earthmelds don't end if you use earthmeld again, allowing you to maintain multiple earthmelds.

### ELEMENTAL HAND<sup>KOP3</sup>

**Element(s)** earth, light, machine, viscera, water, or wood; **Type** utility (Sp); **Level** 4; **Burn** 0

**Saving Throw** none; **Spell Resistance** no

You are capable of creating a large hand out of your element, treating it as though it was the *interposing hand* spell. At 10th level you can instead treat this as a *forceful hand*. You can only have one elemental hand active at a time; using it again while another elemental hand is still active will cause the previous one to crumble.

### ENDURING CONTROL<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** psychic persuasion

Whenever the duration of your psychic persuasion ends, any creature who would no longer be under its effect must make a Will save with a +2 bonus. Failing this save extends the duration of the ability by 10 minutes per 2 kineticist levels you possess. You can accept 1 point of burn when a creature fails their save as an immediate action to instead extend the duration of the ability by 1 hour per 2 kineticist levels you possess, and you are always aware when your psychic persuasion is ending. Each time a creature would make a save against this effect, they gain a cumulative +1 bonus for each save it previously failed. You cannot use this ability when the duration of your psychic persuasion would end due to using it against another creature.

### ENDURING EARTH<sup>OA</sup>

**Element(s)** earth; **Type** utility (Su); **Level** 4; **Burn** --

When using earth blasts, earth wild talents, or composite blasts that include earth, double the duration if it's longer than 1 round.

### ENLARGED RIP<sup>KOP3</sup>

**Element(s)** aether, time, or void; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** dimensional rip or dimensional tear class feature



You can stretch dimensions even further to create an enlarged tear. Large tears are 10 feet tall and wide, and can be traveled through by Huge or smaller creatures, being able to exit out of normal-sized tears.

#### EXPANDED DEFENSE<sup>OA</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 4; **Burn**

**Prerequisite(s)** expanded element class feature

Choose an element you selected with expanded element. You gain that element's defense wild talent. You can take this wild talent multiple times, choosing a different element each time.

#### FLASH STEP<sup>KOP3</sup>

**Element(s)** aether, air, or time; **Type** utility (Sp); **Level** 4; **Burn** 0

Through pushing yourself forward with air, aether or even stealing time from the future, as a swift action you can grant yourself an additional move action this round. If you do, you cannot take another swift or immediate action for 4 rounds unless you accept 1 point of burn as part of using this wild talent.

#### FOG STEP<sup>KOP3</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** body of air, windsight

You know how to disappear into the mist, allowing you to teleport up to 20 feet per kineticist level you possess as a move action while you are inside of normal or magical mist or fog as long as you remain inside of it. You can accept 1 point of burn to use this wild talent as a swift action.

#### GREENSIGHT<sup>OO</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 4; **Burn** 0

You can see through plant material as if you had [greensight](#) as per the universal monster rule with a range of 60 feet.

#### GUIDED RICOCHET<sup>LK2</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** ricochet or chain infusion

Each time you choose an additional target for a kinetic blast with the ricochet or chain infusion, the blast receives a +1 bonus to its attack roll against the new target; this bonus is cumulative with the chain infusion (for example, you receive a +2 bonus against the third target of the blast, a +3 bonus against the fourth, and so on).

#### HARD LIGHT ILLUSIONS<sup>KOP</sup>

**Element(s)** light; **Type** utility (Su); **Level** 4; **Burn** --

All illusions that you create with light wild talents are made of hard light, and are considered solid objects by tremorsense, blindsense, blindsight, and true sight.

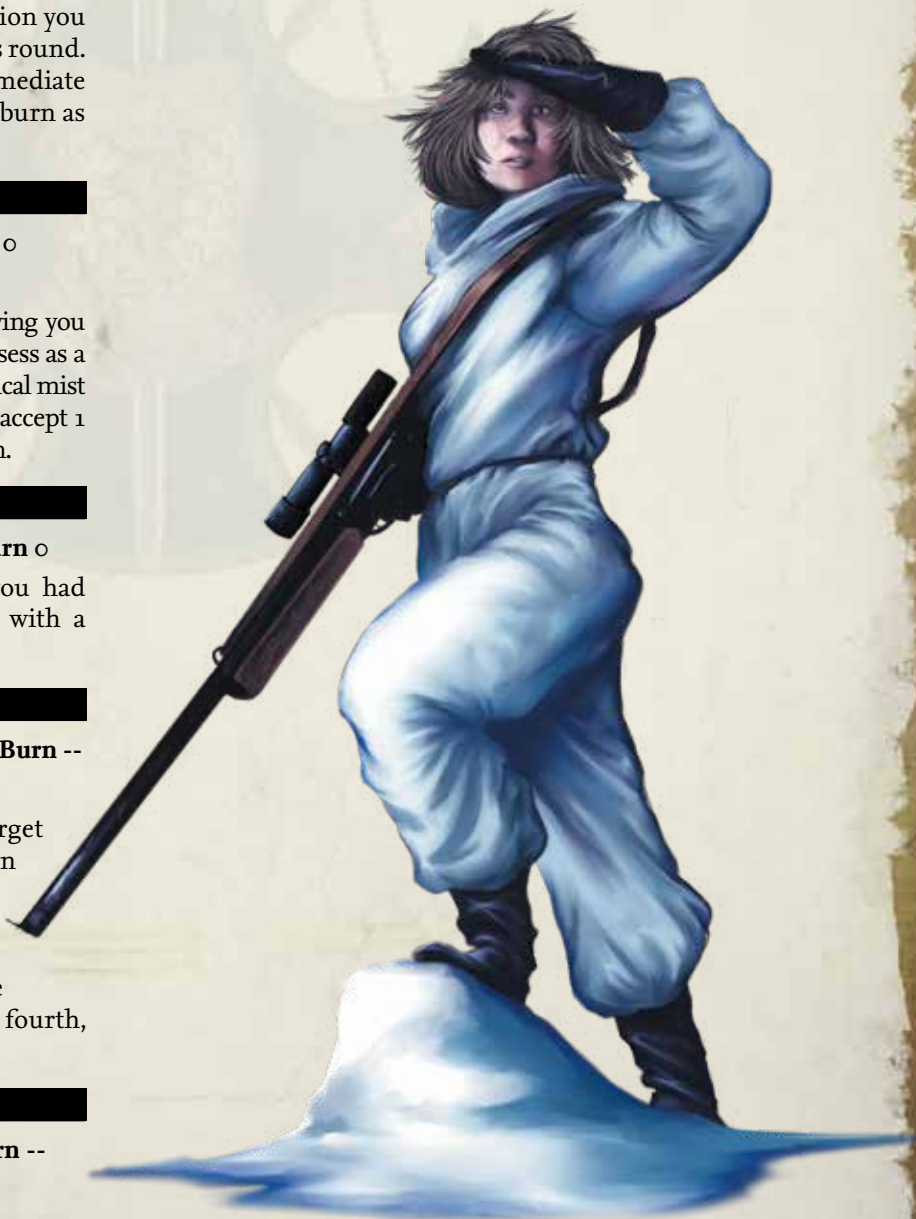
#### HEALING BURST<sup>PA</sup>

**Element(s)** aether, sound, void, water, or wood; **Type** utility (Sp); **Level** 4; **Burn** 1

**Prerequisite(s)** kinetic healer (aether, sound, or water), void healer (void), or wood healer (wood)

**Saving Throw** none; **Spell Resistance** yes

You use kinetic healer, void healer, or wood healer (whichever you have, or whichever one you choose if you have more than one) to heal all creatures in a 30-foot radius around you. Healing burst heals half as much damage as normal, unless your healing amount





is based on positive blast, in which case it heals the full amount. Unlike kinetic healer, you must accept the burn yourself. This counts as kinetic healer for the purpose of the kinetic surgeon archetype; the 17th-level metahealer ability heals the kinetic surgeon twice, once for half and once for full.

#### HERBAL ANTIVENOM<sup>PA</sup>

**Element(s)** poison or wood; **Type** utility (Sp); **Level** 4; **Burn** 0

Your body can produce the herbal remedies necessary to counter almost any poison. You gain a +5 alchemical bonus on saving throws against poison as if always under the effect of *antitoxin*. You can use the treat poison action from the Heal skill as a standard action with a mere touch, without a healer's kit, and even on yourself; if you succeed, you grant the touched creature a +5 alchemical bonus against that specific instance of poison in addition to the normal +4 bonus from treat poison. You can accept 1 point of burn while using the treat poison action in this way to also produce the effects of *neutralize poison*.

#### HIVEMIND, IMPROVED<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** hivemind

You have access to all teamwork feats possessed by allies affected by your hivemind as if you possessed those feats. You can accept 1 point of burn and choose one teamwork feat you possess (including those known through this ability) plus an additional one per 5 kineticist levels you possess; for one minute, any allies affected by your hivemind can access the feat(s) you chose as if they possessed them.

#### HOSTILE WOODWORK<sup>LK</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** hostile flora

You can use wooden structures and objects, including weapons, armor, or shields, as the point of origin of kinetic blasts through your hostile flora ability. Magic equipment cannot be targeted for this purpose unless you possess at least 3 times the object's enhancement bonus in kineticist levels, and you add the object's enhancement bonus as a circumstance bonus to your blast's damage rolls. Unless an object used this way is unattended, its owner can attempt a Fort save as per hostile flora in the object's stead, even if you possess merciful flora and attempt to use this wild talent without damaging the object being used as the point of origin; succeeding this check causes your kinetic blast to fail. Constructs made of wood can attempt a save against this effect as well, using their Will instead of their Fort.

#### ICE SCULPTOR<sup>OA</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 4; **Burn** 0

You can sculpt ice and snow into new shapes, as the spell *stone shape* but affecting ice and snow instead of stone.

#### IMPLANT BLAST<sup>KOP4</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 4; **Burn** 1

**Prerequisite(s)** suspended impact or Delay Blast feat, kinetic bomb

You implant a simple kinetic blast into a creature as if using the *Implant Bomb*<sup>UM</sup> feat. You can apply any one substance infusion to the implanted blast by paying its burn cost as part of using this wild talent, and the blast is always treated as if the kinetic bomb infusion has been applied to it. No scars are left behind by the procedure, but the afflicted takes on a mundane symptom thematic to the blast's element (such as a fever for fire blast or excessive sweating for water blast). By accepting 1 additional point of burn, you eschew a time limit, replacing it with a password that triggers the blast when spoken by the afflicted. No Heal check is needed to implant or remove an implanted blast, but it still requires either *dispel magic* or a Disable Device check (DC = 11 + kineticist level) to disable.

#### KINETIC SHELTER<sup>KOP4</sup>

**Element(s)** aether, earth, light, machine, viscera, water, or wood; **Type** utility

(Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** improved kinetic cover

You produce a temporary shelter out of elemental matter. This functions as the *secure shelter* spell, except the cottage and all of its furnishings are composed of whatever matter you choose which your kinetic cover could produce (this matter does not change the shelter's properties in any way). You can make this permanent by accepting 1 point of burn. You can only ever have 1 temporary shelter and up to 1 permanent shelter per 4 kineticist levels you possess in existence at any time.

#### LIQUID BODY<sup>KOP3</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 4; **Burn** 0

Your body can become one with water. You can use *fluid form*<sup>APG</sup> as per the spell, although the duration is changed to 1 round per kineticist level you possess. You can accept 1 burn to increase the duration to 10 minutes per kineticist level you possess.

#### MENTAL ERASURE<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 4; **Burn** 0



**Saving Throw** Will negates; **Spell Resistance** yes

You're capable of burning away a target's mind as per the *mindwipe* spell, although you can only apply a maximum number of negative levels to a creature equal to 1/2 your kineticist level with this ability.

#### METALSENSE<sup>MTA</sup>

**Element(s)** earth or machine; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** metal scent

Your ability to sense metals has grown so keen you can detect minute amounts of trace metals with uncanny precision. You can perfectly discern the location of any metal object or creature with metallic blood (such as most humanoids) as if you could see it clearly, out to a range of 100 feet. Stone, wood, *invisibility*, and magical barriers are incapable of blocking this sense, and only an object containing significantly more metal, placed between you and your target, provides concealment or total concealment for this sense.

#### MIND READER, IMPROVED<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** mind reader

Your mind reader talent can also be used as *detect anxieties*<sup>UI</sup> and *detect desires*<sup>UI</sup> and detect the thoughts of one additional creature.

#### MIND'S EYE<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** basic neurokinesis

As a move action, you gain blindsense equal to the distance of the telepathy granted by your neurokinesis for 1 round per 2 kineticist levels you possess. You can accept 1 point of burn to increase the duration to 1 minute per 2 kineticist levels you possess. This blindsense cannot detect creatures without an Intelligence score or those immune to mind-affecting effects.

#### PERSONALIZED VENOM<sup>KOP4</sup>

**Element(s)** poison; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** biological toxin

You gain the toxic secretion class feature of the alchemist's *toxicant*<sup>DTT</sup> archetype, using 1/2 your kineticist level as your alchemist level and your Constitution in place of your Intelligence, except toxins created this way cannot be safely imbibed nor grant the benefits of imbibing them unless you possess the venom vector wild talent. If you possess the greater biological toxin utility wild talent, you instead treat your kineticist level as your alchemist level.

#### PHOTOSYNTHESIS<sup>KOP4</sup>

**Element(s)** fire and wood; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** heat adaptation, roots

You draw energy from the sun to help recover wounds. As long as you are receiving a bonus from your roots wild talent, you receive fast healing 1 in normal light, or fast healing equal to 1/3 your kineticist level in bright light, and you can forgo eating so long as you spend at least 4 hours per day in sunlight. If you possess solar blast, you can accept 1 point of burn to receive an equal amount of regeneration (cold, fire, or slashing) instead until the next time you recover burn. This fast healing can only heal you up to 1/2 of your maximum hit points if you are in normal light or 3/4 of your maximum





hit points if you are in bright light, and you must be in natural sunlight or light produced by a harmless evocation [light] spell to be healed (not including *light* used via basic pyrokinesis).

#### PITFALL<sup>KOP</sup>

**Element(s)** earth; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** shift earth

**Saving Throw** Reflex negates; **Spell Resistance** no

You are capable of creating traps underneath your foes. Treat this as *create pit*<sup>APG</sup>, although you can only use it on surfaces of dirt or unworked stone, and it does not create an extradimensional space. You can end this effect at any time, refilling the pit as it was before this effect. At 9th level you can instead treat this as *spiked pit*, and at 12th level you can treat this as *hungry pit*. You can only have 1 pitfall active at a time; using it again while another pitfall is still active will cause the previous one to refill.

#### PLANAR ADAPTATION<sup>OAT</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 4; **Burn** 0

When on another plane of existence, you are constantly protected by *planar adaptation*<sup>APG</sup>. At 12th level as a standard action, you can accept 1 point of burn to provide the effects of this wild talent to a number of additional creatures equal to your Constitution modifier until the next time your burn is removed.

#### PLANT DISGUISE<sup>OO</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 4; **Burn** 0

You can assume the shape of an immobile plant, as per *tree shape* but transforming into any ordinary Small or Medium plant.

#### POISON IMMUNITY<sup>KOP2</sup>

**Element(s)** poison; **Type** utility (Su); **Level** 4; **Burn** --

You are immune to all poisons and poison based effects.

#### POWERFUL MOTIVATION<sup>KOP4</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 4; **Burn** 0

You can grant one ally except yourself an additional move action for 1 round. You can accept 1 burn to increase the duration of this additional move action to 1 round per 4 kineticist levels you possess.

#### PSYCHOSOMATIC MALADY<sup>LK</sup>

**Element(s)** mind, or light and poison; **Type** utility (Sp); **Level** 4; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

You know how to trick the mind into believing the body is affected with some debilitating condition as per *phantasmal affliction*<sup>UI</sup>. You can only affect one creature at a

time with this ability, and afflicting a new creature removes the condition from the previously afflicted creature. If used as a light and poison wild talent, you can only select the poison or wasting options. This is a phantasm effect.

#### PURIFYING FLAMES<sup>WO</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 4; **Burn** 1

You use fire to burn poison from within a creature's veins. You must attempt a caster level check (1d20 + your kineticist level) against the DC of each poison affecting the target. Success means that the poison is neutralized, as *neutralize poison*. When you attempt to neutralize poison in this way, you can choose to deal a number of points of fire damage to the poisoned creature equal to the amount of damage you normally take from accepting burn in order to reduce the DC of one poison affecting the target by 2. This reduction remains until the end of your next turn.

#### REMOVE RADIOACTIVITY<sup>OAT</sup>

**Element(s)** earth, poison, or wood; **Type** utility (Sp); **Level** 4; **Burn** 2

**Prerequisite(s)** detect radiation

You can focus on your connection to earth and remove ongoing radiation effects, as the *remove radioactivity*<sup>TG</sup> spell.

#### SHAPE WOOD<sup>OO</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 4; **Burn** 0

You reshape wood to suit your purposes, as per *wood shape*.

#### SHIFT EARTH<sup>OA</sup>

**Element(s)** earth; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** kinetic cover

**Saving Throw** see text; **Spell Resistance** no

As a standard action, you can push or pull a 5-foot cube of earth or unworked stone within 30 feet, moving the cube 5 feet in any direction. You can create raised platforms, stairs up a cliff, holes, or other useful features. This doesn't cause the earth to float in the air, although in areas with plenty of earth, you can move a cube upward, creating a short pillar. If you move the earth beneath a creature's feet, it can attempt a DC 20 Reflex save to leap elsewhere and avoid moving along with the earth.

#### SINKHOLE<sup>KOP3</sup>

**Element(s)** earth; **Type** utility (Sp); **Level** 4; **Burn** 0

**Saving Throw** Reflex negates; **Spell Resistance** no

You create a 10 foot area of quicksand within 60 feet of you, causing all creatures within it to sink into the sand. Those who fail their Reflex save have their base speed reduced to 0 feet and take bludgeoning damage equal to 1/4 of your earth blast. Each round those inside of the sinkhole can attempt a Reflex save to exit the sinkhole, moving to



the closest possible spot outside of it upon success. If no safe spot exists (such as if it is created inside of a hole), creatures instead do not take damage for that round, and can attempt to climb along any available walls. If a creature fails 2 or more saves in a row, they are also treated as though drowning, and must hold their breath as appropriate. You can only have 1 sinkhole active at a time; using it again while another sinkhole is still active will cause the previous one to refill, expelling anyone inside of it. If you possess the pitfall utility wild talent, you can accept 1 burn to create a sinkhole at the bottom of your pitfall.

#### SKIN SLOUGH<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 4; **Burn** 0

You gain the ability to strip off your own skin as per the spell *skinsend*<sup>UM</sup>. You can accept 1 burn as a swift or immediate action to end this effect and regrow your skin, healing a number of hit points equal to your kineticist level when you do so.

**Smooth Negotiator, Improved**<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 4; **Burn** 0

**Prerequisite(s)** smooth negotiator

**Saving Throw** Will partial; **Spell Resistance** yes

Your smooth negotiator wild talent can now be treated as *inveigle person*<sup>ISI</sup>. At 14th level, you can instead treat this as *inveigle monster*<sup>ISI</sup>.

#### TELEKINETIC GRASP<sup>KOP3</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** telekinetic haul

**Saving Throw** Fort negates; **Spell Resistance** yes

You can now use your basic telekinesis to lift living creatures with the same limitations for 1 round per kineticist level you possess, although unwilling creatures can attempt a Fort save to avoid being moved in this way. At the beginning of a creature's round, it can attempt a Fort save to end this effect, taking falling damage as appropriate to its height and falling prone. If you possess the friend throw utility wild talent, you do not need to accept burn to allow your ally to make an attack at the end of their movement. Any creature affected by your telekinetic grasp automatically fails their saving throw against your foe throw or many throw wild talent.

#### TELEKINETIC MANEUVERS<sup>OA</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 4; **Burn** 0

**Saving Throw** none; **Spell Resistance** yes

You can perform combat maneuvers as *telekinesis*, but you use your Constitution modifier to determine your Combat Maneuver Bonus rather than your Intelligence or Charisma modifier. If you possess the telekinetic finesse wild talent, add dirty trick and steal combat

maneuvers to the list of combat maneuvers you can perform; when performing these maneuvers, determine your Combat Maneuver Bonus using your Dexterity modifier instead of your Constitution modifier.

#### TELEPUPPET, PASSIVE<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 4; **Burn** 0

**Saving Throw** Will negates (harmless, see text); **Spell Resistance** yes

You know how to invade the senses of others. You can use the senses of a willing creature up to a distance of 1 mile, being able to see, hear, feel, taste, and smell as though you were them for 1 hour per kineticist level you possess. While using this ability, you are staggered for its duration, although you can end this effect anytime as a swift action. Your senses are returned to your own body if the target dies while you are still inside of their mind, ending the effect instantly. If you possess the hivemind or psychic persuasion wild talent, you can attempt to use passive telepuppet on anyone affected by those wild talents, and you can accept 1 point of burn to remove the Will save from this ability against those under the effects of your hivemind or psychic persuasion.

#### TIME THIEF<sup>KOP</sup>

**Element(s)** time; **Type** utility (Sp); **Level** 4; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

You are capable of stealing the potential from a foe within 60 feet of you, removing their ability to use a swift action for 1 round per kineticist level you possess. You can accept 1 point of burn to gain an additional swift action per round for as long as this effect last.

#### TIME'S POWERFUL ECHO<sup>KOP4</sup>

**Element(s)** time; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** time's echo

Whenever a creature makes a save against your time's echo, increase the DC of that save by 2.

#### TOUCHSIGHT, SPYING<sup>UI</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** touchsight

You attach a sticky strand of invisible aether to a target and then project your senses along the strand, allowing you to spy on that target. Attaching the strand of aether requires a ranged touch attack, but if you activate this ability while your target is under the effect of your touchsight, you can use the strands from your touchsight instead. Once you have activated spying touchsight, you can concentrate on it to spy on your target with any of your five senses (though your own body no longer benefits from the senses you project);



the strand lasts as long you concentrate, though you can switch which senses you are projecting each round. A creature using *see invisibility* or a similar effect can notice the trailing strand of aether and follow it back to you.

A creature can break your spying touchsight by dispelling it, but otherwise, the only way to break the strand is if one of you uses a teleportation effect, moves more than 1 mile from the other, or is completely blocked from the other in all directions (such as if one of you were inside a *telekinetic sphere*).

#### TOXIC BARBS<sup>KOP</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** thorn body

**Saving Throw** Fort negates

Your thorns secrete a naturally poisonous liquid. All foes who take damage from your thorn body or the slam attack granted by your fist of oak are sickened for 1 round. This is a poison effect.

#### TUNDRA'S WRATH<sup>LK</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** cold adaptation, cold blast

Treat this as hostile woodwork, except you instead target ice or snow (or objects or constructs made of such

matter), and it works only with cold blast, ice blast, and composite blasts for which cold blast is a prerequisite. You can accept 1 additional point of burn to target a source of water for this purpose instead.

#### TWISTED METAL<sup>LK</sup>

**Element(s)** earth or machine; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** junk blast or metal blast

Treat this as hostile woodwork, except you instead target metal objects or constructs, and it works only with junk blast, metal blast, or composite blasts for which junk blast or metal blast are prerequisites.

#### UNNATURAL EVOLUTION, IMPROVED<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Su); **Level** 4; **Burn** --

**Prerequisite(s)** unnatural evolution

You can alter yourself to greater effect. You now have 2 points in the evolution pool granted by unnatural evolution.

If you also possess experimental machinery, this wild talent does not grant additional evolution points. Instead, it allows you to spend up to 2 points from your evolution pool on an evolution which is not an extraordinary ability and allows you to change your evolutions as per that wild talent.

#### VACUUM RIP<sup>KOP3</sup>

**Element(s)** aether, time, or void; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** dimensional rip or dimensional tear class feature

**Saving Throw** Reflex negates; **Spell Resistance** no

As a move action, you can cause all creatures within 5 feet of any of your dimensional tears to be draw into them, exiting through any other tear of your choice. You can accept 1 burn to increase the range of this effect by 10 feet.

#### VAMPIRIC GRASP<sup>KOP2</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 4; **Burn** 1

**Prerequisite(s)** atrophy field

**Saving Throw** none; **Spell Resistance** no

While your atrophy field is active, whenever a conjuration (healing) spell or spell-like ability is used within 60 feet of you, you can make an opposed caster level check as an immediate action against the caster of the spell. If you succeed, you become the new target of the spell regardless of if you are within the spell's normal range, ignoring atrophy field's reduction to its caster level.

#### VERDANT OVERGROWTH<sup>LK</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 4; **Burn** 0

**Prerequisite(s)** verdant aura, entangling infusion





You can cause the plants created by your verdant aura to grow to great heights for 1 minute per kineticist level you possess. The area of your aura is treated as difficult terrain, as per the *entangle* spell. In addition, all creatures within your aura gain concealment against all creatures without the ability to see through plant life, such as the greensight universal monster ability.

### VITAL FIBERS

**Element(s)** aether, machine, viscera, or wood; **Type** utility (Sp); **Level** 4; **Burn** 1

**Prerequisite(s)** kinetic healer or wood healer

As an immediate action, you can use threads of aether, nanomachines, torn flesh, or vines infused with positive energy to attach a limb that has been severed from a living creature no more than 1 round ago per 4 kineticist levels you possess to yourself, allowing it to function as though it was your own; if it was severed from your own body, you ignore any ill effects (such as conditions, ability damage, or bleed) that may have occurred as a result of losing it. It remains attached for 1 hour per 4 kineticist levels you possess, after which point the aetheric strands, nanites, flesh, or plant matter weaken, the limb falls off, and if it was yours you no longer ignore any ill effects from its being severed unless it has been reattached in some other fashion (such as through *regenerate*).

### WATERSENSE<sup>OA</sup>

**Element(s)** water; **Type** utility (Su); **Level** 4; **Burn** --

You gain tremorsense with a range of 30 feet to detect anything in contact with the same body of water as you. While you are benefiting from this tremorsense, your water blasts and composite blasts that include water don't suffer a miss chance from concealment or total concealment against creatures you detect with this tremorsense.

### WOOD PRISON<sup>KOP</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 4; **Burn** 0

**Saving Throw** Reflex negates; **Spell Resistance** no

You are capable of forming a wooden prison around a creature equal to its size, trapping them in place for 1 round 3 per kineticist levels you possess. This effect completely surrounds a creature, although it is not airtight. This wooden prison has hit points equal to your kineticist level. You can accept 1 point of burn to grant this wooden prison 1 hardness per 2 kineticist levels you possess and increase the duration to 1 minute per 3 kineticist levels you possess.

## 5TH-LEVEL UTILITY WILD TALENTS

### ADVANCED EXOSKELETON<sup>KOP4</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 5; **Burn** 1

**Prerequisite(s)** bone armor

This acts as the bone armor utility wild talent, except it provides DR 10/bludgeoning and adamantine, and can receive twice the amount of damage before breaking. If you possess the bone spike utility wild talent, that wild talent's damage doubles.

### AETHER PUPPET<sup>OA</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 5; **Burn** 0

You use strands of aether to animate an object. You can animate a Medium or smaller object as an animated object with no Construction Point abilities (except for stone or metal [common], if the object is constructed of one of those materials). Each round on your turn, you must take a move action to guide the object, or it reverts to its inanimate state.

By accepting 1 point of burn, you can pour a bit of your own sentience into the aether puppet, allowing the effect to persist for 1 round per kineticist level without requiring additional actions. At 12th level, you can animate a Large or smaller object, which gains all the abilities of the Medium animated object plus the additional attack ability. At 14th level, you can animate a Huge or smaller object, which gains all the abilities of the Large animated object. At 16th level, you can animate a Gargantuan or smaller object, which gains all the abilities of the Huge animated object, as well as the metal (mithral) ability if the object is made of mithral. At 18th level, you can animate a Colossal or smaller object, which gains all the abilities of the Gargantuan animated object, plus the metal (adamantine) ability if the object is made of adamantine.

### AIR SHROUD, GREATER<sup>OA</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** air shroud

Your air shroud improves, granting you the benefits of *life bubble*<sup>APG</sup>. When you accept burn to grant the benefit to others, the benefit lasts until the next time your burn is removed.

### AUDITORY HALLUCINATION<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 5; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** no

You alter the sounds others are capable of perceiving. You can select 1 creature within 60 feet, altering what they hear.



You can choose to make them effectively deaf, hear words that aren't being spoken, or other auditory stimuli, as well as negating sound-based senses such as echolocation.

Each round on your turn you must take a move action to continue this effect, or the target regains control of their senses. By accepting 1 point of burn, you can increase the duration of this ability to persist for 1 round per kineticist level without requiring additional actions.

If you possess visual hallucination, you can activate both that wild talent and this one with the same standard action. You can maintain concentration on both with the same action, and if you accept burn to increase the duration of either of these wild talents, it also applies to the other.

### BLINDING FLARE, GREATER<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** blinding flare

**Saving Throw** Fortitude negates; **Spell Resistance** no

The area of your blinding flare increases to 30 feet and the duration of the blindness to 1 minute. You can accept 1 point of burn to make this blindness permanent.

### BONE FEAST<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** bone blades

**Saving Throw** Fort half; **Spell Resistance** no

As a full round action, you can make an attack with one of your bone blades. If this attack hits, the target must succeed a Fort save or take half of your bone blast's damage and 2 Constitution drain, granting you temporary hit points equal to twice the target's total Hit Dice that last until you recover burn or until depleted. Temporary hit points gained from multiple uses of this ability don't stack. You can accept 1 point of burn to instead make an attack with each of your claw attacks granted from the bone blades utility wild talent, both dealing Constitution drain. Temporary hit points gained from both attacks are considered to be from one source for the purposes of stacking. This ability does not affect undead, constructs, or any other creature without a Constitution score. Temporary hit points gained from this ability stack with those gained from other wild talents.

### BRIARTHORN OVERGROWTH<sup>LK</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 5; **Burn** --

**Prerequisite(s)** verdant overgrowth, wood blast

**Saving Throw** Reflex negates; **Spell Resistance** no

Creatures affected by your verdant overgrowth or grasping overgrowth are also dealt damage equal

to 1/4 the damage of your wood blast at the end each turn during which they are entangled or grappled by it. You can designate a number of creatures up to your Constitution modifier to be immune to this effect, and each such creature is treated as having greensight 30 feet, as the universal monster ability.

### CEREBRAL MANIPULATION, IMPROVED<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 5; **Burn** 1

**Prerequisite(s)** cerebral manipulation

**Saving Throw** Will negates; **Spell Resistance** yes

Treat this talent as cerebral manipulation except that it can now be treated as *modify memory*.

### CLOCKWORK PUPPET<sup>HOG</sup>

**Element(s)** earth or machine; **Type** utility (Su); **Level** 5; **Burn** 0

**Prerequisite(s)** junk blast or metal blast

You can weave metal into clockwork parts, creating clockwork constructs to attack your foes. This functions as the aether puppet wild talent, except the object animated gains the clockwork subtype and cannot have the stone Construction Point ability.

### CONTINUOUS REGROWTH<sup>LK</sup>

**Element(s)** viscera or wood; **Type** utility (Su); **Level** 5; **Burn** --

**Prerequisite(s)** flesh of wood or reactive skin

While your flesh of wood or reactive skin is active, you have fast healing 1. This increases by 1 for each point of burn you possess. If you receive fire, cold, negative energy, or slashing damage, this ability is negated for 1 minute. This ability can only heal you up to 1/2 of your maximum hit points.

### CRUSHING ATMOSPHERE<sup>KOP3</sup>

**Element(s)** air or void; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** oppressive atmosphere

**Saving Throw** Fort partial; **Spell Resistance** no

All foes affected by your oppressive atmosphere take 1 bludgeoning damage per 2 kineticist levels you possess whenever they end their round in your aura. Creatures that take damage from this wild talent must succeed a Fort save or be fatigued for 1 round.

### DIVINE INTERFERENCE<sup>KOP2</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** atrophy field

**Saving Throw** none; **Spell Resistance** no



While your atrophy field is active, all divine casters and non-native outsiders within 60 feet of you must make a concentration check (15 + twice the spell's level) to cast divine spells or use spell-like abilities which simulate divine spells or else lose their spell.

#### **EARTH GLIDE<sup>OA</sup>**

**Element(s)** earth; **Type** utility (Su); **Level** 5; **Burn** 0

**Prerequisite(s)** earth climb

You can glide through earth, as an [earth elemental](#)'s earth glide ability, with a burrow speed equal to your base land speed.

#### **ECHOLOCATION<sup>KOP</sup>**

**Element(s)** sound; **Type** utility (Sp); **Level** 5; **Burn** 0

You can take a move action to gain blindsense 30 feet for 1 round per kineticist level you possess. You can accept 1 point of burn to increase the duration to 1 minute per kineticist level you possess.

#### **ELEMENTAL TRANSMISSION<sup>WO</sup>**

**Element(s)** earth, fire, light, or water; **Type** utility (Sp); **Level** 5; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

You reach out to a creature with which you are familiar by using a conduit through an elemental plane. By concentrating for 10 minutes, you create one end of the conduit in a manifestation of your chosen element, such as a fire, pool of water, or section of earth, which must be at least 2 feet in diameter. If the creature you are attempting to contact is within earshot of a similar elemental manifestation and on the same plane, the conduit forms successfully, allowing both sides to see a likeness of the other. You can hear and talk to each other, though you cannot perceive anything else from the other side of the connection. If the creature is not within earshot of a similar elemental manifestation, you can maintain your concentration to wait until the creature comes close enough to such a feature. The connection lasts until you stop concentrating on it, use this ability again, or until the creature moves away from the conduit.

#### **ENERVATION<sup>OAT</sup>**

**Element(s)** void; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** negative blast

You fire a beam of negative energy at the target, as the [enervation](#) spell. You cannot use this wild talent against a specific target more than once per 24 hours.

#### **EXPERIMENTAL MACHINERY, IMPROVED<sup>MTA</sup>**

**Element(s)** machine; **Type** utility (Su); **Level** 5; **Burn** --

You outfit your body with more prototype technology. You now have 4 points in the evolution pool granted by experimental machinery.

#### **EXPLOSIVE EVOLUTION<sup>KOP2</sup>**

**Element(s)** viscera; **Type** utility (Sp); **Level** 5; **Burn** 1

You can create new yet unstable growth on your body as if affected by a [lesser evolution surge](#)<sup>APG</sup> spell, treating yourself as an eidolon for this purpose.

#### **EYES OF THE VOID, GREATER<sup>OO</sup>**

**Element(s)** void; **Type** utility (Su); **Level** 5; **Burn** --

**Prerequisite(s)** eyes of the void

You can [see in darkness](#), as per the monster special ability.

#### **FEATHERWEIGHT, IMPROVED<sup>LK</sup>**

**Element(s)** void; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** featherweight

You can choose to have your featherweight also affect a number of allies within 60 feet equal to your Constitution modifier.

#### **FIRE CORRIDOR<sup>WO</sup>**

**Element(s)** fire; **Type** utility (Sp); **Level** 5; **Burn** 1

You create a passage through a fire or pool of lava. The passage is 5 feet wide and 8 feet high. It is 10 feet long, plus 5 feet longer for every 3 kineticist levels you have. Any heat generated by the fire or lava through which the passage passes is radiated outwards, making the passage comfortable and safe. The passage lasts for 1 hour, though you can end the effect at any time as a free action. If this effect ends while a creature is inside the tunnel, that creature is affected by the fire or lava as normal.

#### **FIRE STEED, IMPROVED<sup>WO</sup>**

**Element(s)** fire; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** fire steed

When using fire steed, the mount's fire resistance increases to 20 and its speed increases by an additional 10 feet. The mount can move over lava without difficulty or a decrease in speed.

#### **FLAME JET, GREATER<sup>OA</sup>**

**Element(s)** fire; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** flame jet

You can use flame jet as a move action and can emanate a mild jet of flame, allowing you to hover without spending an action.

## FLAME SHIELD<sup>OA</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 5; **Burn** 1

**Prerequisite(s)** searing flesh

Flickering flames surround you until the next time your burn is removed. While your searing flesh is active, any creature that strikes you with a melee attack takes an amount of fire damage equal to 1/2 your kineticist level unless it is using a reach weapon. If the creature also takes damage from your searing flesh, it applies fire resistance only once against the total damage from both effects. You also gain the protection from cold of a warm [fire shield](#). An attack that would deal an amount of cold damage equal to at least double your kineticist level (before you applied the protection) freezes away your flame shield after you apply its protection, ending the flame shield early.

## FLICKER CHARGE

**Element(s)** aether, time, or void; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** light speed travel, time skip, or the dimensional travel class feature



You can warp back to your original position after darting into combat. This functions as the [flash forward](#)<sup>MTT</sup> spell. By accepting one additional point of burn you do not provoke attacks of opportunity with the movement from a charge attack made this way. This cannot be used with blade rush, vital blade, or vital mobility.

## FLOOD PSYCHE<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 5; **Burn** 1

**Saving Throw** Will disbelief; **Spell Resistance** yes

You can flood the surrounding area with a wash of psychic energy, treating it as [mind fog](#).

## FORCE BARRIER<sup>OA</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** force ward

You create an immobile sphere or hemisphere of force around your square or squares. The force barrier functions as a [wall of force](#) in all other ways. Activating this ability is a standard action, and the barrier lasts until the beginning of your next turn. Each round, just before the barrier would disappear, you can extend its duration by accepting 1 point of burn. If an attack manages to destroy the force barrier, you immediately take 1 point of burn.

## GRASP OF THE VOID<sup>KOP</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 5; **Burn** 0

**Saving Throw** none; **Spell Resistance** no

You know the secrets to summon forth a fragment of the void as per the spell [black tentacles](#). You can accept 1 point of burn to treat the area of this effect as though under the effects of a [darkness](#) spell. You may only have one instance of grasp of the void active at a time; using it again while another grasp of the void is still active will cause the previous one to disappear.

## GRAVITY CONTROL, GREATER<sup>OO</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** gravity control

You have greater control over gravity, as per greater flame jet.

## GRAVITY SCULPTOR<sup>LK</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 5; **Burn** 0

**Saving Throw** none; **Spell Resistance** no

You can create up to five 5-foot cubes of space, treating them as though they were affected by the [no gravity](#), [heavy gravity](#)<sup>NLS</sup>, [light gravity](#)<sup>NLS</sup>, or [objective directional gravity](#)<sup>NLS</sup> planar trait for 1 minute per kineticist level you possess. These cubes can be arranged any way you wish, but each cube must be adjacent to another and must share the same gravitational trait. At 12th level and every 2 levels thereafter, you can create an additional 5-foot cube.



### GRIM FUTURE<sup>KOP</sup>

**Element(s)** time; **Type** utility (Sp); **Level** 5; **Burn** 0  
**Saving Throw** Will negates; **Spell Resistance** no

Your control over the timelines of others is strong enough to bring ruin to them. You can select 1 foe within 60 feet of you, forcing them to roll every ability check, attack roll, saving throw, or skill check they make twice for 1 round, taking the worse result of each. You can accept 1 point of burn to increase the duration of this effect to 1 round per 5 kineticist levels you possess.

### HAZE OF ACID<sup>KOP2</sup>

**Element(s)** poison; **Type** utility (Sp); **Level** 5; **Burn** 1  
**Prerequisite(s)** corrosive miasma

Your acidic fumes obscure your position. While your corrosive miasma is active, you gain concealment as per the shimmering mirage utility wild talent.

### HYPOCHONDRIA<sup>LK</sup>

**Element(s)** mind, poison, or viscera; **Type** utility (Su); **Level** 5; **Burn** --

**Prerequisite(s)** haphephobia

Victims of your haphephobia wild talent are sickened for 1 round whenever they successfully use or are affected by an action that would trigger haphephobia. If they were already sickened when they successfully use an action that would trigger haphephobia, you can accept 1 point of burn as an immediate action to intensify their phobia or pain, causing them to become nauseated for a number of rounds equal to 1/2 your Constitution modifier (minimum 1) and sickened for the same duration once the nauseated condition is removed. This is a fear effect if used as a mind wild talent, a poison effect if used as a poison wild talent, or a pain effect if used as a viscera wild talent.

### IMPLANT DREAM, IMPROVED<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 5; **Burn** 0  
**Prerequisite(s)** implant dream  
**Saving Throw** Will negates; **Spell Resistance** yes

This works as implant dream, except you can make the target entirely aware of the intent behind your words, choosing a form for them to see that will speak your message in clear terms. You can also create it as a nightmare, forcing the target to succeed a Will save or gain no benefit from resting for the next 24 hours. If used as a nightmare, this is a fear effect.

### INTELLIGENT ILLUSION<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 5; **Burn** 0  
**Prerequisite(s)** phantom illusion  
**Saving Throw** Will disbelief; **Spell Resistance** no

You can now create a more complex illusion. Treat this as *persistent image*, except the image lacks auditory (unless you have sound as a primary or expanded element), olfactory, or thermal (unless you have fire as a primary or expanded element) components.

### KINETIC FORM<sup>OA</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 5; **Burn** 1

You are able to suspend your body in a large mass of elemental matter. Until the next time your burn is removed, you can change your size to Large or shift back to your original size as a standard action. This doesn't change your ability scores in any way. At 16th level, you can accept 1 additional point of burn to instead change your size to Huge. You cannot use kinetic form to decrease your size.

### LIGHT SPEED TRAVEL<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 5; **Burn** 0

You are capable of transforming your body into light for brief moments, allowing you to teleport up to 50 feet plus an additional 5 feet for each kineticist level you possess as a move action. By accepting 1 point of burn, you can use this wild talent as a swift action. You must have line of sight to your destination.

### LINGERING ENERGY<sup>LK2</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 5; **Burn** 1  
**Prerequisite(s)** any energy blast

As an immediate action when you reduce a creature's hit points to 0 or lower with an energy kinetic blast, you can have your blast's energy linger around them until the end of your next turn. During that time, the next creature that touches it is treated as if it was hit by the same kinetic blast (without form infusions applied), receiving a Reflex save to avoid the blast outright as well as a +5 bonus to saves against any infusions that were applied to that blast if it hits them. This wild talent can only affect one creature at a time.

### MALIGNANT CYST<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 5; **Burn** 0  
**Prerequisite(s)** benign cyst  
**Saving Throw** Fort negates; **Spell Resistance** no

With a thought, you can grow a cyst onto any creature within 60 feet, bonding you to them until you recover burn. Creatures with a cyst take a -1 penalty on attack rolls against you and to their armor class against your attacks for every 4 kineticist levels you possess (minimum -1). When you target a creature affected by your malignant cyst with your bone blast, you can instead deal half the normal amount of damage without an attack roll, allowing a Fortitude save to reduce that amount to 1/4 normal damage. Damage dealt this way is untyped and ignores damage resistance. You can end the effects of a malignant cyst early, forcing the creature



to make a Fortitude save or have the cyst drain into them, taking control of their body's movements as per *dominate monster* for 1 round per 2 kineticist levels you possess. This ability does not affect incorporeal undead or constructs.

#### MESMERIZING SUGGESTION, IMPROVED<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** mesmerizing suggestion

You learn one additional mesmerist trick which you can implant through mesmerizing suggestion. You can also implant a number of tricks into other creatures as per the mesmerist tricks class feature, and can activate them if those creatures are within range of your telepathy (if you do not have telepathy, you must touch a creature to trigger an implanted trick). Each time you use mesmerizing suggestion, you can implant 1 additional trick per 4 kineticist levels you possess.

#### METAL MANIPULATOR<sup>KOP</sup>

**Element(s)** earth; **Type** utility (Su); **Level** 5; **Burn**

**Prerequisite(s)** elemental focus (earth), expanded element (earth)

If an earth wild talent you possess could normally affect earth or stone, it can now affect metal as well.

#### MINDSCAPE ARCHITECT<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 5; **Burn** 0

**Saving Throw** Will disbelief; **Spell Resistance** yes

You know how to create your own mindscape, as per the *create mindscape*<sup>OA</sup> spell, and can use the *mindscape door*<sup>OA</sup> spell inside of any mindscape you create. You can accept 1 burn to use *mindscape door* inside of a mindscape created by another creature.

#### MUTABLE FUTURE<sup>KOP</sup>

**Element(s)** time; **Type** utility (Su); **Level** 5; **Burn** --

Your destiny is more favorable than most. Whenever you reroll a die as a result of a spell, effect, or ability, you can choose roll twice, accepting whichever result you wish.

#### NANITE EVOLUTION<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 5; **Burn** 0

You flood your allies' bodies with nanites that physically empower them. Treat this as *mass bear's endurance*, *mass bull's strength*, or *mass cat's grace* (chosen when you use this wild talent), except the effect lasts 1 round. You can accept 1 point of burn to increase this duration to 1 round per kineticist level you possess. You can only have one use of this ability in effect at a time.

#### NANITE SURGE, IMPROVED<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** nanite surge

Your nanites are capable of altering your performance in more drastic ways. When you use your nanite surge wild talent, you can spend 2 uses to reroll an attack roll, skill check, or saving throw before its outcome is revealed (this reroll still gets the circumstance bonus).

#### PLANE SHIFT<sup>OAT</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 5; **Burn** 2

You can travel to other planes as though using *plane shift*. This ability costs 1 less burn when using it to travel to your home plane or to a plane associated with your primary element (for example, a human pyrokineticist only needs to accept 1 point of burn to plane shift to the Material Plane or to the Plane of Fire).



### PLANT PUPPET<sup>OO</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 5; **Burn** 0

You can control plants, causing them to attack your foes. This functions as the aether puppet wild talent, except it controls plants instead of objects. At 12th level, you can grant hardness 5 to Large and larger animated plants.

### PSYCHIC NETWORK<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 5; **Burn** --

**Prerequisite(s)** psychic connection

You can affect one additional creature with your psychic connection per 6 kineticist levels you possess. When you target one of these creatures with a mind wild talent through psychic connection, you can accept 1 point of burn at will to have that talent affect an additional creature affected by your psychic connection. Burn accepted this way to use a kinetic blast cannot be reduced through gather power.

### SELF TELEKINESIS, GREATER<sup>OA</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** self telekinesis

You have greater control over your self telekinesis. Otherwise, this wild talent functions like greater flame jet.

### SHIMMERING MIRAGE<sup>OA</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 5; **Burn** 1

**Prerequisite(s)** shroud of water

Your shroud bends light, creating a shimmering mirage. While your shroud of water is active, attacks against you suffer a 20% miss chance due to concealment until the next time your burn is removed.

### SHROUD OF SHADOWS, IMPROVED<sup>KOP3</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** shroud of shadows

Your darkness grows even stronger, increasing the radius of darkness to 15 feet. You can accept 1 point of burn to reduce the movement speed of all creatures inside of this darkness by 10 feet.

### SPARK OF INNOVATION<sup>HOG</sup>

**Element(s)** earth or machine; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** junk blast or metal blast

You shape metal into a clockwork creature, as spark of life except you summon a clockwork earth elemental. The elemental's type is changed to construct (clockwork) and it gains construct traits and clockwork traits instead of elemental traits. The creature loses any spell-like abilities or supernatural abilities it normally has. If you have the greater elemental whispers utility wild talent, you can take a clockwork familiar as an improved familiar with that ability instead of an earth elemental.

### SPARK OF LIFE<sup>OA</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 5; **Burn** 0

You breathe a semblance of life into elemental matter, which takes the form of a Medium elemental of any of your elements as if summoned by *summon monster IV* with a caster level equal to your kineticist level, except the elemental gains the mindless trait. Each round on your turn, you must take a move action to guide the elemental or it collapses back into its component element. By accepting 1 point of burn, you can pour a bit of your own sentience into the elemental, removing the mindless quality and allowing it to persist for 1 round per kineticist level without requiring any further actions. At 12th level, you can choose to form a Large elemental as if by *summon monster V*; at 14th level, you can choose to form a Huge elemental as if by *summon monster VI*; at 16th level, you can choose to form a greater elemental as if by *summon monster VII*; and at 18th level, you can choose to form an elder elemental as if by *summon monster VIII*. The following elementals can be formed by kineticists of each element:

*Aether* - *aether elemental*<sup>B5</sup>

*Air* - *air elemental* or *lightning elemental*<sup>B2</sup>

*Earth* - earth elemental

*Fire* - *fire elemental*

*Light* - aether elemental with the *prismatic creature template*<sup>AB</sup>

*Machine* - *cold iron elemental*<sup>AHGG1</sup>

*Mind* - *psionic elemental*<sup>ToHC</sup>

*Poison* - *acid quasi-elemental*<sup>ToHC</sup>

*Sound* - aether elemental with the *sonic creature template*<sup>AB</sup>

*Time* - *time elemental*<sup>ToHC</sup>

*Viscera* - aether elemental with the *fleshwarped creature template*<sup>HA</sup>

*Void* - *gravity elemental*<sup>ToHC</sup> or *negative energy elemental*<sup>ToHC</sup>

*Water* - *ice elemental*<sup>B2</sup> or *water elemental*

*Wood* - *positive energy elemental*<sup>ToHC</sup>

In addition to the above listed elementals, kineticists with both earth and fire can choose to form *magma elementals*<sup>B2</sup> and those with both earth and water can choose to form *mud elementals*<sup>B2</sup>.

### SPELLTHIEF, IMPROVED<sup>LK</sup>

**Element(s)** aether or mind; **Type** utility (Sp); **Level** 5; **Burn** --

**Prerequisite(s)** spellthief

You can accept 1 point of burn when you use spellthief to hold the charge yourself rather than immediately delivering it, and can use spellthief as a standard action to



steal a charge that a creature is holding even if they do not attempt to deliver it. In addition, you can use your kineticist level in place of the original user's caster level if it is higher, and can use your Con modifier in place of any mental score modifier they would normally have applied to it when you deliver the stolen charge to determine its effects.

#### **SPLASH OF THE STYX<sup>P-HH</sup>**

**Element(s)** water; **Type** utility (Sp); **Level** 5; **Burn** 1

**Prerequisite(s)** tiefling or Planar Infusion (Abaddon, Abyss, or Hell)

**Saving Throw** Will negates; **Spell Resistance** yes

The waters of the Styx leach energy from souls, washing away even the deepest memories. You can spend 1 full round to draw upon the waters of the River Styx to erase memories of a target. This functions as *modify memory*, except that it can only eliminate memories.

#### **STONE SCULPTOR<sup>OA</sup>**

**Element(s)** earth; **Type** utility (Sp); **Level** 5; **Burn** 0

You can sculpt earth into any shape, as the spell *stone shape*.

#### **TIME SKIP<sup>KOP</sup>**

**Element(s)** time; **Type** utility (Sp); **Level** 5; **Burn** 0

You are aware of how to travel along the timestream in short burst, appearing to others as teleporting. This functions the same as the light speed travel wild talent.

#### **THORN WALL<sup>KOP2</sup>**

**Element(s)** wood; **Type** utility (Sp); **Level** 5; **Burn** 0

You create a *wall of thorns* as per the spell. If you have nightshade blast, creatures who take damage from your thorn wall are also sickened for 1 minute. You can only have one use of the ability active at a time. If you attempt to use it again while another use of this ability is active, the first thorn wall will wither and die.

#### **TIME'S CRUEL ECHO<sup>KOP4</sup>**

**Element(s)** time; **Type** utility (Su); **Level** 5; **Burn** --

**Prerequisite(s)** time's echo

Whenever a creature fails a save against your time's echo, they take 2 damage for each kineticist level you possess.

#### **TOUCHSITE, REACTIVE<sup>OA</sup>**

**Element(s)** aether; **Type** utility (Su); **Level** 5; **Burn** 0

**Prerequisite(s)** touchsight

Your strands of aether surround you, making it virtually impossible for a violent motion to catch you off guard, so long as the motion originates within their range. You are never denied your Dexterity bonus to AC

against attacks from within 30 feet because of being flat-footed or because your assailant is unseen or invisible. You always succeed at any Perception check to act on the surprise round against opponents within 30 feet.

#### **TRAIL OF FLAMES<sup>OA</sup>**

**Element(s)** fire; **Type** utility (Sp); **Level** 5; **Burn** 0

**Saving Throw** none; **Spell Resistance** yes

When you take the withdraw or run action, you can leave a *wall of fire* in all squares you exit that lasts for 1 round.

#### **TREMORSENSE, GREATER<sup>OA</sup>**

**Element(s)** earth; **Type** utility (Su); **Level** 5; **Burn** 0

**Prerequisite(s)** tremorsense

You can spend 10 minutes to extend your tremorsense outward while in a natural underground setting, letting you learn three facts as if using *commune with nature*, except your tremorsense can't tell if a creature is a woodland creature or a powerful unnatural creature.

#### **UNWEAVE MAGIC, GREATER<sup>KOP2</sup>**

**Element(s)** aether; **Type** utility (Sp); **Level** 5; **Burn** 1

**Prerequisite(s)** unweave magic

As an immediate action, you can attempt to counterspell any spell being cast within 30 feet of you with your telekinetic blast, although you must identify the spell being cast as normal to do so. This range extends to 90 feet if you possess the extended range form infusion.

#### **VENOM VECTOR<sup>KOP2</sup>**

**Element(s)** poison; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** poison immunity

You can consume any poison, storing it inside of yourself indefinitely. As a touch attack or as part of a natural attack, you can discharge this stored poison to expose another creature to it. If you take slashing or piercing damage, as an immediate action you can choose to discharge this poison onto an adjacent creature. If you possess the poison amplification utility wild talent, you can use it with any poison stored inside of yourself when you discharge it.

#### **VISCERAL WHIP, IMPROVED<sup>KOP3</sup>**

**Element(s)** aether and viscera; **Type** utility (Su); **Level** 5; **Burn** --

**Prerequisite(s)** visceral whip

While your visceral whip is active, you gain the benefits of the *Whip Mastery<sup>UC</sup>*, *Improved Whip Mastery<sup>UC</sup>*, and *Greater Whip Mastery<sup>UC</sup>* feats with your visceral whip, increase its base damage die by one step, and can treat



it as an additional limb capable of fine manipulation (although it cannot be used to wield weapons, make unarmed strikes, or use kinetic blasts). Substance infusions applied to your visceral whip no longer have their burn cost increased by 1.

#### **WATERDANCER, GREATER<sup>OA</sup>**

**Element(s)** water; **Type** utility (Su); **Level** 5; **Burn** 0

**Prerequisite(s)** waterdancer

You can move across water (as *water walk*) at will and breathe underwater, and your slashing and bludgeoning attacks don't take the usual penalties when you're underwater.

#### **WATERDANCER, SHARED<sup>OAT</sup>**

**Element(s)** water; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** greater waterdancer, waterdancer

As a standard action, you can provide the effects of your waterdancer utility wild talent to a number of creatures equal to your Constitution modifier; these creatures retain this benefit until the next time your burn is removed. When activating this ability, you can accept 1 point of burn so that the additional creatures also gain the ability to breathe underwater until the next time your burn is removed.

#### **WATERSENSE, GREATER<sup>UI</sup>**

**Element(s)** water; **Type** utility (Su); **Level** 5; **Burn** 0

**Prerequisite(s)** watersense

You project your watersense outward through the tides and water around you, allowing you to spy on others at a distance. You can take 10 minutes to project your senses, choosing a location within 480 feet that is connected to your current location via the same continuous body of water, or you can take 1 hour to attempt to spy on a specific creature within 1 mile per kineticist level that is visible from a location connected to your current location via the same continuous body of water. In the latter case, the creature receives a Will save as per *scrying* (including bonuses and penalties based on connection and knowledge); a target that saves is immune to your greater watersense for 24 hours. In either case, an extremely thin funnel of water, lasting for 1 minute per kineticist level, carries light and sound to your location, where your target area or location appears in the water next to you and you can view it as if through a scrying sensor, allowing you to both see and hear the area immediately surrounding the other end of the funnel.

In the case of a distance greater than 480 feet, the sound comes 1 round later than its corresponding visual information for every mile away you are (for instance, if you were 5 miles away, you would see your target start

talking 5 rounds before you heard what it said). When you are tracking a creature, the funnel moves as best it can through the water to follow that creature, up to 150 feet per round, but the target can escape by simply moving away from the water. If you also possess the voice of the wind wild talent, you can use its message effect to send your voice through the funnel with a delay of 1 round per mile. This wild talent is a divination and scrying effect.

#### **WILD GROWTH<sup>OO</sup>**

**Element(s)** wood; **Type** utility (Sp); **Level** 5; **Burn** 0

You can charge plants with life energy, hindering your enemies or aiding local farmers. This functions as *plant growth*.

#### **WINDSIGHT, GREATER<sup>OA</sup>**

**Element(s)** air; **Type** utility (Su); **Level** 5; **Burn** 0

**Prerequisite(s)** windsight

You can send a slight breeze in a path up to 480 feet long and then back to where you wait. This allows you to use your windsight wild talent to catch a quick glimpse and hear a tiny snippet from any location that could be reached by the wind traveling that distance (the wind's path can't pass through openings smaller than 1 inch in diameter). The breeze travels 100 feet per round, so what you see and hear is delayed by 1 round for every 50 feet of the path. If you spend at least 10 minutes to set up a steady flow of wind, you can concentrate for up to 1 minute per level to gain continuous visual and auditory information for as long as you concentrate, delayed by 1 round for every 100 feet the wind travels (since the steady flow of wind has to travel only one way). While there is no invisible sensor to detect with this ability, creatures along the path of the breeze may notice a light wind, though it may not seem out of the ordinary.

#### **WOODLAND STEP, GREATER<sup>OO</sup>**

**Element(s)** wood; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite(s)** woodland step

The plants actively assist you and nearby allies. You and all allies within 30 feet benefit as per *forest friend*<sup>UC</sup>.

## **6TH-LEVEL UTILITY WILD TALENTS**

#### **ANTILIFE SHELL<sup>OAT</sup>**

**Element(s)** void; **Type** utility (Sp); **Level** 6; **Burn** 1

**Prerequisite(s)** negative blast

As a full-round action, you can create a mobile, hemispherical field that prevents the entrance of most types of living creatures. This functions as the *antilife shell* spell.

### ANTIUNDEATH SHELL<sup>OAT</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 6; **Burn** 1

**Prerequisite(s)** positive blast

As a full-round action, you can create a mobile, hemispherical field that prevents the entrance of undead creatures. This functions as the *antilife shell* spell, except that it hedges out undead creatures, but no other types of creature.

### ARMORED FORM<sup>LK</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 6; **Burn** --

**Prerequisite(s)** kinetic form

While your kinetic form is active, you gain a +1 bonus to your natural armor bonus. This bonus increases by +1 for every 2 burn you possess.



### AURA OF ASH<sup>KOP2</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 6; **Burn** 0

**Prerequisite(s)** atrophy field

**Saving Throw** none; **Spell Resistance** no

While your atrophy field is active, any foe that dies within 60 feet of you decays instantly, leaving only a skeleton. You can accept 1 point of burn as an immediate action to raise a dead foe as a zombie under your control instead of decaying them or reduce them to ash instantly as though targeted by a *disintegrate* spell. You can control up to 2 hit dice of undead for each kineticist level you possess.

### BIOLOGICAL TOXIN, GREATER<sup>KOP2</sup>

**Element(s)** poison; **Type** utility (Sp); **Level** 6; **Burn** --

**Prerequisite(s)** biological toxin

You can draw out a greater amount of impurities from your body, instead creating any poison up to 500 gold per 2 kineticist levels you possess, as well as being able to split this poison into up four different doses as long as the total value of those doses does not exceed your gp limit.

### CHOKING VACUUM<sup>KOP3</sup>

**Element(s)** air and void; **Type** utility (Sp); **Level** 6; **Burn** 1

**Prerequisite(s)** basic aerokinesis, no breath, and suffocate

**Saving Throw** Fort partial; **Spell Resistance** yes

This functions as the suffocate wild talent, except it affects all creatures within 30 feet of you instead, and you automatically expel the air from the lungs of all creatures affected.

### CHRONOLOGICAL DEFIANCE<sup>KOP</sup>

**Element(s)** time; **Type** utility (Sp); **Level** 6; **Burn** 0

Your knowledge of time grants you the ability to forestall your own demise. Whenever you would suffer the effects of a harmful condition (such as panicked, paralyzed, stunned, and so on), as an immediate action you can delay the onset of this condition for 1 round per 5 kineticist levels you possess. You can accept 1 point of burn to instead delay the onset of a condition of an ally within 60 feet as long as you are aware of it. You can only use this effect to delay one condition at a time, and cannot delay the same condition twice.

### COMPLETE CIRCUIT<sup>KOP4</sup>

**Element(s)** air; **Type** utility (Su); **Level** 6; **Burn** --

**Prerequisite(s)** chain

**Saving Throw** Reflex half; **Spell Resistance** no



You can select the initial target of a blast with the chain infusion a second time. To do so you must have hit at least two other targets with the same blast, and you cannot select any additional targets after selecting the initial target a second time, regardless of whether it hits or how many damage dice the blast currently has. If this attack hits, the energy from the completed circuit surges inward, dealing your blast's current minimum damage (accounting for damage die reduction) to any creatures within the area that the blast's targets encircle (Reflex save for half); you can accept 1 point of burn to increase this to your blast's current damage.

#### DEADLY VAPORS<sup>KOP2</sup>

**Element(s)** poison; **Type** utility (Sp); **Level** 6; **Burn** 0

**Saving Throw** Fort negates; **Spell Resistance** no

You are capable of making a poisonous cloud as per *cloudkill*. The cloud will not move on its own, but you can direct it to move it as a move action up to 30 feet per round. You can only have one cloud active at a time; using it again while another cloud is active will cause the previous cloud to disperse.

#### DEVOLVE<sup>KOP4</sup>

**Element(s)** time and viscera; **Type** utility (Sp); **Level** 6; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** yes

You reverse the flow of time for a creature in the service of another. Select an animal companion, familiar, or eidolon within 30 feet. It must succeed a Will save or be reverted to an earlier stage of its evolution. It receives a -4 penalty to Intelligence and Charisma and a +2 size bonus to Constitution for 1 minute per kineticist level, and for the duration it does not recognize or understand its master and is out of their control, acting only in its own best interests. You can accept 1 additional point of burn to increase this duration to 1 day per kineticist level.

#### DEVOURER<sup>KOP4</sup>

**Element(s)** poison; **Type** utility (Su); **Level** 6; **Burn** --

**Prerequisite(s)** acid blast, oozing form

You gain the gruesome gobbler class feature of the witch's *gingerbread witch*<sup>HA</sup> archetype. If you possess the venom vector wild talent, you can expose creatures you have swallowed whole to any poison currently stored inside your body at the end of a round they spend inside you as an immediate action, consuming the dose of poison in the process. By accepting 1 point of burn as part of using the swallow whole special attack this grants, you can digest a creature you've swallowed, dealing your acid blast's damage to it each round. Creatures that die from this damage

are treated as one size category smaller after being in your stomach 12 hours thereafter, and are fully digested 24 hours thereafter, leaving no remains; you do not need to eat to survive for this duration.

#### DIMENSIONAL RIP, GREATER<sup>KOP3</sup>

**Element(s)** aether, time, or void; **Type** utility (Sp); **Level** 6; **Burn** 0

**Prerequisite(s)** improved dimensional rip

You gain the rapid tearing class feature of the dimensional ripper archetype, treating your kineticist level as 1 lower to determine the number of tears you can create.

#### DIMENSIONAL TRAVELER<sup>KOP3</sup>

**Element(s)** aether, light, time, or void; **Type** utility (Su); **Level** 6; **Burn** --

**Prerequisite(s)** light speed travel, time skip, or the dimensional travel class feature

Your skill at stepping between worlds improves, treating you as though you had the *Dimensional Assault*<sup>UC</sup> and *Dimensional Dervish*<sup>UC</sup> feats while using your light speed travel or time skip wild talents or your dimensional travel class feature.

#### DURABLE FORM<sup>LK</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 6; **Burn** --

**Prerequisite(s)** kinetic form

When you first activate your kinetic form wild talent, you gain 2 temporary hit points per kineticist level you possess. You can accept 1 point of burn while your kinetic form is active to replenish these temporary hit points as a swift action.

#### EARTH RIDER, GREATER<sup>KOP</sup>

**Element(s)** earth; **Type** utility (Sp); **Level** 6; **Burn** 0

**Prerequisite(s)** earth rider

You can now move your chunk of earth as a move action, allowing you to hover without spending an action.

#### ELEMENTAL HAND, IMPROVED<sup>KOP3</sup>

**Element(s)** earth, light, machine, viscera, water, or wood; **Type** utility (Sp); **Level** 6; **Burn** 0

**Prerequisite(s)** elemental hand

**Saving Throw** none; **Spell Resistance** no

You can treat your elemental hand as though it was a *grasping hand*. At 16th level, you can treat it as though it was a *crushing hand*.

#### ELEMENTAL LIMB, GREATER<sup>KOP3</sup>

**Element(s)** earth, light, machine, viscera, water, or wood; **Type** utility (Sp); **Level** 6; **Burn** 1



**Prerequisite(s)** improved elemental limb

You can create extra elemental limbs in addition to replacements to your natural ones that last for 24 hours. You can choose to gain an additional pair of arms (which cannot wield weapons or shields, or be used to make attacks), a tail (primary attack, 1d8 damage), or a pair of tentacles (secondary attacks, 1d4). You can grasp objects with these additional limbs. In addition, you can

apply the effects of improved elemental limb to a natural limb, covering it in elemental material.

#### ENDLESSLY ENDURING EARTH<sup>KOP4</sup>

**Element(s)** earth; **Type** utility (Su); **Level** 6; **Burn** --

**Prerequisite(s)** enduring earth

Whenever you accept burn on a kinetic blast affected by enduring earth, increase the duration of its infusions by 1 additional round for each point of burn accepted.

#### EXPLOSIVE ILLUSION, GREATER<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 6; **Burn** o

**Prerequisite(s)** explosive illusion

**Saving Throw** Reflex negates; **Spell Resistance** no

You can also create explosive illusions with your intelligent illusion utility wild talent, and all squares adjacent to the illusion also take an equal amount of bludgeoning damage whenever it is destroyed.

#### FAILSAFE<sup>KOP4</sup>

**Element(s)** mind or time; **Type** utility (Sp); **Level** 6; **Burn** o

This functions as the *contingency* spell, except you use it with another utility wild talent of a level no higher than 1/3 your kineticist level. By accepting 1 additional point of burn, this becomes a standard action, regardless of the companion wild talent's normal casting time.

#### FLESH MASK<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 6; **Burn** o

**Saving Throw** Fort negates; **Spell Resistance** no

Your abilities take on a far more sinister form, allowing you to shape the flesh of a creature's face within 30 feet. You can choose to grow additional flesh over a creature's eyes (blinding them), nose (disabling their sense of smell), mouth (making them mute), or ears (deafening them) for 1 minute. If you accept 1 point of burn, you can instead target two different features of their face (targeting both their nose and mouth will cause the target to suffocate if they have no alternate means of respiration). The target can end this effect early by using a light slashing or piercing weapon to attack themselves as a standard action (this requires a Will save at the same DC as this effect), maximizing the

amount of damage to themselves to cut open the newly grown skin of one affected feature at a time. This ability does not affect incorporeal undead or constructs.

#### FORCE GLOVES<sup>KOP4</sup>

**Element(s)** aether and sound; **Type** utility (Su); **Level** 6; **Burn** --

**Prerequisite(s)** force ward, quivering defense

**Saving Throw** Fort negates; **Spell Resistance** yes

You sheath your hands and forearms in vibrating layers of aether. As long as your force ward is active you receive a shield bonus to AC equal to +1 for each empty hand you have, up to a maximum of +3; at 16th level this increases to +2 per hand and a maximum of +6. Hands being used for kinetic blasts are not considered empty for this purpose, removing their part of the bonus until your next turn. In addition, so long as this talent is providing a shield bonus, you are treated as if you were using a shield with the *jarring*<sup>ACG</sup> quality, using this wild talent's DC instead.

#### FORCED REBOOT<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 6; **Burn** 2

**Prerequisite(s)** emergency repairs

**Saving Throw** none; **Spell Resistance** no

You know how to repair constructs that have long since been deactivated. If you have at least one piece of a construct, you can return it to life, although doing so requires 1 hour and 5,000 gp worth of rare metals. You can accept an amount of additional burn while using this wild talent equal to your Constitution modifier, reducing this cost by 500 gp for each burn accepted in this way.

#### GRASPING OVERGROWTH<sup>LK</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 6; **Burn** o

**Prerequisite(s)** verdant overgrowth

**Saving Throw** Reflex negates; **Spell Resistance** no

Treat this as verdant overgrowth except that at the end of each round a creature spends inside the area of your verdant overgrowth, they must make a Reflex save or be treated as grappled by the plant life as per *black tentacles*. A creature can end this grapple by dealing 2 points of slashing or energy damage per kineticist level you possess to the plant life in their square (AC 5).

#### GRAVITIC FREEDOM, IMPROVED<sup>LK</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 6; **Burn** o

**Prerequisite(s)** gravitic freedom

You can grant the effects of your gravitic freedom to a number of allies within 60 feet equal to your



Constitution modifier for 1 minute per kineticist level you possess.

#### GREEN TONGUE<sup>OO</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 6; **Burn** --

You can speak to plants and hear their whispers, as if constantly under the effects of *Speak with plants*.

#### HIVEMIND, GREATER<sup>LK</sup>

**Element(s)** mind; **Type** utility (Su); **Level** 6; **Burn** 1

**Prerequisite(s)** improved hivemind

Until the next time you recover burn, you have access to all teamwork feats possessed by every non-mindless creature within range of the telepathy granted by your basic neurokinesis (even those excluded from your hivemind), and can share those feats with your allies with improved hivemind. In addition, those who have gained telepathy through your hivemind are treated as having the hivemind wild talent as well, except you can exclude creatures from receiving their telepathy and they cannot include creatures you have chosen to exclude.

#### ICE PATH<sup>OA</sup>

**Element(s)** water; **Type** utility (Su); **Level** 6; **Burn** 0

**Prerequisite(s)** icewalker

You freeze water vapor in the air, allowing you to travel above the ground as *air walk*<sup>UC</sup> by walking along the ice, and leaving a path of ice behind you that lasts for 1 round before it melts.

#### INSPIRATION AMP, GREATER<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 6; **Burn** 0

**Prerequisite(s)** inspiration amp

When you use your inspiration amp, it can now affect a number of allies equal to your Constitution modifier.

#### KINETIC COVER, GREATER<sup>KOP4</sup>

**Element(s)** aether, earth, light, machine, viscera, water, or wood; **Type** utility (Sp); **Level** 6; **Burn** 0

**Prerequisite(s)** improved kinetic cover

You can choose to have your kinetic cover instead function as *wall of stone*, except it is composed of whatever matter you choose which your kinetic cover could produce, it can merge with any solid surface, it has 5 hardness and 25 hit points per inch of thickness per 5-foot square, and it can also produce a hemisphere as *wall of ice* (with the same hardness and hit points as *wall of stone*). A wall created this way exists for 1 minute unless you accept 1 point of burn to make it permanent.

#### KINETIC REGENERATION<sup>KOP2</sup>

**Element(s)** mind, sound, time, viscera, or water; **Type** utility (Su); **Level** 6; **Burn** --

**Prerequisite(s)** kinetic healer or regressive healer

When you use the kinetic healer or regressive healer utility wild talent, it is considered the *regenerate* spell for what it can heal.

#### KINETIC REVIVIFICATION<sup>HH</sup>

**Element(s)** aether, time, viscera, water, or wood; **Type** utility (Su); **Level** 6; **Burn** --

**Prerequisite(s)** kinetic healer (aether, viscera, or water), regressive healer (time), or wood healer (wood)

You can bring an ally who died within 1 round back from the dead with your kinetic healer, regressive healer, or wood healer wild talent similarly to the *breath of life* spell, except the ally regains the normal number of hit points from kinetic healer instead of the amount healed by *breath of life*. An ally revived in this way takes 1 point of burn + any points of burn from kinetic healer (if you choose to have the ally take points of burn instead of taking it yourself). If you have the metahealer ability (such as from the kinetic surgeon kineticist archetype), this wild talent instead allows you to bring an ally back who died within a number of rounds equal to 3 + the ally's Constitution modifier (minimum 0) - the number of points of burn the ally had taken before it died. For each round that the ally was dead, when it is brought back to life in this way, it takes 1 additional point of burn + any points of burn from kinetic healer.

#### LAVA POOL<sup>KOP3</sup>

**Element(s)** earth and fire; **Type** utility (Sp); **Level** 6; **Burn** 0

**Prerequisite(s)** pitfall and ring of fire

**Saving Throw** Reflex negates; **Spell Resistance** no

You can create a 20-square-foot sheet of lava across an area of dirt or unworked stone for 1 round per 4 kineticist levels you possess before the lava cools. This lava is 5 feet deep, and all creatures inside this area must make a Reflex saving throw to move themselves into the closest safe square or take 10d6 fire damage and being treated as entangled in the lava. Even after a creature leaves this lava, they take 1/2 of the damage they took last round. You can accept 1 point of burn to increase the duration of this wild talent to 1 round per kineticist you possess. Creatures inside of the lava when it cools become entangled, requiring an Escape Artist or Strength check equal to the DC of this wild talent to escape.

#### LONG DISTANCE TRAVEL<sup>KOP3</sup>

**Element(s)** aether, light, time, or void; **Type** utility (Sp); **Level** 6; **Burn** 0

**Prerequisite(s)** light speed travel, time skip, or dimensional travel class feature



You can spend 1 minute to *teleport* as per the spell, although only you are affected by this talent. You can accept 1 burn to bring along an additional number of creatures up to your Constitution modifier.

#### **MIND'S EYE, IMPROVED<sup>LK</sup>**

**Element(s)** mind; **Type** utility (Sp); **Level** 6; **Burn** 0  
**Prerequisite(s)** expanded telepathy, mind's eyes

As a move action, you gain blindsight equal to the distance of the telepathy granted by your basic neurokinesis for 1 round per 2 kineticist levels you possess, closing your eyes to do so. You can accept 1 point of burn to increase the duration to 1 minute per 2 kineticist levels you possess. This blindsight cannot detect creatures without an Intelligence score or those immune to mind-affecting effects.

#### **OVERCLOCKED OFFENSE, IMPROVED<sup>MTA</sup>**

**Element(s)** machine; **Type** utility (Sp); **Level** 6; **Burn** 0  
**Prerequisite(s)** overclocked offense

You push your mechanized components to their absolute limit. While under the effects of overclocked offense, you gain an additional move action and the bonuses provided by *haste* to your attack rolls, armor class, and Reflex save are increased by +1.

#### **PRESERVED FLESH<sup>KOP2</sup>**

**Element(s)** viscera; **Type** utility (Su); **Level** 6; **Burn** --  
**Prerequisite(s)** petrified innards, reactive skin

You learn the secrets to preserving yourself perfectly as per the *mummification*<sup>UM</sup> alchemist discovery. Instead of taking 30 days, you can perform the process to alter yourself in 1 day, although if anything interrupts this process, you must start again. This ability does not stop a kineticist from accepting burn, and grants immunity to nonlethal damage except for that taken by accepting burn.

#### **PSYCHIC ENSLAVEMENT<sup>LK</sup>**

**Element(s)** mind; **Type** utility (Sp); **Level** 6; **Burn** --  
**Prerequisite(s)** psychic persuasion

Your psychic persuasion can now function as *dominate person* or *dominate animal* with a duration of 10 minutes per kineticist level you possess. At 18th level, you can instead treat it as *dominate monster*. You can accept 1 point of burn to increase the duration to 2 hours per kineticist level you possess. This is a compulsion effect.

#### **PSYCHOLOGICAL HEALING<sup>LK</sup>**

**Element(s)** mind; **Type** utility (Su); **Level** 6; **Burn** --  
**Prerequisite(s)** kinetic healer

**Saving Throw** Will negates (harmless); **Spell Resistance** yes

Your kinetic healer wild talent can also remove mind-affecting effects from a creature, being treated as *greater restoration* for this purpose.

#### **RIDE THE BLAST<sup>OA</sup>**

**Element(s)** universal; **Type** utility (Sp); **Level** 6; **Burn** 0

You can use this wild talent as part of activating a kinetic blast other than telekinetic blast or ioun blast. You transform yourself into your element or energy and send yourself along with your kinetic blast. You appear at the end of the blast's path, adjacent to the blast's target (or final target, for form infusions like chain) or at the center of the burst or spread for form infusions like explosion. This ability doesn't work with form infusions that involve melee attacks (such as kinetic blade) or that use a cone shape (such as spray).

#### **SHADOWBEND, IMPROVED<sup>KOP4</sup>**

**Element(s)** light and void; **Type** utility (Sp); **Level** 6; **Burn** 2

**Prerequisite(s)** shadowbend

Treat this as shadowbend, except you can reproduce spells up to 6th level in normal light conditions or brighter, 3rd in dim light conditions, and 1st in darker than dim light conditions.

#### **SLEEPWALKER<sup>LK</sup>**

**Element(s)** mind; **Type** utility (Sp); **Level** 6; **Burn** 0  
**Saving Throw** Will negates; **Spell Resistance** yes

You trick a creature's mind into believing it is dreaming as per *dream reality*<sup>LSI</sup>.

#### **SUFFOCATE<sup>OA</sup>**

**Element(s)** aether, air, mind, viscera, void, or water; **Type** utility (Sp); **Level** 6; **Burn** 0

**Saving Throw** Fortitude partial; **Spell Resistance** yes

You use aether or viscera to choke a creature within 120 feet, air or void to create an area of unbreathable air around it, water to fill its throat with water, or mind to create the mental illusion of strangulation. If your target needs to breathe, it must hold its breath for as long as you concentrate. On each of its turns, it can attempt a Fortitude save in order to speak, but it can breathe only if your concentration breaks, you leave the 120-foot range, or you break line of effect. You can accept 1 point of burn when activating this wild talent in order to expel the air from your target's lungs. If you do so and the target fails its first Fortitude save, it becomes disabled and is reduced to 0 hit points, and on its second failed Fortitude save, it falls unconscious and is reduced to -1 hit points.



## TECHNOGRAFT, GREATER<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Su); **Level** 6; **Burn** --

**Prerequisite(s)** improved technograft

Select one of the following benefits for your weapon terminal:

1. Increase the grafted weapon's critical threat range by 1; if you are wielding a *keen* weapon or a weapon for which you have the Improved Critical feat, you apply this increase after the weapon's threat range has been doubled.
2. Increase the grafted weapon's damage die size by 2 steps.
3. Treat your BAB as though it was equal to your kineticist level when making attacks with the grafted weapon.
4. The grafted weapon ignores up to 10 points of damage or energy resistance.

You may select this wild talent multiple times, but each time you must select a different benefit.

## TELEPUPPET, ACTIVE<sup>ELK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 6; **Burn** 1

**Prerequisite(s)** passive telepuppet

**Saving Throw** Will negates; **Spell Resistance** yes

This ability functions as the *possession*<sup>OA</sup> spell, except the range is treated as 1 mile per kineticist level you possess. If you possess the psychic persuasion or hivemind wild talent, you can attempt to use active telepuppet on anyone affected by that talent (or by the hivemind wild talent of those affected by your greater hivemind), and you can accept 1 point of burn to remove the Will save from this ability against those under the effects of your hivemind or psychic persuasion. This is a compulsion effect.

## TEMPORAL INTERRUPTION<sup>KOP</sup>

**Element(s)** time; **Type** utility (Sp); **Level** 6; **Burn** 1

**Saving Throw** none; **Spell Resistance** no

For fractions of a second, you are able to freeze time around you. As an immediate action, you can take a standard action that does not affect another creature. All creatures are immune to being affected by your actions during this standard action, and you cannot interact with them or any items currently held or on the person of any creature during this standard action.



## VISUAL HALLUCINATION<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 6; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** no

You alter the sights others are capable of perceiving. You can select 1 creature within 60 feet, altering what they see. You can choose to make them effectively blind, see any images you wish to show them, or other visual stimuli of your choosing.

Each round on your turn you must take a move action to continue this effect, or the target regains control of their senses. By accepting 1 point of burn, you can increase the duration of this ability to persist for 1 round per kineticist level without requiring additional actions.

If you possess the auditory hallucination wild talent, you can activate both that wild talent and this one with the same standard action. You can maintain



concentration on both with the same action, and if you accept burn to increase the duration of either of these wild talents, it also applies to the other.

#### WIND MANIPULATOR<sup>OA</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 6; **Burn** 0

**Prerequisite(s)** engulfing winds

You can call forth mighty winds in an enormous area. As a standard action, you can alter the wind around you as if using *control winds*, but the change remains only for as long as you continue to take a standard action to concentrate on this effect. If you accept 1 point of burn, you can extend the duration to 10 minutes per kineticist level you possess without your needing to concentrate.

#### WINDS OF FREEDOM<sup>KOP</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 6; **Burn** --

**Prerequisite(s)** body of air

You are impossible to tether, free as the wind. While you are under the effects of body of air, you are treated as though under the effects of a *freedom of movement* spell.

## 7TH-LEVEL UTILITY WILD TALENTS

#### COMPOSITE VERSATILITY, IMPROVED<sup>LK</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 7; **Burn** 0

**Prerequisite(s)** composite versatility

You expand one of your composite blasts' potential to unseen levels. Choose a composite blast you possess to which you've applied composite versatility; for 1 round per 5 kineticist levels you possess, you can use that blast with any infusion you know, increasing the blast's burn cost by 1 for each infusion it couldn't ordinarily take to do so. This wild talent can only be used once per day.

#### CONSTRUCT HACKER, IMPROVED<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 7; **Burn** 0

**Prerequisite(s)** construct hacker

**Saving Throw** Fortitude negates; **Spell Resistance** no

You can empower your control over machines. Treat this wild talent as construct hacker, except it lasts for 1 hour per level. When you accept burn to increase the duration of this effect, you may increase it to a number of days equal to your Constitution modifier. You can now control a number of Hit Dice of constructs equal to three times your kineticist level at a time.

#### DIMENSIONAL TRAVELER, IMPROVED<sup>KOP3</sup>

**Element(s)** aether, light, time, or void; **Type** utility (Su); **Level** 7; **Burn** --

**Prerequisite(s)** dimensional traveler

You are treated as though you had the *Dimensional Maneuvers*<sup>UC</sup> and *Dimensional Savant*<sup>UC</sup> feats while using your light speed travel or time skip wild talents or your dimensional travel class feature.

#### ECHOLOCATION, GREATER<sup>KOP</sup>

**Element(s)** sound; **Type** utility (Sp); **Level** 7; **Burn** 0

**Prerequisite(s)** echolocation

Treat this as echolocation, except that you instead gain blindsight 30 feet.

#### ELEMENTAL AIRSTRIKE<sup>LK</sup>

**Element(s)** air, earth, fire, or water; **Type** utility (Sp); **Level** 7; **Burn** 1

**Prerequisite(s)** spark of life

You can summon a number of elementals from the sky as per *elemental bombardment*<sup>MO</sup>. The elementals you can summon must match your element (air or electric for air, earth for earth, fire for fire, and ice or water for water).

#### ELEMENTAL EATER<sup>KOP2</sup>

**Element(s)** aether, air, fire, poison, sound, void, water, or wood; **Type** utility (Sp); **Level** 7; **Burn** 1

Choose an element you have access to. Whenever you would receive energy damage of a type associated with that element, as an immediate action you can instead choose to absorb it, negating the damage from it and gaining a number of temporary hit points equal to half the damage you would have taken (if the effect allowed for a saving throw, you are treated as having failed it for the purpose of how much damage you absorb) that last until you recover burn or until depleted. The energy type you can absorb this way depends upon the chosen element:

*Aether* - force

*Air* - electric

*Fire* - fire

*Poison* - acid

*Sound* - sonic

*Void* - negative energy

*Water* - cold

*Wood* - positive energy

As a swift action, you can reduce the temporary hit points you possess from this wild talent by 15 to reduce the burn cost of an infusion of the element associated with that energy type by 1. Temporary hit points gained from this ability stack with themselves and with those gained from other wild talents, but temporary hit points gained from other wild talents cannot be used to lower the cost of an infusion.

#### EMPOWERED CHAIN<sup>LK2</sup>

**Element(s)** air; **Type** utility (Su); **Level** 7; **Burn** --

**Prerequisite(s)** chain infusion



Each time you make a ranged attack roll against a target of chain infusion beyond the first, you can accept 1 point of burn. If you do and you hit the new target, you do not reduce the number of damage dice as normal against that target. This wild talent cannot be used if the number of damage dice has already been reduced by chain infusion.

### FIST OF ETERNITY

**Element(s)** earth, machine, and wood; **Type** utility (Su); **Level** 7; **Burn** --

**Prerequisite(s)** fist of nature, hydraulic fist

You combine nature and artifice into incredibly potent biomechanical bludgeons. As long as you have diesel heart, flesh of stone, and flesh of wood all active, you gain two slam attacks which deal 2d8 bludgeoning damage each and have a critical multiplier of 3x, replacing the slam attacks that would have been gained through fist of granite, fist of oak, fist of nature, or hard knuckle. This wild talent otherwise functions as fist of nature.

### FUNGAL INFECTION<sup>KOP4</sup>

**Element(s)** poison, wood, and viscera; **Type** utility (Sp); **Level** 7; **Burn** --

**Prerequisite(s)** fungal infestation, malignant cyst

**Saving Throw** Fort negates; **Spell Resistance** no

When using fungal infestation, you can cause your mushrooms to grow on a creature. Whenever damage is dealt to mushrooms manifested on a creature this way, 1/4 of that damage is transferred to the affected creature instead; damage transferred this way ignores hardness, DR, and resistance, but not immunity. This talent can affect constructs and corporeal undead.

### GREEN TONGUE, GREATER<sup>UW</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 7; **Burn** 0

**Prerequisite(s)** green tongue

You can spend 10 minutes in any outdoor location that would be valid for *commune with nature* in order to contact and chat with fey and leshy spirits, allowing you to gain three pieces of information as per *commune with nature*.

### HORTICULTURAL ANIMATION<sup>LK</sup>

**Element(s)** wood; **Type** utility (sp); **Level** 7; **Burn** 0

You can give sentience to plants for a short amount of time, as per *animate plants*, although you cannot use the entangle option with this ability. You can accept 1 point of burn to increase the duration of this ability to 1 minute per kineticist level you possess. You can only have one use of this ability in effect at a single time, and using it again while the previous plants are still animated causes all previously affected plants to revert back to normal.

### MAGNETIC CHAIN<sup>LK2</sup>

**Element(s)** air; **Type** utility (Su); **Level** 7; **Burn** --

**Prerequisite(s)** chain, magnetic infusion

**Saving Throw** Fort negates

Each time you choose an additional target for a kinetic blast with the chain infusion and the attack hits, the creature becomes linked to the previously hit target by a lingering rope of electricity. Once you've finished selecting targets, each target beyond the first must succeed a Fort save against the blast's DC or else is drawn toward the object or creature it was linked to in the order the targets were hit, moving them up to 5 feet per 5 kineticist levels you possess.

### MECH SYNTHESIS<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Su); **Level** 7; **Burn** --

**Prerequisite(s)** kinetic form

You bend, shape, and purpose your machines into a bulky suit of powered armor. As long as your





kinetic form is active, you gain a +3 enhancement bonus to your natural armor bonus and a +3 alchemical bonus to your Strength, Dexterity, and Constitution (this bonus does not affect the amount of burn you can accept per day). If you instead decide to spend an additional burn to increase your size to Huge, these bonuses are doubled.

### MEMORIES ON TAP

**Element(s)** mind, time, and water; **Type** utility (Sp); **Level** 7; **Burn** 0

**Prerequisite(s)** basic hydrokinesis, telepathy

**Saving Throw** Will negates; **Spell Resistance** no

By touching a creature, you can cause a strange memory-infused fluid containing its memories to leak from its mouth, eyes, ears, pores, or whatever other orifices you choose. You can select one feat, spell, or infusion or utility wild talent known by the target creature, and the imbiber of the fluid produced is treated as possessing that ability for 8 hours, ignoring its prerequisites. Alternately, you can choose to have the fluid impart upon the imbiber knowledge of a strong memory the target has as they are subjected to this wild talent; you cannot select this memory yourself unless you can freely read the target's mind, and the imbiber experiences it as the target remembers, even if it's a false memory. The fluid otherwise has the same effect as a strong alcoholic beverage on the imbiber.

Only one serving of this liquid can be created at a time; it has no monetary value, and it remains potent for up to 24 hours, after which time it becomes inert, becoming common ale. In addition, you must select an appropriate container (such as a flask, bottle, or goblet) or else the fluid is wasted. Using this wild talent again causes any fluid previously created in this manner to become common ale and ends the effect on its imbibers except for any inebriation they experience. By accepting one additional point of burn, you can instead fill a keg with up to ten servings of the fluid, and allow it to remain potent permanently; a fluid created this way retains its potency even if this wild talent is used again.

Kineticists with the splash of the Styx wild talent treat themselves as possessing the time element for the purpose of qualifying for this wild talent; they must still otherwise meet its prerequisites.

### MESMERIZING SUGGESTION, GREATER<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 7; **Burn** 0

**Prerequisite(s)** improved mesmerizing suggestion

You learn one additional mesmerist trick and one [masterful trick](#) which you can implant through mesmerizing suggestion. In addition, you can accept an additional 1 point of burn when implanting a trick

to allow it to remain implanted even when activated, lasting until you next recover burn; this increases to 2 points of burn if this is used with a masterful trick, and cannot be used with a trick that grants temporary hit points or heals damage.

### MIND BREAK<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 7; **Burn** 1

**Saving Throw** Will negates; **Spell Resistance** yes

Your psychic powers can destroy a creature's mind as per the [insanity](#) spell.

### OPTICAL CAMOUFLAGE, GREATER<sup>KOP</sup>

**Element(s)** light; **Type** utility (Sp); **Level** 7; **Burn** 0

**Prerequisite(s)** optical camouflage

Your optical camouflage now functions as [greater invisibility](#).

### PAST RECOLLECTION<sup>KOP</sup>

**Element(s)** time; **Type** utility (Sp); **Level** 7; **Burn** 1

You are able to peer into the past to glean new information. Treat this as a [legend lore](#) spell, although you cannot use this wild talent if you have only rumors. You can accept 1 additional burn while using this wild talent to decrease the die used to determine the duration of the casting time (to 1d3+10 mins or 1d6 days.)

### PSYCHIC HOTLINE<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 7; **Burn** 1

**Prerequisite(s)** psychic connection

As a full-round action, you can treat a creature affected by your psychic connection as the point of origin of a mind wild talent you use as part of this ability. You are not required to accept additional burn to have a wild talent used in this way affect creatures other than the one affected by your psychic connection.

### PSYCHOSOMATIC CALAMITY<sup>LK</sup>

**Element(s)** mind, or light and poison; **Type** utility (Su); **Level** 7; **Burn** --

**Prerequisite(s)** psychosomatic malady

**Saving Throw** Will negates; **Spell Resistance** yes

By accepting 1 additional point of burn when using your psychosomatic malady, you can use it on a new creature without removing the condition from the previously afflicted creatures, allowing you to simultaneously affect a number of creatures equal to 1 + 1 per 2 kineticist levels you possess.

### PSYCHO CRUSH<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 7; **Burn** 1

**Saving Throw** Will negates; **Spell Resistance** yes



You know how to mentally cripple a foe, breaking their mind as per the *feblemind* spell.

### RAPID REGROWTH<sup>LK</sup>

**Element(s)** viscera or wood; **Type** utility (Su); **Level** 7; **Burn** --

**Prerequisite(s)** continuous regrowth

Instead of fast healing, your continuous regrowth wild talent grants an equal amount of regeneration (cold, fire), as the universal monster ability, and is not negated by negative energy or slashing damage. This wild talent cannot be taken by creatures without a Constitution score and can only heal you up to 3/4 of your maximum hit points.

### ROILING FLESH<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 7; **Burn** 0

**Saving Throw** Fort negates; **Spell Resistance** yes

Able to shift skin and bone as you wish, you are also able to unravel it, altering the form of a corporeal creature within 60 feet as though under the effects of the corporeal instability curse, as the *chaos beast's*<sup>B2</sup> ability, for 1 minute. You can accept 1 burn to instead make this effect permanent. You can only have 1 non-permanent use of this ability in effect at 1 time; attempting to use it again while another creature is affected will cause the previous effect to end. This ability does not affect incorporeal undead or constructs. This is a polymorph and curse effect.

### SHIFT EARTH, GREATER<sup>OA</sup>

**Element(s)** earth; **Type** utility (Sp); **Level** 7; **Burn** 0

**Prerequisite(s)** kinetic cover, shift earth

You can move greater quantities of earth, as the spell *move earth*.

### SKY WALK<sup>HOG</sup>

**Element(s)** air; **Type** utility (Su); **Level** 7; **Burn** 1

**Prerequisite(s)** air cushion or air's leap, wings of air

By accepting 1 point of burn, you can enable your allies to fly, as per the *fly* spell, except the duration of the effect is 10 minutes.

### SPELL DEFLECTION<sup>OA</sup>

**Element(s)** aether or mind; **Type** utility (Sp); **Level** 7; **Burn** 0

You weave strands of aether around yourself in order to deflect targeted magic back at the caster. Until the beginning of your next turn, every time you are targeted by a spell that could be affected by *spell turning*, roll 1d10 - 1 and determine the effects of the spell as if you had *spell turning* with that

many spell levels remaining. You can accept 1 point of burn to increase the duration to 10 minutes per kineticist level you possess, but in that case, it deflects only 10 spell levels in total (still rolled 1d10 - 1 at a time) before ending early.

### STEEL RIDER

**Element(s)** earth and machine; **Type** utility (Sp); **Level** 7; **Burn** 0

**Prerequisite(s)** greater earth rider and junk blast

Instead of raising a chunk of earth, you can choose for your earth rider wild talent to manifest as a thick cube of compressed scrap metal. Your chunk of metal is composed of up to four 5-foot cubes which must be arranged horizontally in a contiguous shape. It is treated as cold iron and steel for the purposes of bypassing damage resistance, it has 20 hardness, and it can carry three times the amount of weight as a chunk of earth could. If it falls on a creature it deals either 2d6 bludgeoning damage or half the damage of your junk blast, whichever is greater. You can pay any amount of burn to raise that many additional 5-foot cubes (which must also be horizontally contiguous with the original chunk of metal).

### TIME THIEF, GREATER<sup>KOP</sup>

**Element(s)** time; **Type** utility (Sp); **Level** 7; **Burn** 0

**Prerequisite(s)** time thief

**Saving Throw** Will negates; **Spell Resistance** yes

You can choose to remove the foe's ability to use a move action with your time thief wild talent for 1 round per 3 kineticist levels you possess. You can accept 1 point of burn to gain an additional move action per round for as long as this effect last.

### TIME'S UNENDING ECHO<sup>KOP4</sup>

**Element(s)** time; **Type** utility (Sp); **Level** 7; **Burn** 1

**Prerequisite(s)** time's echo

You empower a blast affected by your time's echo, causing it to repeatedly loop. When a creature fails a save against your time's echo, you can activate this ability as a free action to deal damage to them equal to your kinetic blast's minimum damage. The target must then continue to make saving throws against this damage until they succeed at one or die.

### TREE STEP<sup>PA</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 7; **Burn** 1

**Prerequisite(s)** greater woodland step, woodland step

You can enter a tree and magically transport to a tree of the same type within range, as per *tree stride*. Each time you activate this ability, it lasts until you have taken a number of tree steps equal to your kineticist level, your



burn is removed, or you accept burn again to refresh it. Each time your burn is removed, you can automatically activate this ability once and ignore the burn cost. You can accept 1 additional point of burn while this ability is active to use all remaining tree steps at once, adding up the total distance traveled and instantly reaching your destination tree even if there wouldn't have been enough trees along the way to make the journey one at a time. You can also accept 1 additional point of burn to treat all trees as ash, oak, or yew for the purpose of your tree step.

#### **TURING COMPUTATION<sup>MTA</sup>**

**Element(s)** machine; **Type** utility (Sp); **Level** 7; **Burn** 2

**Prerequisite(s)** construct crafter

**Saving Throw** Fortitude or Will negates; **Spell Resistance** no

Your affinity for machines has grown strong enough that know how to program life into a construct's mind. You alter the mental abilities of a construct as per the *awaken construct*<sup>OA</sup> spell. A construct affected by this wild talent must succeed both a Fortitude and Will saving throw against the construct hacker utility wild talent to receive its benefits.

#### **UNNATURAL EVOLUTION, GREATER<sup>KOP2</sup>**

**Element(s)** viscera; **Type** utility (Su); **Level** 7; **Burn** --

**Prerequisite(s)** improved unnatural evolution

You can alter yourself greatly. You now have 3 points in the evolution pool granted by unnatural evolution.

If you also possess experimental machinery, this wild talent does not grant additional evolution points. Instead, it allows you to spend up to 3 points from your evolution pool on an evolution which is not an extraordinary ability and allows you to change your evolutions as per that wild talent.

#### **VENOM VECTOR, GREATER<sup>KOP2</sup>**

**Element(s)** poison; **Type** utility (Sp); **Level** 7; **Burn** 1

**Prerequisite(s)** venom vector

You can now release your stored poison as a fine mist surrounding your space for 1 round per 2 kineticist levels you possess, treating it as both a contact and inhaled poison. Creatures within 5 feet of you are automatically exposed to the poison, and must save as per usual. You can choose a number of allies up to your Constitution modifier to be immune to this mist.





### VISCERAL WHIP, GREATER<sup>KOP3</sup>

**Element(s)** aether and viscera; **Type** utility (Su); **Level** 7; **Burn** --

**Prerequisite(s)** improved visceral whip, force ward, reactive skin

As long as your force ward and reactive skin defense wild talents are active, you can use your visceral whip at will as a swift action for no burn cost, and with no maximum duration. You treat your base attack bonus as equal to your kineticist level when performing attacks and combat maneuvers with your visceral whip, increase its base damage by one additional step, and gain the benefits of the [Serpent Lash](#)<sup>RG</sup> and [Greater Serpent Lash](#)<sup>RG</sup> feats. As a swift action, you can apply any aether or viscera substance infusion you possess to all attacks made with your visceral whip until the beginning of your next round, reducing the burn cost of an applied substance infusion by 1 (to a minimum of 0).

### WRITHING BODIES<sup>KOP4</sup>

**Element(s)** viscera and void; **Type** utility (Sp); **Level** 7; **Burn** 1

**Prerequisite(s)** death globe

**Saving Throw** Fort negates; **Spell Resistance** no

As a full round action you can target any space within 60 feet of you, and all creatures with 0 or fewer hit points within 30 feet of that space must succeed a DC 26 Fort save or be pulled together, creating a [corpse orgy](#)<sup>ToHC</sup> (as if affected by the corpse orgy's absorb body ability) which functions as normal except it is of the non-Good, non-Lawful alignment closest to yours. Dead creatures automatically fail their Fort save; if fewer than two creatures fail the save, the wild talent fails. You command the corpse orgy completely, but must maintain concentration to keep it from falling apart. If you possess basic pyrokinesis or fire blast, you treat this talent as fire, viscera, and void element, and instead create a [fiery corpse orgy](#)<sup>MA</sup>.

## 8TH-LEVEL UTILITY WILD TALENTS

### CRYOKINETIC STASIS<sup>PA</sup>

**Element(s)** water; **Type** utility (Sp); **Level** 8; **Burn** 1

You encase yourself or a willing target in an icy sheen, placing the target in a state of suspended animation, as per [temporal stasis](#) except fire spells and spell-like abilities of 3rd level or higher count as if the caster used *dispel magic* against the stasis. Otherwise, no other force or effect can harm the target.

### DIMENSION LOCK AURA<sup>OAT</sup>

**Element(s)** universal; **Type** utility (Su); **Level** 8; **Burn** --

**Prerequisite(s)** expanded element class feature, must have expanded element twice

Your understanding of planar energies grows even stronger in preventing extraplanar travel. You emanate a shimmering emerald barrier that completely blocks extra-dimensional travel within a 20-foot radius around you. This functions as dimension lock, except that the emanation travels with you. You can suppress or reactivate the aura as a free action.

### DIVISIVE OSTEOTOMY<sup>KOP4</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 8; **Burn** 1

**Prerequisite(s)** osteotomy

**Saving Throw** Fortitude partial; **Spell Resistance** yes

As a full-round action, you can separate a living corporeal creature's skeleton from its body. This deals 2d6 + 6 Constitution damage and 1d3 Constitution bleed to the target and rips the skeleton out of their flesh, placing it in their space or a space adjacent to them. Creatures that survive the process have all move speeds reduced to 5 ft. and cannot take any other actions except to move toward their skeleton or attempt to put it back inside themselves as an action that requires 2 full rounds, ending their Constitution bleed. The skeleton can be reanimated as the base creature with the [bloody skeleton template](#)<sup>CHR</sup> applied, even if the creature itself survives, while the creature can be turned into an undead with the [meat puppet template](#)<sup>RA</sup> if it dies. If a creature targeted by this ability succeeds its Fort save, it instead only suffers 1d6 Constitution damage and is staggered for 1 round. A creature must have an internal skeleton to be affected by this wild talent.

### EARTH TONGUE<sup>PA</sup>

**Element(s)** earth; **Type** utility (Sp); **Level** 8; **Burn** 0

**Prerequisite(s)** greater tremorsense, tremorsense

You are constantly capable of speaking to rocks and stones, including natural and worked stone, as per [stone tell](#). This ability is always active, and rocks and stones might speak to you before you speak to them if they have something to say.

### ELEMENTAL EXILE<sup>WO</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 8; **Burn** 1

**Saving Throw** Will negates; **Spell Resistance** yes

You transport a single creature you touch to the plane associated with your element. Precise accuracy regarding a particular arrival location on the intended plane is almost impossible.

The creature appears 5 to 500 miles (5d%) from your intended destination. Elemental exile transports creatures instantaneously and then ends. The creature must find other means to travel back (such as casting *plane shift* or using elemental exile again).



### EXPERIMENTAL MACHINERY, GREATER<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 8; **Burn** --

You've designed the most cutting edge technology for your body. You now have 6 points in the evolution pool granted by experimental machinery.

### EXPLOSIVE EVOLUTION, GREATER<sup>KOP2</sup>

**Element(s)** viscera; **Type** utility (Sp); **Level** 8; **Burn** o

**Prerequisite(s)** explosive evolution

Whenever you use your explosive evolution wild talent, you are instead treated as though you were under the effects of an *evolution surge*<sup>APG</sup> spell, although you cannot select the Large evolution with this ability.

### FIRE STEED, GREATER<sup>WO</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 8; **Burn** o

**Prerequisite(s)** fire steed, improved fire steed

When using fire steed, the mount gains immunity to fire and its speed increases by an additional 10 feet. In addition, when the mount takes a run action, it can run up steep slopes at its normal speed and down steep slopes without its rider needing to attempt a Ride check.

### GLORIOUS BASTION<sup>KOP4</sup>

**Element(s)** light and water; **Type** utility (Sp); **Level** 8; **Burn** 1

**Prerequisite(s)** illusory duplicates, shroud of water

Your body is protected from harm by thin layers of prismatic light until you recover from burn. While both your illusory duplicates and shroud of water wild talents are active and you haven't accepted any burn since using this wild talent, you are protected from any effect a *prismatic wall* would block. In addition, creatures that touch you trigger the effect of the outermost layer as if touching a *prismatic wall*, dispelling that layer in the process (this does not affect gear you are wearing or creatures or objects you touch purposefully). The layers of protection can be removed in the same manner as those of a *prismatic wall*, with each layer regenerating when you recover burn. If you ever accept burn or use a kinetic blast, you lose the outermost layer until the next time you would recover burn, even if that burn is removed in some other way beforehand.

### GRANT SENTIENCE<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 8; **Burn** 1

**Saving Throw** Will negates (harmless); **Spell Resistance** yes

You can imbue non-sentient beings with a mind, affecting the target as if with an *awaken* spell. This ability can affect only plants, animals, and vermin with an Intelligence score of 2 or lower, and can affect them even if they are mindless. This ability ignores immunity to mind-affecting effects.

### GROTESQUE ARMOR<sup>KOP4</sup>

**Element(s)** viscera and water; **Type** utility (Sp); **Level** 8; **Burn** 1

**Prerequisite(s)** roiling flesh, shroud of water

For one round per kineticist level you possess, you shape an adjacent creature affected by your roiling flesh into a part of the armor or shield created by your shroud of water. As long as that creature is not in a stable shape and your shroud of water is active, damage that directly targets you is instead split evenly between you and the affected creature before accounting for damage reduction, hardness, energy resistance, or immunity, and the creature cannot take any action except attempting Will saves to stabilize its shape. If the creature's shape becomes stable or you deactivate shroud of water, this effect ends and the creature appears in a space adjacent to you of its choice.

### KINETIC PURIFICATION<sup>KOP2</sup>

**Element(s)** mind, time, viscera or water; **Type** utility (Su); **Level** 8; **Burn** --

**Prerequisite(s)** kinetic regeneration

You can accept 1 additional point of burn while using your kinetic healer or regressive healing wild talent to increase the healing by 1 step (1 > 1d2 > 1d3 > 1d4 > 1d6 > 1d8 > 1d10 > 1d12) as well considering your kinetic healer talent as the *heal* spell for what it can recover.

### MINDSCAPE ARCHITECT, IMPROVED<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 8; **Burn** o

**Prerequisite(s)** mindscape architect

You can now treat your mindscape architect as *greater create mindscape*<sup>OA</sup> and do not need to accept burn to use *mindscape door* inside of a mindscape created by another creature. You can also maintain one permanent mindscape of your own creation. If this permanent mindscape is dispelled, you can recreate it as a standard action.

### MIND OVER MATTER<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 8; **Burn** o

You can trick yourself into disbelieving reality. Select one object within 60 feet; you treat yourself as though under the effects of a *subjective reality*<sup>OO</sup> spell in regards to the chosen object.

### REMOVE RADIOACTIVITY, GREATER<sup>OAT</sup>

**Element(s)** earth, poison, or wood; **Type** utility (Sp); **Level** 8; **Burn** 2

**Prerequisite(s)** detect radiation, remove radioactivity

Your ability to remove radioactivity is stronger, now functioning as the *greater remove radioactivity*<sup>TG</sup> spell.

### REVERSE SHIFT<sup>TOA</sup>

**Element(s)** universal; **Type** utility (Sp); **Level** 8; **Burn** o



You reverse the flow of your connection to the planes, sending your body into the Ethereal Plane as *ethereal jaunt*. As long as you concentrate on reverse shift, you remain on the Ethereal Plane; after a number of consecutive rounds spent on the Ethereal Plane equal to your kineticist level (and every such interval thereafter), you must accept 1 point of burn. Once you return to the Material Plane, you cannot use reverse shift again for a number of rounds equal to the number of rounds you spent on the Ethereal Plane.

#### TELEKINETIC DEFLECTION<sup>OA</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 8; **Burn** 0

You can deflect your foes' attacks, as the spell *deflection*<sup>APG</sup> with a duration of 1 round. You can accept 1 point of burn to increase the duration to 1 round per kineticist level you possess.

#### TELEKINETIC GLOBE<sup>OA</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 8; **Burn** 0

**Prerequisite(s)** force barrier, force ward

You can create a globe of force, as the *telekinetic sphere* spell, that lasts as long as you concentrate as a standard action, and you can move the globe as a move action. You can accept 1 point of burn to increase the duration to 1 minute per level and eliminate the need to concentrate to maintain the globe.

#### TRUE AMNESIA<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 8; **Burn** 2

**Prerequisite(s)** flash of amnesia

**Saving Throw** Will negates; **Spell Resistance** yes

You wipe a creature's mind clean as per the madness affliction *amnesia*. This affliction is permanent until cured as normal for an insanity.

#### WEATHER MASTER<sup>OA</sup>

**Element(s)** air; **Type** utility (Sp); **Level** 8; **Burn** 0

By focusing on your connection to air and seeding the air around you for 10 minutes, you can create powerful weather effects, as *control weather*. You can create tornadoes or hurricane-force winds, as appropriate for the season. If you have access to the fire element, you can create hot weather, a heat wave, a thaw, or an early spring. If you have access to the water element, you can create all other types of weather listed in *control weather*.

#### WOOD SOLDIERS<sup>OO</sup>

**Element(s)** wood; **Type** utility (Su); **Level** 8; **Burn** 1

Your presence animates surrounding plant life and causes it to fight by your side. Each time you recover burn, you automatically use this ability once and ignore the burn cost. This functions as *wooden phalanx*<sup>JM</sup>, except you always animate four golems, and the duration lasts until the next time you recover burn. If you have spring blast, one of your golems gains a 30-foot fly speed (average maneuverability). If you have

summer blast, one of your golems is healed by fire damage, is vulnerable to cold, and deals 1d6 extra points of fire damage on slam attacks and when splintering. If you have autumn blast, one of your golems gains a 20-foot burrow speed. If you have winter blast, one of your golems deals 1d6 extra points of cold damage on its slam attacks and when splintering. If you have venus blast, one of your golems replaces its slam attacks with a bite (1d6) and two claws (1d4 each) as well as the grab universal monster ability. If you have petrolic blast, those hit by one of your golems' slam attacks or splintering ability become vulnerable to fire for 1d4 rounds. Each of the above modifications must apply to a different golem.

## 9TH-LEVEL UTILITY WILD TALENTS

#### AETHER ARCHITECT<sup>PA</sup>

**Element(s)** aether; **Type** utility (Sp); **Level** 9; **Burn** 0

You can spin a small building, bridge, or other edifice out of aether, and even use aether to tether a building to a





flat surface other than the ground. By concentrating for 10 minutes, you can create an edifice out of scintillating aether (same hardness and hit points as a *wall of force*) as long as the edifice is no larger than one 10-foot cube per kineticist level. Unless the creation is extremely simplistic, you must succeed at a Craft or Knowledge (engineering) check to add embellishments. This ability can also create a series of tethers to securely attach a normal building to a vertical surface or even a cavern ceiling. Aether architect lasts as long as you concentrate, and you can accept 1 point of burn to make the effect last until destroyed; by accepting this burn, you can use this ability any number of times in a row to create a larger edifice.

### CEREBRAL MANIPULATION, GREATER<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 9; **Burn** 2

**Prerequisite(s)** improved cerebral manipulation

**Saving Throw** Will negates; **Spell Resistance** yes

Treat this as improved cerebral manipulation except that it takes 1 hour to use and allows you to enter the mind of a target, learning everything the target knows. While inside of their mind, you can manipulate the target's mind in the following ways:

- You can erase any memories of events, people, places, or up to 1 week of a creature's memories.
- You can create false memories inside of a creature's mind, such as events that didn't happen or altering how they remember events that did happen.
- You can bestow up to 1 negative level per 2 kineticist levels you possess as per the *mindwipe* spell.
- You can alter the creature's alignment, personality, beliefs, and/or opinions however you wish.

You program a certain action or situation (such as speaking to a designated individual, being reduced to 0 or lower hit points, holding a certain item, or being captured) to either trigger the effects of your mental alterations or remove their effects. The effects of this ability are permanent (except for negative levels) and can only be fixed with a *greater restoration*, *miracle*, or *wish* spell, or this wild talent, but the target of the ability is aware their memories have been altered, even if the cause of their altered memory is unknown to them. You must be within 60 feet of the target to use this ability, regardless of any other abilities you possess, and the target must be awake unless you possess the improved implant dream wild talent.

### CLICKER

**Element(s)** poison, wood, and viscera; **Type** utility (Sp); **Level** 9; **Burn** 1

**Prerequisite(s)** fungal infection, spore infusion

**Saving Throw** Fort negates; **Spell Resistance** yes

You infest a creature with a specialized fungus which controls its body for a number of rounds equal to 1/2 your kineticist level. If the creature is a corporeal undead, treat it as if affected by *control undead*; otherwise, treat it as if affected by *dominate monster* and as if you do not have a language in common, except you cannot concentrate to receive sensory input from it. If the creature is infected with the pulsing puffs disease, the target is immediately affected by its effect. In addition, the target takes 1 Int bleed, 1 Wis bleed, and 1 Cha bleed for the duration, and you can accept 1 point of burn as a standard action to increase this ability bleed by 1 each. If a mental ability score is reduced to 0 in this way the creature becomes mindless and gains the *fungal creature template*<sup>B4</sup>; it prioritizes spreading its spores above all else, even ignoring self-preservation to this end. You can only affect one non-mindless creature with this talent at a time.

### CONSTRUCT HACKER, GREATER<sup>MTA</sup>

**Element(s)** machine; **Type** utility (Sp); **Level** 9; **Burn** 1

**Prerequisite(s)** improved construct hacker

**Saving Throw** Fortitude negates; **Spell Resistance** no

You know how to completely dominate machines. Treat this wild talent as improved construct hacker, except constructs are instead affected as if by *dominate monster*.

### ETERNAL ATROPHY<sup>KOP2</sup>

**Element(s)** poison or viscera; **Type** utility (Sp); **Level** 9; **Burn** 1

**Saving Throw** Fort negates; **Spell Resistance** no

You are capable of shutting down a living creature's body completely, destroying its ability to continue living. Select 1 creature within 60 feet; that creature can no longer heal hit points either naturally or through magic. Any poisons or diseases they are suffering from cannot be overcome, and all ability damage and drain are permanent. This effect can only be removed with a *wish* or *miracle* spell, and is a poison effect when used as a poison wild talent.

### ETERNAL DOMINATION<sup>LK</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 9; **Burn** 0

**Prerequisite(s)** psychic enslavement

**Saving Throw** Will negates; **Spell Resistance** yes

Your mental domination has reached its pinnacle. Select one creature affected by your psychic persuasion.



The effect of your psychic persuasion on it is now permanent and works even if you and the target are on different planes, requiring a *wish* or *miracle* spell to end its effect. You can end this effect as a full-round action, severing any mental control you have over the target. This effect is treated as an extraordinary ability for the purpose of working inside areas where magic does not function. This is a compulsion effect.

### FOREST SIEGE<sup>oo</sup>

**Element(s)** wood; **Type** utility (Sp); **Level** 9; **Burn** 0

You can transform available plant life into a besieging army. This functions as *greater siege of trees*<sup>UC</sup>, except you need to concentrate or the effect ends, and you can change targets as a free action. If you accept 1 point of burn, you can prolong the effect without the need for concentration until the next time you recover burn, but you do need to spend a standard action to change targets.

### FROM THE ASHES<sup>oa</sup>

**Element(s)** fire; **Type** utility (Sp); **Level** 9; **Burn** 2

When you are about to fall unconscious or die from hit point damage, as an immediate action you can burst into flames that leave behind only ash, which cannot be appreciably affected by most attacks or effects, though a *disintegrate* spell or similar magic can annihilate it. At the start of your next turn, unless the ash has been completely destroyed, you arise in the square where the most ash is located, having taken the damage from the triggering effect but having also healed 5 points of damage per kineticist level you possess.

### GRAND INTERCESSION<sup>KOP</sup>

**Element(s)** time; **Type** utility (Sp); **Level** 9; **Burn** 0

**Saving Throw** none; **Spell Resistance** no

Your command over time has reached its zenith. This functions as *time stop* as per the spell, although its duration is reduced to 1 round. You can accept 1 burn to increase its duration to 1 round per 5 kineticist levels you possess.

### GRAVITY MASTER<sup>oo</sup>

**Element(s)** void; **Type** utility (Sp); **Level** 9; **Burn** 0

**Prerequisite(s)** gravity control, greater gravity control

You can create areas of altered gravity. This functions as *reverse gravity*, but you can choose for the gravity in the area to pull toward any direction (not just up). If you use this wild talent, any previous use of this wild talent expires immediately.

### HISTORICAL ERASURE<sup>LK2</sup>

**Element(s)** mind; **Type** utility (Sp); **Level** 9; **Burn** 1

**Saving Throw** Will negates; **Spell Resistance** yes

You can wipe all memory of an individual or event from the minds of others. This functions as *damnation of memory*<sup>ISR</sup> except you can choose a number of creatures up to your Constitution modifier to be unaffected, and the memories are stored within your own mind (being returned to affected creatures only if you die). Only one use of this ability can be in effect at a time; if you use this wild talent again, all memories lost from the previous use of the ability will return to each affected target within 1d4 hours.

### KINETIC CITYSCAPE

**Element(s)** aether, earth, light, machine, viscera, water, or wood; **Type** utility (Su); **Level** 9; **Burn** --

**Prerequisite(s)** kinetic shelter

Designate a single area with a radius of no more than 10 miles. Permanent structures you create through your kinetic shelter within this area do not count against your limit to permanent structures so long as each structure made this way is no more than 1,000 feet from either the center of the designated area or another structure made this way. In addition, your kinetic shelter can now function as any of the following: *resplendent mansion*<sup>UI</sup>, *secure shelter*, *sturdy tree fort*<sup>UW</sup>, *wall of iron*, *wall of stone*, or the aether architect wild talent. Any structures or the furnishings thereof are composed of whatever matter you choose which your kinetic cover could produce (this matter does not change the shelter's properties in any way) and furnishings can be moved between any structures created with this wild talent, but no further than 500 feet from any such structure.

### KINETIC LICH<sup>LK2</sup>

**Element(s)** viscera or void; **Type** utility (Sp); **Level** 9; **Burn** see text

**Prerequisite(s)** living humanoid of an evil alignment

You can perform a ritual that transfers your soul into a separate vessel. To begin this you must first imbue an appropriate container (costing 9,000 gp per kineticist level) with your kinetic power, accepting 5 burn and sacrificing a newborn humanoid in the process. After this, you must concentrate on the vessel without resting, accepting 1 additional burn every 12 hours spent to do so; you cannot use battle burn to pay this cost. If you remain conscious for 3 days while doing this, kinetic energy surges from you into the vessel, turning it into



a phylactery and killing you in the process. Make a DC 30 Will save at this time; succeeding revives you in the form of a kinetic lich.

A kinetic lich gains undead traits and loses their Constitution score, instead adding that amount -10 to their Charisma; in addition they substitute Charisma for any kineticist class features requiring Constitution, and when they are reduced to 0 hit points, they are instantly teleported to a space adjacent to their phylactery and revived with 1 hit point.

Failing the Will save causes your body to instantly rot into ash, and your consciousness to be trapped inside the vessel. You cannot be revived in this form through any means unless the phylactery is destroyed by transporting it to the Positive Energy Plane (or a similar plane), whereupon the negative energy used in its creation is neutralized.

You cannot replace this wild talent in any way once it is gained. Blood kineticists can take this wild talent as if it was a universal wild talent.

#### **MAGNETISM, GREATER<sup>EMH</sup>**

**Element(s)** air, earth, or machine; **Type** utility (Sp); **Level** 9; **Burn** 0

**Prerequisite(s)** magnetic infusion, magnetism

**Saving Throw** none; **Spell Resistance** no

You can repel or attract metal objects in a vast line with a magnetism so strong that there is no hope of escaping. This functions as *repel metal or stone*, except only for metal objects, and you can also pull the objects toward you instead of pushing them away. The effect lasts for 1 round, and the pulling version of the effect can't pull objects into the air unless they are already airborne. You can accept 1 point of burn to increase the duration to 1 round per kineticist level you have.

#### **PHOTO DOPPELGANGER<sup>KOP</sup>**

**Element(s)** light; **Type** utility (Sp); **Level** 9; **Burn** 0

Mastering light itself, you can create a hard light clone of yourself in any square within 300 feet of your. This clone lacks all of your gear and has 1/4 of your total hit points, but appears identical to you in every way, lasting for 10 minute per kineticist level you possess. You can choose to use its square as the point of origin for any light blast or composite blast that include light, and can control it as though it was a *silent image* as a swift action. If you do not directly control your clone, it will mimic your actions. If you have the light speed travel wild talent, you can use it to swap places with your clone as a swift action.

When you and your clone are ever further than 60 feet apart or its hit points are reduced to 0, it is destroyed and you are forced to accept 1 point of burn. You can choose to dismiss your clone as a standard action without being forced to accept burn. If you have the greater explosive illusion wild talent, you can apply it to your clone. You can accept 1 point of burn to either increase the distance you and your clone may be apart to 1 mile or double its hit points. If your clone is destroyed due to your explosive illusion talent, you are not forced to take burn.

#### **SEISMIC MASTER<sup>OA</sup>**

**Element(s)** earth; **Type** utility (Sp); **Level** 9; **Burn** 0

You can focus on your connection to earth and create a localized tremor, as the *earthquake* spell.

#### **SHADOWBEND, GREATER<sup>KOP4</sup>**

**Element(s)** light and void; **Type** utility (Sp); **Level** 9; **Burn** 3

**Prerequisite(s)** improved shadowbend

Treat this as shadowbend, except you can reproduce spells up to 9th level in normal light conditions or brighter, 5th in dim light conditions, and 3rd in darker than dim light conditions.

#### **SOUND CHAMBER<sup>KOP</sup>**

**Element(s)** sound; **Type** utility (Sp); **Level** 9; **Burn** 0

**Saving Throw** Will negates; **Spell Resistance** no

You are capable of controlling all sound within a limited radius. You can manipulate all sound within 120 feet as per the auditory hallucination wild talent. Every creature inside of the area must make a Will save at the beginning of their round against this effect, with a successful save allowing them to ignore it for 1 round. As a standard action, you can alter the sounds all creatures within this area perceive, and as a swift action you can alter the sounds a specific creature within the area perceives.

Each round on your turn you must take a move action to continue this effect, or all creatures within this area regain control of their senses. By accepting 1 point of burn, you can increase the duration of this ability to persist for 1 round per kineticist level without requiring additional actions.

#### **TIDAL WAVE<sup>OA</sup>**

**Element(s)** water; **Type** utility (Sp); **Level** 9; **Burn** 1

You call forth a powerful tidal wave, as *tsunami*<sup>APG</sup>.



# Chapter 8: Elemental Mutations

Some kineticists' elemental powers go through a strange shift, making them work differently from other kineticists'. Called "mutations," these abilities can have numerous effects on a kineticist's class features. When gaining one's first kineticist level, one can choose to gain a mutation; they are limited to one, and if they choose not to obtain one, they cannot gain one later. They must fit the restrictions similar to how they would need to possess certain features or qualities to select a feat or a wild talent.

## ARROW MUTATION<sup>KOP4</sup>

While kinetic blasts tend to be large masses of elemental energy and matter, some individuals shape their blasts into condensed, precise forms.

**Restrictions:** Must possess a kinetic blast.

**Benefit:** A kineticist with this mutation increases the critical threat range of their blast by 1. This effect stacks with other effects which increase a blast's critical threat range, but is applied last. Any bludgeoning or slashing damage dealt by their blast is converted to piercing damage.

**Drawback:** A kineticist with this mutation does not deal full damage to swarms, instead dealing damage to it as a normal weapon depending on the swarm's size (half damage to swarms of Tiny creatures, no damage to swarms of Diminutive or Fine creatures). In addition, their blast's damage is reduced by 1 step (1 > d2 > d3 > d4 > d6 > d8 > d10 > d12).

**Special:** Blasts used with infusions which cause them to affect an area (such as explosion or cloud) still affect swarms as normal for area of effect attacks (dealing half again as much damage to them).





### BRUTAL MUTATION<sup>KOP3</sup>

A brutal mutation is one that occurs when a kineticist is born with too much potential. The mutation causes their raw power to rip apart their body as it is used, often leaving lasting scars. Those who possess this mutation are far more easily able to tap into their elemental power.

**Restrictions:** Must possess the burn class feature.

**Benefit:** Whenever a kineticist with this mutation gains the expanded element class feature, if the kineticist selects a new element to expand into, they gain a bonus infusion of that element. They are also only treated as 2 levels lower than their primary element for selecting wild talents from their new element. If the kineticist chooses to expand their original element, they gain both a bonus infusion and bonus utility wild talent of that element.

Also when they select the Extra Wild Talent feat, they can select wild talents one spell level lower than they could normally use rather than two, can always select 1st-level wild talents with it, and are treated as a 5th-level kineticist for the purpose of meeting its prerequisites.

**Drawback:** All damage the kineticist receives from burn or an ability that alters burn is treated as lethal damage instead of nonlethal damage. This damage cannot be reduced or healed except by the methods of removing nonlethal damage from burn.

**Special:** A fusion kineticist with this mutation treats their sub element as 2 levels lower than their main element at 1st level, removing the restriction limiting them to only 1st level talents until 7th level. At 7th level, they consider their sub element 1 level lower than their main element rather than 2. When a psammokinetic with this mutation gains access to the earth element, they can select earth wild talents as if it was their primary element, whether through gaining them normally or via Extra Wild Talent. This mutation cannot be taken by a legendary kineticist.

### CONSERVATIVE MUTATION<sup>KOP3</sup>

Some kineticists don't have the physical fortitude to channel their powers fully, causing their full strength to be locked within themselves, although they lessen the strain needed to channel their powers, leaving them in far better condition afterwards.

**Restrictions:** Must possess the burn class feature.

**Benefit:** Whenever a kineticist with this mutation receives a point of burn, they only take 1 point of nonlethal damage for every 2 levels they possess instead of for every level.

**Drawback:** Reduce the damage of all kinetic blasts the kineticist possesses by 1 step (1 > d2 > d3 > d4 > d6 > d8 > d10 > d12) as well as reducing the DCs of any infusions applied to their blast by 1.

### DENSE MUTATION<sup>KOP3</sup>

While some kineticists wield raw elemental energy such as fire or lightning, others manage to impart too much of their own power into the blast, making them far less adept at finding weaknesses in their opponent's armor. These blasts instead pack a far more powerful punch to them.

**Restrictions:** Must possess a basic energy blast.

**Benefit:** Kineticists with this mutation determine the damage of their energy blasts as though they were physical blasts, as well as gaining a +4 on checks against spell resistance.

**Drawback:** The kineticist's energy blast now targets normal AC instead of touch AC and is treated as a physical blast for how it interacts with infusions and class features.

### GRITTY MUTATION

Burn is a powerful resource for the kineticist, reflecting the physical and mental strain it takes to control one's elemental powers. This resource is more in flux for a number of kineticists, however, who have gained the ability to manipulate their elements through sheer grit.

**Restrictions:** Must possess the burn class feature.

**Benefit:** A kineticist with this mutation reduces the points of burn they are suffering from in the following ways:

*Critical Hit with a Kinetic Blast:* Each time the kineticist confirms a critical hit with a kinetic blast while in the heat of combat, if they are suffering from any amount of burn, they reduce that amount by 1. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the kineticist's character level does not reduce their burn.

*Killing Blow with a Kinetic Blast:* When the kineticist reduces a creature to 0 or fewer hit points with a kinetic blast while in the heat of combat, if they are suffering from any amount of burn, they reduce that amount by 1. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the kineticist's character level to 0 or fewer hit points does not reduce their burn.

Reducing burn in these ways does not count as recovering from burn for the purpose of ending effects that would normally end when the kineticist recovers from burn, but does remove the nonlethal damage (or other associated penalties) suffered from that burn.

**Drawback:** A kineticist with this mutation can only accept up to 1 point of burn per round regardless of class level and can willingly accept an amount of burn per day no greater than 3 + 1/2 their Constitution modifier (minimum 1). Elemental overflow and other abilities which rely upon the amount of burn the kineticist has



accepted provide their effects based on the current amount of burn from which the kineticist is suffering, and defense wild talents can only provide their effects as if burn up to the kineticist's current amount of burn has been spent on them, even if the kineticist has spent more than that amount on it.

If the kineticist rolls a natural 1 for their attack roll with a ranged kinetic blast, it misfires. They must choose one corner of their square, and instead of its normal effects,

the kinetic blast creates a 5-foot radius burst around that point which deals the kinetic blast's damage to any creatures in its area (themselves included), allowing a Reflex save for half (DC = 12 + 1/2 kineticist level). If they attempt to use a kinetic blast in the next three rounds after a misfire, it instead misfires on a natural 1 or 2 (a kinetic blast cannot have a misfire rate of more than 1-2).

### INTELLIGENT MUTATION<sup>KOP3</sup>

The power of most kineticists is in their creativity, although some kineticists manage to express this in even more unique fashions, their education far surpassing their allies'. These intelligent warriors have forsaken other ways of gaining power in a more physical sense.

**Restrictions:** Must possess the gather power class feature.

**Benefit:** Kineticists with this mutation gain two additional skill points per level, and can select 2 skills, treating them as class skills.

**Drawback:** The kineticist can only use their gather power ability as a move action; they cannot gather power as a full-round action (or as any type of action other than a move action, if they would otherwise gain the ability to do so).

### UTILITARIAN MUTATION<sup>KOP4</sup>

Some kineticists prefer to use their powers with more cunning and finesse than wielding their element as a tool of war.

**Restrictions:** Must possess the gather power class feature.

**Benefit:** A kineticist with this mutation can use gather power once per minute as a full-round action to reduce the cost of a utility wild talent used the next turn by 1 (to a minimum of 0). In addition, if they possess the internal buffer class feature, it is doubled in size. This effect does not stack with that provided by abilities granted by archetypes or equipment, such as the kinetic surgeon's healing buffer; however, it does stack with increases to the internal buffer granted through feats and favored class bonuses, doubling the bonuses they provide as well.

**Drawback:** A kineticist who chooses this mutation cannot reduce the cost of their kinetic blasts with gather power or internal buffer, and their kinetic blasts' damage is reduced by 1 step (1 > d2 > d3 > d4 > d6 > d8 > d10 > d12).



# Chapter 9:

# Feats

While the kineticist's wild talents are incredibly potent, feats can be a way to refine them further, either providing specialization into a particular battle style or additional utility to their abilities. While several of the following feats can be utilized by any character, they were all developed for use by kineticists in particular:

## ABSORB VIOLENT ENERGIES<sup>OAT<sub>2</sub></sup>

**Prerequisite(s):** Kineticist 1st, cannot possess cold blast.

**Benefit:** You permanently gain vulnerability to cold. This effect is a one-time penalty; this effect does not stack. You cannot learn any kinetic blast which deals cold damage; if your primary element is water and you choose to expand into water, you do not gain cold blast or ice blast. You gain your choice of one of the following: DR 1/–, electricity resistance 2, fire resistance 2, sonic resistance 2. In addition, whenever you take damage that is partially or totally negated by use of this feat, you are treated as if you had used the gather power class feature as a move action in the previous round. If you possess Incredible Hidden Power, you gain neither the benefits nor the drawbacks of this feat while in your social identity.

**Special:** You can select this feat multiple times; its effects stack if you choose the same type of resistance, though you may choose a different type of resistance each time. If you already possess this feat, you can select it again through the elemental annihilator's bonus feats class feature or in place of a utility wild talent.

## ACCELERATED GATHERING<sup>KOP</sup>

**Prerequisite(s):** Gather power class feature, kineticist 5th.

**Benefit:** When you use your gather power, you can also spend a standard action to reduce the total burn cost of a blast wild talent used on your next turn by 2. At 11th level you can spend a standard action to reduce the total burn cost of a wild talent used on your next turn by 3. Gathering power in this way ends your turn immediately. You cannot gather power on your next round as a move action to further reduce burn cost.

## ACCELERATING KINETICS<sup>OAT<sub>2</sub></sup>

**Prerequisite(s):** Burn class feature.

**Benefit:** Whenever you either accept burn for a wild talent, spend a point from your internal buffer, or prevent yourself from taking burn with gather power, choose one form of movement you possess, and you gain a +5-foot enhancement bonus to that method of movement. This bonus lasts for 1 round per 2 character levels (minimum 1); this duration begins as soon as you take any action to move further than 5 feet. For each point of burn that you accept or prevent yourself from taking beyond the first, increase this enhancement bonus by +5 feet; the bonus cannot be more than half your speed in that method of movement. This is partially a conjuration (teleportation) effect; thus, anything that blocks astral travel halves this movement bonus.

**Special:** You can select this feat in place of a utility wild talent (treating it as a 1st-level universal wild talent) if you would gain one. If you possess this feat, you can select the following feats in place of a utility wild talent (treating them as 1st-level universal wild talents with all of their normal prerequisites) or through the elemental annihilator or indomitable's bonus feats class feature: [Acrobatic Steps](#), [Agile Maneuvers](#), [Fleet](#), [Lightning Stance](#), [Nimble Moves](#), or [Wind Stance](#).

## ADAPTIVE UTILITY<sup>KOP</sup>

**Prerequisite(s):** Utility wild talent class feature

**Benefit:** You treat the effective spell level of all utility wild talents as 1/2 your kineticist level for determining their DCs.

**Normal:** Utility wild talents have their effective spell level treated as their level for determining their DCs.

**Special:** Legendary kineticists who take this feat instead increase the DCs of their utility wild talents by 1.

## AFTERBURN (COMBAT)<sup>KOP<sub>2</sub></sup>

**Prerequisite(s):** Kineticist 1st.

**Benefit:** If you accept burn from a wild talent (except for your elemental defense), on your next round you can reduce the burn cost of an infusion by 1.



### AUTOBUFFER<sup>LK2</sup>

**Prerequisite(s):** Burn and internal buffer class features.

**Benefit:** Whenever you accept burn on a wild talent, you have a 20% chance to gain a point in your internal buffer at the beginning of your next turn. Each time you fail at this chance, it increases by 20% the next time you accept burn on a wild talent, up to a maximum of 100%. If the chance succeeds, the success rate is reset to 20% for the next time you accept burn on a wild talent. This feat has no effect if you already possess the maximum number of points in your internal buffer and can only add 1 point to your internal buffer per round.

**Special:** If you possess battle burn, this feat does not trigger when accepting points of battle burn.

### BASIC KINETIC TRAINING<sup>KOP3</sup>

**Prerequisite(s):** Kineticist 1st or character level 5th.

**Benefit:** You gain the basic utility wild talent for any one element. If you later gain a level in the kineticist class, you can immediately exchange this basic utility wild talent for a 1st-level utility wild talent for which you qualify unless you possess a wild talent which requires the basic utility you wish to replace. You cannot gain utility wild talents that would replace a basic utility wild talent (such as basic electrokinesis) this way.

### BESTIAL ELEMENTALIST<sup>LK2</sup>

**Prerequisite(s):** Must possess an animal companion with the bounding blast class feature.

**Benefit:** When your animal companion imbues you with a blast through its bounding blast ability, you can deliver that blast within a number of rounds equal to your animal companion's Constitution modifier.

**Normal:** You must deliver a blast imbued to you by the bounding blast ability by the end of your next turn.

**Special:** If you possess a kinetic blast, you gain the bounding blast class feature. This functions the same as the bestial kineticist archetype's bounding blast, except you imbue your animal companion with a kinetic blast you possess instead and it can use that blast within a number of rounds equal to your Constitution modifier.

### BRUTAL BLAST<sup>T<sup>KOP2</sup></sup>

**Prerequisite(s):** Any simple blast.

**Benefit:** Your form infusions use your Constitution modifier instead of your Dexterity to calculate saving throws.

**Normal:** You use your Dexterity modifier to calculate saving throws for your form infusions.





### BUFFERED KINESIS

**Prerequisite(s):** Advanced kinesis wild talent or Kinetic Invocation, internal buffer class feature.

**Benefit:** When you use a spell-like ability with advanced kinesis or Kinetic Invocation, you can spend any number of points from your internal buffer (up to its total cost) to avoid accepting an equal amount of burn.

**Normal:** You can spend no more than 1 point from your internal buffer on a single wild talent.

### BURN RESISTANCE<sup>KOP</sup>

**Prerequisite(s):** Burn class feature, kineticist 7th

**Benefit:** You can consider your character level to be two levels lower to determine the penalties you take from your burn class feature.

### BURNING ARCANA<sup>LK2</sup>

**Prerequisite(s):** Burn and arcane pool or arcane reservoir class features.

**Benefit:** Whenever you would spend 1 point from your arcane pool or arcane reservoir, you can instead accept 1 point of burn.

### BURNING KI<sup>LK2</sup>

**Prerequisite(s):** Burn and *ki* pool class features.

**Benefit:** Whenever you would spend 1 point from your *ki* pool, you can instead accept 1 point of burn.

**Special:** If you possess both Burning Ki and Elemental Ki, you count each point of burn accepted in place of *ki* as 3 *ki* points.

### COMPOSITE BLAST TECHNIQUE<sup>KOP3</sup>

**Prerequisite(s):** Kineticist 7th.

**Benefit:** If your primary element grants a composite blast for having an expanded element with it (such as metal blast for earth), you gain access to that composite blast.

**Special:** A fusion kineticist can take this feat a second time at 11th level, applying its effects to their sub element.

### DAMPENED BLAST

**Prerequisite(s):** Kineticist 4th.

**Benefit:** You can reduce your kinetic blast's effective spell level by any amount, to a minimum of 1st. If you reduce your kinetic blast's effective spell level this way, it deals damage as if your kineticist level was twice the chosen spell level.

**Normal:** Your kinetic blast's effective spell level is always 1/2 your kineticist level, to a maximum of 9th.

### DELAY BLAST<sup>TOA</sup>

**Prerequisite(s):** Base attack bonus +3, kinetic blast class feature.

**Benefit:** When you use a kinetic blast, you can specify a number of rounds between 1 and 5. When that number of rounds has passed, the kinetic blast takes effect at the beginning of your turn. In the interim, you can take a standard action that provokes attacks of opportunity to cause the blast to take effect earlier than you initially selected. If you delay another blast while you already have a delayed blast pending, the previous delayed blast dissipates harmlessly.

You must make any decisions you would make about the delayed blast - including designating target positions, choosing infusions, and determining or shaping the area - when you first use the blast. The blast originates from your position at the time you used the blast, not your current position when the blast takes effect, and it targets the position or area you had specified (which may or may not include any targets). A delayed blast radiates an aura of magic appropriate for its spell level even while it is delayed, and during that time, it can be dispelled by *dispel magic*.

### DISTANCE BLASTING (COMBAT)<sup>LK</sup>

**Prerequisite(s):** Far Shot, kinetic blast class feature.

**Benefit:** Increase the range of your kinetic blasts by 50%, but those outside your blast's normal range are made with a -1 penalty to attack rolls for each 10 feet the blast travels beyond its normal range. This has no effect on a blast's area of effect (such as from the torrent, spray, or explosion infusions). For kinetic blasts affected by an infusion or utility wild talent which alters their range (such as extended range or air's reach), treat the range of the blast after accounting for wild talents as its normal range.

### DIVERGENT FOCUS<sup>KOP2</sup>

**Prerequisite(s):** Wild talents class feature.

**Benefit:** Whenever you use a utility wild talent that would normally allow only one use of its effect to be active at a time, you can instead have two uses of its effect active without affecting the other use of it.

### ELEMENTAL KI<sup>MAH</sup>

**Prerequisite(s):** *Brawler's flurry* or flurry of blows class feature, burn class feature, kinetic fist wild talent, kineticist level 4th.

**Benefit:** Your burn functions like a *ki* pool. As long as you have at least 1 point of burn, your unarmed strikes count as magic. You can take 1 point of burn as a swift action to do any two of the following: make an additional attack at your highest bonus during a flurry of blows, increase your speed by 20 feet for 1 round, or gain a +4 dodge bonus to AC for 1 round. You can also accept burn instead of spending *ki* (or a combination of



the two) to activate an ability that costs *ki* points, with each point of burn you accept counting as 2 *ki* points. You count as having a *ki* pool for effects that requires a *ki* pool.

**Special:** If you possess both Burning Ki and Elemental Ki, you count each point of burn accepted in place of *ki* as 3 *ki* points.

### ELEMENTAL KNOWLEDGE<sup>PA</sup>

**Prerequisite(s):** Expanded element class feature.

**Benefit:** If you chose a different element from your primary element with the expanded element class feature at 7th level, you gain that element's associated skills as class skills. In addition, you gain a +1 bonus on all your elements' associated skills. If you chose a third element with expanded element at 15th level, you receive these benefits for that element's associated skills as well.

### ELEMENTAL OVERLOAD<sup>PA</sup>

**Prerequisite(s):** Elemental overflow class feature, kineticist 15th.

**Benefit:** Whenever you have accepted at least 4 points of burn, the chance to ignore the effects of a critical hit or sneak attack increases by an additional 10%. This chance increases by an additional 5% for every 2 points of burn you accept after that. This chance can't exceed 100%.

**Normal:** Whenever you have accepted at least 3 points of burn, your chance to ignore the effects of a critical hit or sneak attack equals  $5\% \times$  your current number of points of burn.

### EMPOWERED ADMIXTURE

**Prerequisite(s):** Negative admixture or positive admixture composite blast.

**Benefit:** Negative admixture and complex negative admixture can be used with infusions associated with negative blast and whichever kinetic blast they are augmenting. Positive admixture and complex positive admixture can be used with infusions associated with positive blast and whatever kinetic blast they are augmenting. For example, a negative admixture fire blast can be used with infusions associated with fire blast and negative blast.

**Normal:** A negative admixture, complex negative admixture, positive admixture, or complex positive admixture can only be used with universal infusions.

### ENDURING MIGHT<sup>MAH</sup>

**Prerequisite(s):** Gather Might, gather power class feature, kineticist level 8th.

**Benefit(s):** When you use Gather Might, the ability score bonuses last until the beginning of your next turn.

### ENDURING REMNANTS<sup>KOP4</sup>

**Prerequisite(s):** Kinetic Remnants, *Throw Anything*, or bomb class feature.

**Benefit:** Whenever a splash weapon you use would leave behind caltrops or an effect simulating caltrops for a limited duration (such as a shard gel, the Kinetic Remnants feat, the sharding cover utility wild talent, or the *glassfoot bomb*<sup>ARG</sup> alchemical discovery), increase that duration to 2d6 rounds. If the duration of the effect is already 2d6 rounds or greater, the caltrops left behind are instead permanent (though still subject to limitations of the material composing them). Caltrops created this way have no monetary value unless otherwise stated in the ability which creates them.

**Special:** A kineticist can take this twice, causing their kinetic blasts and sharding cover to leave behind permanent caltrops. Taking this feat a second time only affects wild talents, not other splash weapons (such as an alchemist's bombs).

### ENERGY AIM (COMBAT)<sup>KOP2</sup>

**Prerequisite(s):** Point-Blank Shot, any energy kinetic blast.

**Benefit:** Your energy kinetic blasts gain a +1 to attack rolls. You can also apply the Deadly Aim feat to your energy blasts.

**Normal:** Ranged touch attacks cannot apply the Deadly Aim feat.

### ENHANCED COMPOSITE BOOST<sup>TK2</sup>

**Prerequisite(s):** Must possess a composite blast which modifies and is treated as another blast.

**Benefit:** When you use a composite blast to modify another blast (such as aetheric boost), you can apply infusions of the composite blast's prerequisite blasts (for example, a gravitic boost earth blast could use all infusions associated with gravity blast in addition to those normally associated with earth blast).

**Normal:** When using a composite blast to modify another blast, the composite blast is treated as the modified blast, and as such is only associated with infusions normally associated with the modified blast.

### ETTIN LICKER (MONSTER)

**Prerequisite(s):** Agile Tongue, wild talents class feature, must possess more than one head.

**Benefit:** The effects of any feat or utility wild talent for which the Agile Tongue feat is a prerequisite apply to each of your heads individually.

### EXPANDED METAKINESIS<sup>MTT</sup>

**Prerequisite(s):** Kinetic blast class feature, metakinesis class feature.



**Benefit:** Select one of the following metamagic feats: *Disruptive Spell*<sup>APG</sup>, *Ectoplasmic Spell*<sup>APG</sup>, *Furious Spell*<sup>OA</sup>, *Merciful Spell*<sup>APG</sup>, or *Piercing Spell*<sup>UM</sup>. By accepting 1 point of burn, you can alter your kinetic blast as if using the selected metamagic feat.

**Special:** You can select this feat multiple times. Each time, select a different metamagic feat.

#### EXTENDED BUFFER<sup>KOP</sup>

**Prerequisite(s):** Internal buffer class feature, kineticist 7th

**Benefit:** Increase the amount of burn you can store within your internal buffer by 1.

**Special:** This feat may be taken once at 7th level, and again at 13th and 19th.

#### EXTRA BATTLE BURN<sup>LK</sup>

**Prerequisite(s):** War kineticist 7th or legendary kineticist 5<sup>th</sup>.

**Benefit:** You gain one additional point of battle burn.

#### EXTRA BURN<sup>KOP3</sup>

**Prerequisite(s):** Burn class feature.

**Benefit:** You can accept an additional 2 points of burn per day.

**Special:** You can take this feat multiple times; its effects stack.

#### EXTRA WILD TALENT<sup>OA</sup>

**Prerequisite(s):** Kineticist 6th or legendary kineticist 1st.

**Benefit:** You gain a wild talent that's at least 2 levels lower than the highest-level wild talent you can currently use. You can select an infusion or a non-infusion wild talent, but not a blast or defense wild talent. If you have the expanded element class feature, you can select a wild talent from any of your elements that's at least 2 levels lower than the highest-level wild talent from your primary element that you can currently use.

**Special:** You can take this feat multiple times. Each time, you must choose a different wild talent. If you are a legendary kineticist you can select wild talents at the highest level you can currently use.

#### FLASHY FINESSE (COMBAT)<sup>LK</sup>

**Prerequisite(s):** Weapon Finesse, Cha 15.

**Benefit:** You can choose to add your Charisma modifier rather than Dexterity modifier to attack rolls on attacks which add your Charisma modifier to their damage.

#### FLUMEFIRE RAGE<sup>EMH</sup>

**Prerequisite(s):** Cha 15; *bloodrage*<sup>ACG</sup> class feature, elemental focus class feature, or *Mage's Tattoo*<sup>ISWG</sup> (evocation).

**Benefit:** When casting an evocation spell or using a kinetic blast that deals fire damage, you can deal +1 point of fire damage per die. If you do, you must succeed at a Fortitude save (DC = 15 + the spell or blast's level) or become fatigued. You cannot use this feat while fatigued or if you cannot become fatigued.

If you are raging (such as when using *bloodrage* or affected by the *rage* spell), this damage increases to +2 points per die and you roll twice when attempting the Fortitude save and take the better result. This feat does not otherwise grant you the ability to cast spells or use spell-like abilities while raging.

#### FORCE-FOCUSING OATH<sup>OAT2</sup>

**Prerequisite(s):** Kineticist 1st, internal buffer class feature, cannot possess an elemental mutation.

**Benefit:** Select a *vow*<sup>UM</sup>, as per the monk alternate class feature. The kineticist gains an additional number of points in their internal buffer equal to the number of points that vow would have provided in a monk's *ki* pool. The vow otherwise functions as it would for a monk (including removing the still mind class feature, if the kineticist possesses it).

**Special:** You may select this feat multiple times. Each time, select a different vow. You cannot take class levels with an archetype which replaces the still mind class feature for its class, nor can you take this feat if you already possess levels in such an archetype.

#### FOUR BEASTS OF THE ELEMENTS

**Prerequisite(s):** Elemental avatar 1st, or entropist 7th and planar array (elemental).

**Benefit:** You gain access to four beasts blast.

**Special:** Elemental avatars can possess this composite blast even if they normally could not possess a composite blast but cannot select this feat if they possess the avatar mutation.

#### FOUR BEASTS BLAST

**Element(s)** air, earth, fire, and water; **Type** composite blast (Sp); **Level** --; **Burn** 1; **Aura** conjuration (creation) [cold, earth, electricity, fire]

**Blast Type** physical; **Damage** varies (see text)

You combine the four primary elements into an erratic burst of power. This blast deals 1d3 - 1 damage each of bludgeoning, cold, electric, and fire, and an additional 1d3 - 1 damage of each type for every 2 kineticist levels beyond 1st. This is always a physical blast, even if it does not deal physical damage. This is associated only with universal infusions, cannot be selected by characters who do not possess all four of its elements, and is treated as having 1 damage die plus 1 per 2 kineticist levels beyond 1st for all effects dependent on a blast's number of damage dice.



your Constitution modifier. If you are ever completely & utterly cut off from this amount of alcohol for 24 hours - such as by being imprisoned, trapped, too broke or too helpless to purchase a drink - you are permanently exhausted until you begin drinking earnestly once more. You retain this penalty until you imbibe a sufficient amount of alcohol again or until you retrain this feat upon leveling.

You can take standard action which provokes attacks of opportunity to drink a tankard of ale, one full beer, an entire glass of wine or one shot of strong alcohol; doing this Drinking in this way requires a minimum of one standard action and always provokes attacks of opportunity; if you consume alcohol in this way, you are treated as if you had used the gather power class feature as a full-round action the previous turn. This is treated as using the gather power class ability for purposes of the Heir to Power Unstable feat. If you have the internal buffer class feature, you can instead add a temporary point to that pool upon drinking in this way; you can hold a maximum number of these temporary Burn offset-points in your pool at any one time equal to one half your character level, rounded down (minimum 1). Temporary points of burn added to your internal buffer in this way last for 1 hour or until spent, whichever comes first. You must choose which of these two abilities to use whenever you consume alcohol in conjunction with this feat.

Immediately after consuming a drink in this way, you become sickened, and for each alcoholic drink you've consumed beyond the first this hour, you take an additional -2 penalty to anything to which the penalty for being sickened applies. As long as you have at least one temporary burn point in your internal buffer, however, you ignore the penalties from the sickened condition and this feat to attack and damage rolls for your kinetic blast. If you accept or prevent yourself from sustaining burn, you ignore all penalties from both the sickened condition and this feat. Additionally, if you are nauseated, you can perform a kinetic blast as a move action.

If you also have [Drunken Brawler](#)<sup>ISG</sup>, you must choose whether to gain the benefits and penalties of this feat or the benefits and penalties of that ability each time you consume alcohol; you may gain all of the benefits and penalties of each ability, of course, by drinking sufficient quantities of alcohol.

### GATHER MIGHT<sup>MAH</sup>

**Prerequisite(s):** Gather power class feature, kineticist level 8th.

**Benefit:** When you gather power, instead of reducing the burn cost of a blast wild talent, you can send elemental energy flowing through your body to gain a +2 alchemical bonus to Strength, Dexterity, and Constitution until the end of your turn for each point of burn reduction your gather power would grant (to a maximum of +10 when spending a full round plus a move action to gather power with the supercharge class feature).

### GODHOOD FROM THE BOTTOM OF A BOTTLE<sup>OAT<sub>2</sub></sup>

**Prerequisite(s):** Burn class feature, must be a living creature.

**Benefit:** You are assumed to have recently imbibed just under a number of alcoholic drinks equal to 1 plus twice

### HEIR TO POWER UNSTABLE<sup>OAT<sub>2</sub></sup>

**Prerequisite(s):** Kineticist 1st, gather power class feature.



**Benefit:** Any creature that is a member of your family automatically succeeds on all saving throws against all kineticist class abilities you use. Such a creature is likewise immune to any energy damage you deal with kineticist class abilities and receives damage reduction 2/- per hit die it possesses against any physical damage.

Whenever you gather power, all Tiny or smaller unattended objects within 30 feet of you - including all items weighing less than a pound such as pebbles, coins, dried leaves, stray bits of litter, shreds of cloth and individual sheets of paper - automatically roll or slide 10 feet toward you as if gently pulled. Ambient dust particles, along with all airborne vapors, fogs and gases within the area from which your gather power ability is visible and/or audible are all likewise drawn 10 feet closer to you.

Any objects that enter your square in this way come to a complete, immediate and harmless stop upon making contact with you or your gear, dealing no damage to you before falling motionless once more. Active chemicals and substances drawn in this way (such as acidic mist, burning embers, or the effects of a *cloudkill* spell) affect you as normal. Held, wielded and attended objects are not affected in any way, although a creature holding an item affected by your gather power may feel a slight tug.

Depending on your primary and expanded elements and your choice of simple blast(s), you gather power has the following additional effects:

*Bone blast, telekinetic blast, mental blast, sonic blast, or the blood focus class feature:* All living creatures within the affected area develop light nosebleeds as well as beginning to bleed from both the eyes and the ears. This effect deals no damage, but the experience is sharply painful: wild animals and other untrained, non-magical non-intelligent creatures will not willingly remain in the area. Drops of blood in the area flow slightly toward you - angling imperceptibly in your direction as they fall - until the beginning of your next turn. Creatures affected in this way bleed for one round per kineticist level you possess.

*Air blast, gravity blast, or vibration blast:* All flying creatures and objects within the affected area suffer a -4 penalty on Fly skill checks until the beginning of your next turn as raging winds buffet the area. All objects weighing less than 5 lbs. within the affected area are briefly pulled airborne, floating gently upwards before falling back to the ground, unharmed. Ambient dust particles, airborne vapors and gases within the area are drawn 20 feet toward you instead of 10 feet.

*Cold blast, negative blast, or time blast:* All non-magical flames within the affected area are instantly

extinguished. An attended or held flame may be protected in some way as an immediate action; otherwise, it is likewise automatically extinguished. The ambient temperature within the affected area drops by 10 degrees Fahrenheit for one minute, and a thin but harmless layer of frost appears on all objects and creatures within 10 feet of you.

*Earth blast:* All unattended stone, brick, clay and metal objects of up to 5 lbs. within the affected area move 10 feet toward you; heavier objects made primarily of these materials may bend, warp, chip, inch or edge toward you slightly. All unattended, non-magical glass sheets less than one inch thick within the area crack; if contained in a light metal frame, such glass objects may instead shatter completely as their frame bends. Tiny or smaller unattended objects weighing less than a pound that are composed primarily of stone, brick, clay or metal are drawn 20 feet toward you instead of 10 feet.

*Electric blast or junk blast:* All unattended metal objects of up to 5 lbs. within the affected area move 20 feet toward you; heavier objects made primarily of metal or other conductive materials may char, warp, melt or edge toward you slightly. Tiny or smaller unattended objects weighing less than a pound that are composed primarily of metal or other conductive materials are drawn 30 feet toward you instead of 10 feet. All electrical lighting - including light bulbs and flashlights - flickers erratically within the affected area; objects such as cars, cellphones, computers and other more complex objects with an electrical power source or electrical components cease to function until the beginning of your next turn unless somehow protected from power surges.

*Fire blast or light blast:* All non-magical flames within the affected area instantly flare brightly, raising the lighting by one step, then pull toward you before they are extinguished. An attended flame may be protected in some way as an immediate action; otherwise, it is likewise extinguished. If all sources of light in the area are extinguished in this way, you can be seen to shed dim illumination into adjacent squares until the beginning of your next turn. The ambient temperature within the affected area rises by 10 degree Fahrenheit for one minute.

*Acid blast or water blast:* All standing liquids in the affected area bulge, swell and run toward you as if flowing downhill at a 30 degree angle. All unattended objects in the area weighing less than 5 lbs. that contain, hold or bear a total weight of liquid exceeding the empty mass of the container move 10 feet toward you.



Heavier objects holding large masses of liquid may bend, warp, bulge or edge toward you, as well. If you are outdoors and standing on dry ground - unless you are in a desert or another unusually dry area - one quarter-inch of standing water pools at your feet in a ten-foot radius, drawn up from the soil; this dissipates naturally with time, like rainwater.

**Wood blast or positive blast:** All living plants in the affected area bulge, growing by a fraction of a centimeter, all but imperceptibly. All unattended wooden objects of up to 5 lbs. within the affected area - inducing both living plants and inanimate objects - move 10 feet toward you; heavier objects made primarily of wood may bend, warp, inch or edge toward you slightly. Tiny or smaller unattended objects weighing less than a pound that are composed primarily of wood or living plant material are drawn 20 feet toward you instead of 10 feet.

If you gain another simple blast from acquiring the expanded element class ability, you add the additional listed effect whenever you gather power. In addition, whenever you use the gather power class ability, any creature a distance from you equal to twice the area from which your gather power can be seen or heard of you that has line of effect to you may choose to move 5 feet closer to you as a free action once. This movement does not provoke attacks of opportunity and is otherwise treated as a 5-foot step. A creature may choose to move toward you in this way even if it could not otherwise make a 5-foot step: for example, a creature within this distance which is floating in water or climbing could shift 5 feet closer to you when you use your gather power ability, even if that creature does not possess a swim or climb speed, as appropriate. Likewise, a creature within this distance from you which is on difficult terrain could also choose to shift 5 feet closer to you when you use your gather power ability.

Whenever you accept burn, use a point from your internal buffer, or use the effects of your gather power to reduce a wild talent's cost, you automatically attempt a bull rush combat maneuver check as a free action against all creatures within the same area within which your gather power would create a loud visible or audio effect. You use your Constitution modifier instead of your Strength modifier to determine your combat maneuver bonus for this effect and you add your current burn total to this roll as a circumstance bonus. This effect can only push a creature back by a maximum of 10 feet. A creature that is a member of your family cannot be pushed in this way. You then automatically attempt a trip combat maneuver check as a free action against any creature successfully pushed back 10 feet by this

effect, using your Constitution modifier instead of your Strength modifier to determine your combat maneuver bonus and adding your current burn total to the roll as a circumstance bonus. A creature knocked prone by this effect must succeed at a Reflex save (DC 10 + 1/2 your kineticist level + your Constitution modifier) or suffer an amount of damage equal to 1/4 your simple blast's base damage, and of the damage type of a single simple blast you possess. For this purpose, use force instead of untyped damage. These effects do not provoke additional attacks of opportunity.

### HYDROKINETIC HEALER

**Prerequisite(s):** Kineticist 7th, must possess a water composite blast.

**Benefit:** Once per day, when using kinetic healer, regressive healing, void healer, wood healer, or any wild talent which restores hit points and for which kinetic healer is a prerequisite, you can use the damage of a water composite blast of your choice to determine its healing by accepting an additional amount of burn equal to that composite blast's burn cost. If you could force the target to accept the wild talent's burn in your stead, you can also force them to accept any portion of the burn added by this feat.

**Normal:** You use one of your simple blasts' damage to determine the healing provided by the kinetic healer wild talent.

### IMPROVED ELEMENTAL COUNTERSPELL<sup>EMH</sup>

**Prerequisite(s):** Two simple blasts from two different elements, expanded element class feature, kinetic blast class feature.

**Benefit:** You can use a readied kinetic blast to counterspell any spell of equal or lower level, provided that the target spell has any of the following descriptors: air, cold, darkness, earth, electricity, fire, force, light, or water.

**Normal:** A readied kinetic blast can be used to counterspell spells that share its descriptor.

### INCREDIBLE HIDDEN POWER<sup>OAT2</sup>

**Prerequisite(s):** Kineticist 1st.

**Benefit:** You gain both the dual identity and seamless guise class features of the **vigilante**<sup>UI</sup> class as well as the transformation sequence ability of the **magical child**<sup>UI</sup> vigilante archetype. At 7th level, you gain the quick change social talent; at 13th level, you also gain the immediate change social talent.

While in your social identity, you suffer a -4 penalty to your Strength modifier for the purpose of Strength checks and combat maneuver bonus, but gain a +2 bonus to Escape Artist and Stealth checks.



If you possess the elemental overflow class feature, you are always considered to be suppressing your overflow while in your social identity; the visual effects and benefits of your overflow do not automatically return when you use utility wild talents, although you may not accept burn while in your social identity.

### INTERWEAVE COMPOSITE BLAST (COMBAT, TEAMWORK)<sup>OA</sup>

**Prerequisite(s):** Kinetic blast class feature.

**Benefit:** Whenever you are within 15 feet of another character who has this feat, you can ready an action

to activate a simple blast of your choice. When that character unleashes a simple blast, yours is triggered, creating a composite blast for which the two simple blasts meet the prerequisites. The composite blast's caster level is equal to the average of the caster levels of both participants and deals damage as the appropriate composite blast created by a kineticist of that level (for example, if a 10th-level pyrokineticist and a 6th-level hydrokineticist worked together to create a steam blast, its base damage would be  $4d6+4$  points of fire damage and  $4d6+4$  points of bludgeoning damage).

One participant can provide a form infusion appropriate for the composite blast, and the other can provide an appropriate substance infusion. Each participant accepts the burn cost for the infusion they provided. The participant who didn't take the special ready action can apply a metakinesis to the blast, and they are the only one who can gather power to reduce the blast's cost (since only they have a move action to take prior to the blast). However, whatever metakinesis they apply affects the entire composite blast.

If the two participants aren't adjacent to each other, the origin point of cones, lines, and other effects that normally originate from a character's square instead originate from a point in the square located halfway between the two participants in a straight line (where the two simple blasts meet and form the composite blast).

The blast uses the Constitution modifier of whoever provided the substance infusion and the Dexterity modifier of whoever provided the form infusion. If the blast includes only one infusion, the blast uses the Constitution or

Dexterity modifier of the kineticist who supplied that infusion, as appropriate for the infusion provided. If no infusions are used, the two kineticists choose one of them to provide the Dexterity modifier, and the other provides the Constitution modifier.

### KINETIC ACCELERATION<sup>KOP3</sup>

**Prerequisite(s):** Character level 7th.

**Benefit:** Whenever you are affected by a *haste* spell or effect, increase the attack bonus, Reflex save, and dodge bonus it provides by +1 each. In addition, if you possess the gather energy class feature and use it while affected by *haste*, you can increase the reduction of a blast's burn by an additional 1.

### KINETIC CLUTCHES (COMBAT)<sup>KOP4</sup>

**Prerequisite(s):** Kinetic Pin, Kinetic Proficiency.

**Benefit:** When using an infusion which is part of an attack, charge, or full-attack action (such as kinetic



blade), your blast is considered to have the grappling weapon quality. You do not become grappled when making a grapple with this attack, and consider your weapon reach to be 30 feet for maintaining grapples initiated with your blast's grappling quality, but cannot use kinetic blasts except for those made through Kinetic Pin without ending the grapple.

#### KINETIC COILS (COMBAT)<sup>KOP4</sup>

**Prerequisite(s):** Kinetic Clutches, Greater Grapple.

**Benefit:** When attempting to tie up a creature you've grappled with a kinetic blast, you can use fragments of lingering elemental energy or matter from a simple blast to do so. Treat this binding as a bloodvine rope, except it deals 1/4 your simple blast's damage of the same damage type as the blast it manifested from whenever the bound creature fails an Escape Artist or Strength check to escape it (for example, a 12th level kineticist's kinetic coils made with a magma blast would deal 1/4 of 6d6 damage, half bludgeoning and half fire). You can attempt to tie up a grappled or pinned creature not adjacent to you in this way, but do so at a -1 penalty per 5 feet of distance they are from you. Bindings created through kinetic coils vanish after 8 hours if not broken before then.

#### KINETIC COMBO (COMBAT)<sup>KOP2</sup>

**Prerequisite(s):** Any simple blast.

**Benefit:** If you hit a creature with your kinetic blast, until the end of your next turn, that creature takes a -1 penalty to saving throws against any utility wild talents you use that share the same element as the blast and a -2 penalty to saving throws against any utility wild talent with a different element from the blast.

#### KINETIC COUNTER<sup>OA</sup>

**Prerequisite(s):** Cold blast, fire blast, or water blast.

**Benefit:** You can ready an action to use your blast to counter an opponent's elemental abilities. If you ready a fire blast, you can counter any spell or activated extraordinary, supernatural, or spell-like ability that has the water or ice descriptor, and if you ready a cold or water blast, you can counter any spell or activated extraordinary, supernatural, or spell-like ability that has the fire descriptor. In order to successfully counter the effect, you must succeed at a caster level check with a DC equal to either 11 + the opponent's caster level (for spells and spell-like abilities) or 11 + the opponent's Hit Dice (for extraordinary and supernatural abilities). Against spells and spell-like abilities, treat a success as if you had counterspelled the effect using *dispel magic*. Against activated supernatural and extraordinary abilities, a successful kinetic counter negates the ability's effect entirely while still expending the ability. For example,

if a pyrokineticist succeeds at their caster level check against a white dragon's breath weapon, they negate the breath weapon's effect in the entire area, and the dragon must wait 1d4 rounds to use its breath weapon again.

#### KINETIC CRAFTING<sup>PA</sup>

**Prerequisite(s):** Kineticist level 3rd.

**Benefit:** When crafting a magic item or taking item creation feats, you can treat your kineticist level as your caster level. In addition, you can treat any wild talent you have as a spell of the same level or lower for the purpose of fulfilling the requirements for magic item creation (except spell-completion and spell-trigger items). This wild talent must be associated with the same element or deal the same type of energy damage as the emulated spell's descriptor.

#### KINETIC DISRUPTION<sup>LK2</sup>

**Prerequisite(s):** Kinetic blast class feature.

**Benefit:** Energy blasts can be readied to counterspell any evocation spell of their effective spell level or lower, and physical blasts can be readied to counterspell any conjuration (creation) spell of their effective spell level or lower.

**Special:** Mind-element blasts can be readied to counter enchantment [mind-affecting] spells rather than evocation. Viscera-element blasts can be readied to counter transmutation (polymorph) spells in addition to conjuration (creation) spells. Darklight and negative blasts can counterspell necromancy spells rather than evocation. Telekinetic blast can counterspell transmutation and conjuration (teleportation) spells rather than conjuration (creation).

#### KINETIC INVOCATION<sup>PA</sup>

**Prerequisite(s):** Kineticist 1st, elemental focus class feature.

**Benefit:** For each kineticist element to which you have access, you treat all spells associated with that element (see below) as utility wild talents of the listed level, which you can select as normal. Each has a burn cost of 1 unless otherwise noted, and any nonpermanent, non-instantaneous effects end when your burn is removed. Using this wild talent is considered psychic spellcasting (except for the purpose of prerequisites), and you must provide emotion and thought components, as well as material components where appropriate. In addition, some spells are restricted to certain races. Your caster level for a spell is equal to your kineticist level, and the save DC for any spell is equal to 10 + the listed level of the spell + your Constitution modifier. At the GM's discretion, other appropriate spells can be added to each element's list.



Aether: *Etheric shards*<sup>OA</sup> (5th), *instant armor*<sup>APG</sup> (2nd), *kinetic reverberation*<sup>UC</sup> (2nd), *protective spirit*<sup>APG</sup> (3rd), *telekinetic charge*<sup>UC</sup> (4th; 2 burn).

Air: *Air step*<sup>ACG</sup> (2nd), *body capacitance* (1st), *cloak of winds*<sup>APG</sup> (3rd), *cloud shape*<sup>ARG</sup> (4th; self only), *gaseous form* (3rd), *wind walk* (6th).

Earth: *Expeditious excavation*<sup>APG</sup> (2nd; o burn), *groundswell*<sup>ARG</sup> (2nd), *imprisonment* (9th), *rampart*<sup>APG</sup> (7th), *slowing mud*<sup>ACG</sup> (4th), *statue* (7th; o burn; self only), *stone shield*<sup>ARG</sup> (1st).

Fire: *Blessing of the salamander*<sup>APG</sup> (5th; self only), *boiling blood*<sup>UM</sup> (2nd), *death candle*<sup>ARG</sup> (2nd), *fury of the sun*<sup>ARG</sup> (2nd; o burn), *hypnotic pattern* (2nd), *hypnotism* (2nd; o burn), *invigorate*<sup>APG</sup> (1st).

Light: *Blazing rainbow*<sup>ACG</sup> (6th), *daybreak arrow*<sup>UC</sup> (3rd), *light prison*<sup>ISG</sup> (2nd), *morning sun*<sup>HotD</sup> (7th), *silverlight* (3rd).

Machine: *Infuse robot*<sup>TG</sup> (7th), *magic circle against technology*<sup>TG</sup> (4th), *revenant armor*<sup>AMH</sup> (4th, metal armor only), *violent misfire*<sup>PotW</sup> (3rd), *wall of iron* (6th), *warp metal*<sup>MTT</sup> (4th).

Mind: *Animus mine*<sup>HotD</sup> (2nd), *lost passage*<sup>ISR</sup> (4th), *microcosm*<sup>OA</sup> (9th), *thought worm*<sup>I<sup>PA</sup></sup> (2nd), *zone of truth* (3rd).

Poison: *Blood mist*<sup>UM</sup> (8th, 2 burn), *hallucinogenic smoke*<sup>FP</sup> (4th), *illusory poison*<sup>GoG</sup> (3rd), *poisonous balm*<sup>UI</sup> (5th), *putrefy food and drink* (1st, o burn).

Sound: *Biting words*<sup>MTT</sup> (1st, o burn), *pied piping*<sup>APG</sup> (6th), *primal scream*<sup>UM</sup> (4th, o burn), *sonic form*<sup>ACG</sup> (6th), *tamer's lash*<sup>UW</sup> (1st).

Time: *Ally across time*<sup>LotFW</sup> (2nd), *borrow fortune*<sup>APG</sup> (3rd), *gentle repose* (3rd, o burn), *psychic asylum*<sup>OA</sup> (6th), *skim*<sup>BotA</sup> (1st, o burn).

Viscera: *Baphomet's blessing*<sup>ISG</sup> (4th), *delectable flesh*<sup>UW</sup> (7th), *hide weapon*<sup>DTT</sup> (1st, o burn), *innocuous shape*<sup>MTT</sup> (4th; self only), *share shape*<sup>AA</sup> (3rd).

Void: *Animate dead* (3rd), *command undead* (2nd), *death ward* (4th), *halt undead* (3rd), *life channel*<sup>ARG</sup> (1st; o burn; self only), *mind blank* (8th; self only), *unliving rage*<sup>ACG</sup> (3rd).

Water: *Fluid form* (6th), *ride the waves*<sup>UM</sup> (4th), *silent image* (2nd; o burn), *sleet storm* (3rd), *water breathing* (3rd).

Wood: *Command plants* (4th), *fairy ring retreat*<sup>ACG</sup> (7th; ends 1 hour after your burn is removed), *goodberry* (1st), *grove of respite*<sup>APG</sup> (4th), *lesser restoration* (2nd), *ward of the season*<sup>ARG</sup> (3rd).

**Special:** Kineticists with the air affinity, earth affinity, fire affinity, or water affinity racial traits or the air, earth, fire, or water subtypes can select spells of the appropriate element as if they had this feat. Drow kineticists can select spells of the poison element as if they had this feat. Caligni<sup>B5</sup> and dhampir kineticists can select spells of the void element as if they had this feat. Gathlain and ghoran<sup>B5</sup> kineticists can select spells of the wood element as if they had this feat. Such a character must still have access to the appropriate element to select spells this way. At the GM's discretion, this benefit can be expanded to other races.

#### KINETIC LEAP<sup>OA</sup>

**Prerequisite(s):** Acrobatics 3, kinetic blast class feature.

**Benefit:** Once per day as a swift action, you can conjure a burst of energy from your kinetic blast to help you jump a long distance, adding a +10 bonus on your Acrobatics check to jump; if you have at least 10 ranks in Acrobatics, the bonus increases to +20. By accepting 1 point of burn, you can use this ability at will until your burn is removed.





### KINETIC PIN (COMBAT)<sup>KOP3</sup>

**Prerequisite(s):** Kinetic blast class feature, Improved Grapple.

**Benefit:** Whenever you would deal damage with a grapple check, you can deal 1/2 of your simple kinetic blast damage instead, allowing a Reflex save at your blast's DC for 1/4 damage. You can choose which of your simple blasts you use to determine the damage and its type.

### KINETIC PIN, IMPROVED (COMBAT)<sup>KOP3</sup>

**Prerequisite(s):** Kinetic blast class feature, Kinetic Pin.

**Benefit:** Whenever you use your Kinetic Pin feat, you can also apply a substance infusion to it, accepting burn as if you were using it with a simple blast (this burn is reduced by infusion specialization).

### KINETIC PRODIGY<sup>KOP</sup>

**Prerequisite(s):** Kineticist 3rd.

**Benefit:** You can consider yourself 1 kineticist level higher for the purposes of selecting infusion wild talents. In addition, any kinetic blast you use that is altered by an infusion gains a +1 bonus to damage. At 8th level, and again at 16th level, increase this bonus by 1. In any round in which you accept burn due to using an infusion, increase this bonus by 1.

### KINETIC PROFICIENCY<sup>KOP3</sup>

**Prerequisite(s):** Devastating infusion, kinetic blade, or kinetic fist; Weapon Focus (kinetic blast).

**Benefit:** You can use infusions which are normally used as part of an attack action as part of a coup de grace, disarm, sunder, or trip attempt.

**Normal:** You can only use these blasts as part of an attack action, full-attack action, or charge.

### KINETIC PROFICIENCY, DEFENSIVE<sup>KOP4</sup>

**Prerequisite(s):** Kinetic Proficiency, [Defensive Combat Training](#).

**Benefit:** When you ready an infusion which can be used as part of an attack action (such as devastating infusion or kinetic blade), the attack has the blocking and bracing weapon qualities. When this infusion is readied against a charge, you can make one 5-foot step as a free action when it is triggered.

### KINETIC PROFICIENCY, IMPROVED<sup>KOP3</sup>

**Prerequisite(s):** Kinetic Proficiency.

**Benefit:** When you attack with an infusion which can be used as part of an attack action (such as devastating infusion or kinetic blade), the attack has the deadly, disarm, distracting, sunder, and trip weapon qualities.

### KINETIC REMNANTS<sup>KOP4</sup>

**Prerequisite(s):** Kinetic bomb infusion or shatterstorm blast.

**Benefit:** Any squares affected by your kinetic bomb or improved kinetic bomb infusions are treated as containing caltrops composed of whatever the blast was composed of for 1d4 rounds, except the caltrops deal damage equal to the minimum damage of the blast and of the same type(s) as the blast, and are treated as having a BAB equal to your own. In addition, your kinetic bomb and improved kinetic bomb infusions are always treated as splash weapons even if they do not hit a foe (dealing its splash damage to squares surrounding the space it lands in).

### KINETIC SNIPER<sup>KOP</sup>

**Prerequisite(s):** Kinetic blast class feature, extended range infusion, Precise Shot.

**Benefit:** Your extended range form infusion doesn't count against the normal limit of 1 form infusion per kinetic blast. It does not affect blasts used as part of an attack, charge, or full-attack action or any blast with a cone, line, or emanation area of effect.

**Normal:** You can only apply 1 form infusion to a blast.

### KINETIC TRAINING<sup>KOP2</sup>

**Prerequisite(s):** Wild talents or infusions class feature.

**Benefit:** You can select infusions and utility wild talents as if your level in the class which provides them was 4 higher, to a maximum effective class level equal to your character level. This benefit applies equally to all classes which provide you with infusions or utility wild talents.

**Special:** Elemental scions with the focused ability and kineticists with brutal mutation increase their maximum effective kineticist level to their character level +2. This effect does not stack for elemental scions with the brutal mutation.

### KOMODO'S BITE (COMBAT, MONSTER)<sup>KOP2</sup>

**Prerequisite(s):** Kineticist 1st, acid blast, bite attack.

**Benefit:** Your bite attacks deal 1 point of acid damage in addition to their normal damage. Living creatures you bite must succeed a Fortitude save (DC equal to your acid blast's DC) or be sickened for a number of rounds equal to 1 + your Con modifier (minimum 1 round). This is a poison effect.

### MASK OF RAW DIVINITY<sup>OAT2</sup>

**Prerequisite(s):** Heir to Power Unstable, Incredible Hidden Power.

**Benefit:** While you have at least one point of burn, you may freely add your Constitution modifier to your Intimidate checks; you can also choose to perform a bewildering show of prowess with your occult gifts as a full-round action. You make a single Intimidate check in an attempt to demoralize all foes within 30 feet who can both see and hear your display.



At 6th level, whenever you damage an opponent with a kinetic blast while you have at least one point of burn, you may make an Intimidate check as a swift action to attempt to demoralize your opponent. Any shaken, frightened, or panicked opponent hit by your kinetic blast is flat-footed to your attacks until the end of your next turn.

At 11th level, while you have at least one point of burn, you may choose to take a -5 penalty on all attack rolls and combat maneuver checks to daze opponents you hit with your kinetic blast for 1 round, in addition to the normal damage dealt by the attack. A successful Fortitude save negates the effect; the DC of this save is 10 + 1/2 your kineticist level + your Constitution modifier. You must choose to use this ability before making the attack roll, and its effects last until the beginning of your next turn.

At 16th level, while you have at least one point of burn, you may choose to stun opponents struck in this way, rather than to daze them.

### MENTAL GATHER

**Prerequisite(s):** Cerebral kineticist 1st or psychokineticist 1st, gather power class feature.

**Benefit:** When gathering power as a full-round action, you can do so with both hands (or all prehensile appendages) occupied. When gathering power as a move action, you can do so as long as at least one hand is unoccupied.

**Special:** Kineticists with mind as their primary element can gather power with both hands occupied regardless of the type of action taken and can take this feat in place of a utility wild talent, treating it as a 1st-level universal wild talent.

### METAKINETIC TRICK<sup>LK2</sup>

**Prerequisite(s):** Animal companion with the bestial kineticist archetype, metakinesis class feature.

**Benefit:** When you gain this feat, select a metakinesis you possess. Your animal companion can apply that metakinesis to its kinetic blasts.

**Special:** You can select any metamagic feat you possess through Extended Metakinesis for this feat. If you possess the metakinetic savant archetype, you can select any metamagic feat you possess through your metakinetic feats class feature for this feat.

### METAMAGIC INVOCATION<sup>PA</sup>

**Prerequisite(s):** Metakinesis class feature.

**Benefit:** Choose a metamagic feat from the following list: Enlarge Spell, Extend Spell, Intuitive Spell, Logical Spell, Quicken Spell, Reach Spell, or Tenacious Spell<sup>UI</sup>. When casting a spell via Kinetic Invocation, advanced kinesis, shadowbend, improved shadowbend, or greater shadowbend, you can increase its burn cost to augment the spell with the chosen metamagic feat.

The burn cost increase is equal to the spell level increase applied by the metamagic feat. Augmenting a spell increases its casting time as if it were cast spontaneously.

**Special:** You can take this feat more than once. Each time you take this feat, select another metamagic feat; you can augment a spell with multiple feats by accepting additional points of burn equal to the total increased spell level.

### MOBILE GATHERING<sup>EMH</sup>

**Prerequisite(s):** Kineticist 7th, kinetic blast and gather power class features.

**Benefit:** While taking a move action to gather power, you can move up to half your base speed, and while taking 1 full round to gather power, you can move up to half your speed on the turn you begin the full round of gathering power. This movement provokes attacks of opportunity, and you can't use Acrobatics checks or other abilities to attempt to negate them, as you're concentrating on gathering power (nor can you use Acrobatics to balance, jump, or do anything else that requires a skill check). It's harder to concentrate on gathering power while using this feat; if you take damage during or after gathering power and before using a kinetic blast that releases it (including from an attack of opportunity provoked by the movement), the concentration check DC to avoid losing the gathered power increases by twice the blast's effective spell level.

### MOBILE GRAPPLER

**Prerequisite(s):** Grappling infusion, mobile blast

**Benefits:** You can use grappling infusion with mobile blast and improved mobile blast to initiate and maintain a grapple against creatures in its space. In addition, when your mobile blast successfully maintains a grapple, as a swift action, you can have it move the creature it is grappling up to 5 feet in any direction; creatures moved away from solid ground remain trapped inside the blast until they escape the grapple or the blast ends. If you do this, you cannot move your mobile blast with a move action this round and cannot attack with it if it is an improved mobile blast.

### MUTABLE COMPOSITION<sup>KOP4</sup>

**Prerequisite(s):** Kineticist 7th, must possess a kinetic blast that deals half its damage as one type and half as another.

**Benefit:** When using a kinetic blast which normally deals half its damage as one damage type and half its damage as another (such as magma blast, but not sandstorm blast), you can instead split its damage between those two types however you see fit, so long as it deals at least 1 damage of each type per damage die of the blast.



**Example:** If a 7th-level kineticist with this feat would deal a total of 50 damage with a magma blast, they could have it deal 8 bludgeoning damage and 42 fire damage, 42 bludgeoning damage and 8 fire damage, or any amount in-between that would sum up to 50 damage. A kineticist without this feat could instead only deal 25 bludgeoning damage and 25 fire damage.

#### MYSTICAL CORROSION<sup>KOP4</sup>

**Prerequisite(s):** Acid blast.

**Benefit:** Add unraveling infusion to poison's list of wild talents. It can be used with your acid blast or any composite blast which requires poison; it is treated as a poison effect if used with a poison-element blast. If you possess both poison and either fire or mind elements, your unraveling infusion receives a +2 bonus to its effective caster level. This bonus is doubled if you use it with a composite blast of both poison and either fire or mind elements. These bonuses do not stack if you possess both fire and mind elements.

#### NECROTECH ADEPT<sup>MTA</sup>

**Prerequisite(s):** Humanoid, monstrous humanoid, aberration, dragon, or plant; non-good alignment.

**Benefit:** You use your Charisma in place of your Constitution score to determine your Fortitude save and you do not take a penalty to your hit points if your Constitution modifier is negative. You are also treated as a construct for the purposes of being able to take the necrotech master archetype and for its effects.

**Special:** This feat must be taken at 1st level. Your Constitution score is permanently lowered by 2 points. If your Constitution score is 2 or lower, you cannot select this feat.

#### NOXIOUS SALIVA (COMBAT, MONSTER)<sup>KOP2</sup>

**Prerequisite(s):** Kineticist 7th, virulent blast, Komodo's Bite, bite attack.

**Benefit:** Once per day, when a creature fails its save against your Komodo's Bite, you can accept 1 point of burn as an immediate action to instead cause the creature to become nauseated for the same duration, then sickened for the same number of rounds. This is a poison effect.

#### OVERKILL BLAST

**Prerequisite(s):** Kineticist 11th.

**Benefit:** If you use an ability which would increase the damage of a kinetic blast (such as the gravitic boost composite blast or the elemental ascetic's powerful fist ability) on a blast which uses d12s, the damage is increased to d20s. When you use a kinetic blast that uses d20s for damage, you must succeed a Fort save (DC = 10 + the number of damage dice + the amount of burn you

possess) or else take 1d6 damage of the same type or types that blast causes for each of its damage dice and you are knocked prone; on a successful Fort save you instead take your blast's minimum damage and you are not knocked prone. You cannot increase the damage of a kinetic blast above d20s.

**Normal:** You cannot increase the damage of a kinetic blast above d12s.

#### PARTING BLAST<sup>OA</sup>

**Prerequisite(s):** Kinetic blast class feature.

**Benefit:** You can accept 1 point of burn to prepare a simple blast you possess of your choice that automatically triggers upon your death. If you are killed at any point before your burn is removed, your body instantly erupts in an explosion that deals an amount of damage equal to that of the chosen simple blast to all creatures in a 5-foot radius. A parting blast destroys your body, which might prevent any magic that requires an intact corpse.

#### PLANAR COMPANION<sup>LK</sup>

**Prerequisite(s):** Kineticist 5th, elemental focus class feature (air, earth, fire, or water), ability to summon creatures with a spell-like ability or access to an animal companion, eidolon, or familiar.

**Benefit:** Creatures you summon receive a subtype matching your elemental focus. This also applies to any animal companions, eidolons, or familiars you control. Creatures that already have that subtype instead gain an additional 1 hit point per hit die they possess.

#### PRECISION BLAST<sup>KOP</sup>

**Prerequisite(s):** Infusion class ability.

**Benefit:** Whenever you use a kinetic blast that affects more than a single target or square, you may select a square within its area to not be affected by your blast. For each 2 points of burn you have, you may select an additional square to be unaffected by your blast.

#### PRIMAL KINETICIST<sup>POTW</sup>

**Prerequisite(s):** Kineticist level 1st.

**Benefit:** When using a simple kinetic blast in an area where primal magic is either predominant or very common, you can accept 1 point of burn to cause your blast to become one of the following simple blasts instead. Roll 1d10 to determine the simple blast: 1 = air, 2 = cold, 3 = earth, 4 = electric, 5 = fire, 6 = gravity, 7 = negative, 8 = telekinetic, 9 = water, 10 = wood. You can apply any of your form or substance infusions that are allowed as choices for the random blast, accepting the typical burn cost.

### POISONOUS FOLIAGE<sup>KOP2</sup>

**Prerequisite(s):** Wood blast.

**Benefit:** You treat laced infusion, sickening infusion, and psychotropic infusion as wood-element wild talents, allowing you to apply them to wood blast, great oak blast, verdant blast, and any composite blast for which wood blast is a prerequisite. These infusions are poison effects when used this way. If you use any of these infusions with nightshade blast, increase the DC of your blast by 1.

### PRECISION TIME BOMB<sup>KOP4</sup>

**Prerequisite(s):** Time Bomb.

**Benefit:** When setting a duration for a bomb or kinetic blast implanted with the Time Bomb feat, you can set the time in increments of minutes or rounds as well as hours.

**Example:** Using this feat, if one wished, they could set a bomb to explode with a time limit of 4 days, 12 hours, 20 minutes, and 7 rounds.



### PROTEAN ALTERATION<sup>KOP2</sup>

**Prerequisite(s):** Kineticist 9th, unnatural evolution utility wild talent.

**Benefit:** Treat your base form as biped, quadruped, and serpentine for which evolutions you can take with the unnatural evolution utility wild talent and its other versions. You can also select the unnatural evolution talent a second time, gaining an additional 1 point evolution.

**Normal:** Your base form is treated as biped for selecting evolutions and can only select the unnatural evolution utility wild talent once.

### RANGED VERSATILITY<sup>KOP2</sup>

**Prerequisite(s):** Dragon pact kineticist, elemental ascetic, indomitable, kinetic duelist, kinetic knight, or kinetic lancer 1st

**Benefit:** You gain the ranged blast form infusion; this infusion can be applied to your kinetic blast regardless of the normal limitations of your archetype.

### RANGED BLAST<sup>KOP</sup>

**Element(s)** universal; **Type** form infusion; **Level** 1; **Burn** 1

**Associated Blasts** any

**Saving Throw** none

You have learned to use your elemental weapon as a ranged attack. You can make a ranged attack with your kinetic blast with a range of up to 30 feet.

### RANGED VERSATILITY, IMPROVED

**Prerequisite(s):** Ranged Versatility, extended range infusion wild talent, kineticist 9<sup>th</sup>.

**Benefit:** By increasing their burn costs by 1, you can apply the extended range or extreme range infusions to your kinetic blasts, regardless of the normal limitations of your archetype.

### SHIELD AGAINST THE SUPERNATURAL<sup>OAT2</sup>

**Benefit:** You gain a +2 bonus on saving throws you make against supernatural abilities.

### SIGNATURE INFUSION<sup>KOP</sup>

**Prerequisite(s):** Kineticist 11th.

**Benefit:** Select one infusion you know and permanently reduce its burn cost by 1. This feat cannot cause an infusion's burn cost to be reduced below 0.

### SIMPLE COMPOSITE<sup>KOP3</sup>

**Prerequisite(s):** Any composite kinetic blast wild talent except force, gigawatt, or regression blast.

**Benefit:** Choose one composite blast you know. Whenever you use it you can choose to have it deal damage as a simple blast, reducing its burn cost by 1. You cannot apply this to a composite blast which normally deals damage as a simple blast (such as force blast), negative admixture, positive admixture, or any blast which is augmenting a simple blast (such as aetheric boost).



**Special:** You can take this feat multiple times; each time it applies to a different composite blast.

### STEALTH GATHERING<sup>KOP</sup>

**Prerequisite(s):** Gather power class feature.

**Benefit:** Whenever you use your gather power class feature, the visual and sound effects are diminished, only noticeable to those within 10 feet of you.

### STEALTH GATHERING, IMPROVED<sup>KOP2</sup>

**Prerequisite(s):** Stealth Gathering.

**Benefit:** You can use your gather energy class feature without any visible or audible display.

### STOUT DETERRENT<sup>KOP2</sup>

**Benefit:** You can add your Constitution modifier to your CMD in place of your Strength modifier.

**Normal:** You add your Strength and Dexterity modifiers to your CMD.

### STOUT MANEUVERS<sup>KOP2</sup>

**Benefit:** You can add your Constitution modifier to CMB checks in place of your Strength modifier.

**Normal:** You add your Strength modifier to CMB checks.

### SUPERNATURAL SLAYER<sup>OAT2</sup>

**Prerequisite(s):** [Combat Reflexes](#), Shield Against the Supernatural.

**Benefit:** Creatures that use supernatural abilities while in your threatened area provoke attacks of opportunity from you, even if they normally would not.

### TALENTED BLASTER<sup>KOP2</sup>

**Prerequisite(s):** Kinetic Training, kinetic blast with at least 3 damage dice.

**Benefit:** Your kinetic blast damage and save DC are calculated as though the class which provides your kinetic blast is 4 levels higher, to a maximum effective class level equal to your character level. If multiple classes provide you with a kinetic blast, choose one class; only the chosen class benefits from this feat.

### TECHNOPATH<sup>MTA</sup>

**Prerequisite(s):** [Technologist](#)<sup>TG</sup>, and telepathy or the ability to use *detect thoughts* or [mindlink](#)<sup>OA</sup> as a spell or spell-like ability

**Benefit:** You can mentally interface with a computer or operate an electronic machine or device within your space without touching it, just as if you were physically manipulating it or possessed a complex remote control for it. You can also use this ability to interface with an object within 5 feet by touching it (requiring a melee touch attack if it is an attended object); after you have touched

it once, you need not maintain contact to manipulate it. You can make normal use of your various skills to operate these electronic machines and digital devices, requiring concentration and a move action to do so.

As a standard action, you may cast or expend one daily use of your *detect thoughts* or *mindlink* spell or spell-like ability (or use your telepathy) to shut down an electronic device or cause it to behave erratically, emitting noises or random displays of light or garbled information, as if someone were manipulating the device in unexpected ways. Turning off the device does not halt such erratic function but disconnecting its power supply causes this erratic function to cease within 1d4-1 rounds. If the item is a trap or is otherwise hazardous, treat this as a Disable Device check.

If a device you seek to manipulate, deactivate, or cause to behave erratically is intelligent, magical, or otherwise unusual (at the GM's discretion), it can attempt a Will save (DC 10 + 1/2 your character level + your Intelligence modifier) to resist the effect. Likewise, the wielder or wearer of an attended item can attempt a save to resist the effect.

This feat has no effect on constructs or other creatures.

### TELEKINETIC MUSCLE<sup>KOP3</sup>

**Prerequisite(s):** Telekinetic haul wild talent.

**Benefit:** You can use your Constitution score in place of Strength for the purpose of making Strength checks and Strength-based skill checks.

### TELETECHNOPATH<sup>MTA</sup>

**Prerequisite(s):** Technologist, Technopath, and telepathy or the ability to use *detect thoughts* or *mindlink* as a spell or spell-like ability

**Benefit:** You can mentally interface computers and devices with your Technopath feat within close range (25 feet + 5 feet/2 levels). You do not need to touch an item to manipulate it.

**Special:** This feat may be taken multiple times. If taken a second time, the range of is increased to medium (100 feet + 10 feet/level). If taken a third time, the range is increased to long (400 feet + 40 feet/level).

### TERRIFYING BLOW (COMBAT, MONSTER)<sup>OAT2</sup>

**Prerequisite(s):** Str 19, Power Attack, Intimidate 5, claw or slam natural attack.

**Benefit:** You can use your claw or slam attack to attempt an awesome blow combat maneuver, as if you had the [Awesome Blow](#)<sup>B1</sup> feat. You can use this ability a number of times per day equal to your Strength modifier (minimum 1) against creatures of your size or smaller. A successful combat maneuver check deals claw or slam damage, as appropriate, and pushes the target back 10 feet and knocks it prone, as normal for an awesome blow.



This feat serves in place of the normal prerequisites for Awesome Blow, and if you take Awesome Blow it also serves in place of all other prerequisites for **Mighty Blow<sup>TOHC</sup>**. If you have Awesome Blow, you can use Terrifying Blow as often as desired. In addition, you are considered to be one size category larger when using the awesome blow combat maneuver.

When you succeed on an awesome blow combat maneuver, as a free action you can force one creature within 30 feet to succeed on a Will save (DC 10 + your base attack bonus + your Strength modifier) or be shaken for 1 round. For every 5 points by which your combat maneuver check exceeds the DC, you may force an additional creature to save or become shaken. Creatures that cannot see you and your target are immune to this effect.

If you have Awesome Blow, Mighty Blow, and Improved Bull Rush, you can make use Terrifying Blow in place of an attack, including as an attack action, in place of an attack of opportunity, or in place of one attack made during a full-attack action or when using Spring Attack. You cannot use Terrifying Blow more than once per round.

In addition, if roll a natural 20 on your combat maneuver check, you can make a second combat maneuver check against the same CMD; any bonuses you gain that apply to confirming critical hits apply to this roll. If you again meet or exceed the target's CMD, your maneuver deals double your normal claw or slam attack damage while also pushing your target back twice as far (and causing double damage if it hits an intervening obstacle). In addition, all enemies within 30 feet must save or become shaken for 1 round. While this functions similarly to a critical hit from an attack, effects and feats which affect critical hits have no effect on your Terrifying Blow.

**Special:** This feat may be taken multiple times; each time it is taken, you are considered to be an additional size category larger when using the awesome blow combat maneuver, and the DC to avoid becoming shaken after witnessing your successful maneuver increases by 2. In addition, if you push a creature back with a successful combat maneuver and it strikes another creature or object, that creature or object takes 1d6 points of damage (2d6 if you confirmed a critical hit), plus an additional 1d6 points of damage for every time after the first you have selected his feat.

### TIDALWAVE OF RAW POWER<sup>OAT2</sup>

**Prerequisite(s):** Heir to Power Unstable, Incredible Hidden Power

**Benefit:** While in your social identity, you can accept one point of burn as a free action to increase the speed of your transformation between identities by one step (ignoring your normal inability to accept burn while in your social identity). When you accept burn in this way, you calculate your combat maneuver bonus for all effects related to Heir to Power Unstable as if your Constitution modifier was double its normal value until the end of your round.

When you reach 13th level, you automatically lose this feat and gain the Mask of Raw Divinity feat in its place.

### TIME BOMB<sup>KOP4</sup>

**Prerequisite(s):** **Implant Bomb** or implant blast utility wild talent.

**Benefit:** When implanting a bomb or kinetic blast, you can alter the amount of time it takes to explode. Instead of 24 hours, it can be set for any duration up to 1 week, in 1 hour increments. You must expend the same amount of gp (when used with a bomb) or accept the same amount of additional burn (when used with a kinetic blast) as you would to remove its time limit.

### WALKER IN RUST<sup>MTA</sup>

**Prerequisite(s):** Technologist, the ability to cast *summon monster* or *summon nature's ally*.

**Benefit:** Choose one palm-sized, metal object of masterwork quality; this may be the focus of your arcane bond, if you desire. Alternatively, you may choose a holy symbol of your faith. While this object is worn, you can choose to spontaneously lose a prepared spell of the same level or higher to use any of the *summon* spells listed below, but only to summon one or more **junk golems<sup>B4</sup>** of the appropriate type.

Your chosen object becomes permanently coated in rust and spatters of motor oil, but is not otherwise weakened or harmed; this object additionally serves as your amulet for purposes of all shield guardians you summon with this feat (see below). You add the following creatures to your *summon monster* or *summon nature's ally* spell-lists at the appropriate level:

3rd: junk golem with the **young simple template** (this creature has only 32 hp because it is a Small-sized construct)

4th: junk golem

5th: junk golem with the **giant simple template<sup>B1</sup>** (the golem does not receive bonus hit-points per HD, because it does not have a Constitution score, but it gains +10 hp for becoming a Large-size construct)

6th: **shield guardian** junk golem

7th: shield guardian junk golem with the giant simple template, as above

Any shield guardian summoned in this way arrives with **rusting grasp** (using your caster level) automatically stored via its spell-storing ability. You can summon a larger number of junk golems by increasing the level of your summoning spell; thus, you could summon 1d3 giant shield guardian junk golems with *summon monster/nature's ally* VIII or 1d4+1 of them with *summon monster/nature's ally* IX.

**Special:** An **urban druid<sup>UM</sup>**, wizard of the Metal school, cleric with the Artifice domain, or technokineticist can select this feat without meeting the above prerequisites. Kineticists who do not possess prepared spells can only use this feat with their spark of life wild talent.



# Chapter 10: Items

In addition to the plethora of innate abilities a kineticist has access to, there are several tools they can use to enhance their own powers, and some that can benefit from their abilities.

## MUNDANE ITEMS

### AIR TANK, PRESSURIZED<sup>AA</sup>

**Price** 25 gp; **Weight** 30 lbs.

**Category** Adventuring Gear

An air-breathing adventurer would need to bring over a dozen tanks full of air with her to have enough to breathe for even a single hour. Since this is impractical, alchemists developed a technique to store greater amounts of air in a smaller volume using pressure. Each pressurized air tank is a little smaller than half the size of a tank, but it contains enough air for a swimming character to breathe for 1 hour (the pressurized air itself weighs 7 pounds, so an empty tank weighs only 23 pounds). When a small crank is manipulated as a standard action, the tank releases just enough air for a breath, which the diving character breathes in through a straw-like tube with a semipermeable end piece that allows air out but not water in. The process of refilling the air tank requires 5 gp of materials and a successful DC 20 Craft (alchemy) check (failure destroys the tank) or the services of a kineticist with basic aerokinesis.

### KINETICIST'S KIT<sup>OA</sup>

**Price** 8 gp; **Weight** 22 lbs.

**Category** Kits

This kit includes a backpack, a belt pouch, a blanket, torches (10), trail rations (5 days), and a waterskin.

## MAGICAL QUALITIES

### BURN RESISTANCE<sup>KOP<sub>2</sub></sup>

**Price** +10,000 gp

**Aura** moderate transmutation; CL 7th

**Slot** armor quality; **Weight** --

Armor with this special ability allows the wearer to ignore the nonlethal damage from up to 1 point of burn from which they are currently suffering. This ability can only be applied to armor.

**Construction Requirements**      **Cost** 5,000 gp

Burn Resistance, [Craft Magic Arms and Armor](#), kineticist 7th





## ENERGIZING<sup>LK</sup>

**Price** +10,000 gp

**Aura** moderate abjuration; **CL** 7th

**Slot** armor quality; **Weight** --

A set of armor with this quality is riddled with thin crystalline tubes that appear as ornate piping; these are able to sap the power of a kineticist's abilities. As an immediate action when the wearer is affected by a wild talent for which they are a target, they can activate the armor to convert the kinetic energy, receiving a number of temporary hit points equal to twice the wild talent's level. The wearer can only use this effect a number of times equal to their Constitution modifier (minimum 1), and these temporary hit points do not stack with each other, lasting up to 1 hour or until lost. Anyone targeting a creature wearing armor with this quality with a wild talent can accept an additional 1 point of burn to prevent the target from using this effect.

**Construction Requirements**      **Cost** 5,000 gp

Craft Magic Arms and Armor, internal buffer class feature

## PRESSURING<sup>KOP4</sup>

**Price** normal (+1 bonus), improved (+2 bonus), greater (+3 bonus)

**Aura** moderate necromancy; **CL** 6th

**Slot** shield quality; **Weight** --

A *pressuring* shield drains the energies fueling a creature's mystical abilities. If the user is hit by a hostile extraordinary, spell-like, or supernatural ability which consumes a resource (such as *ki*, grit, rounds of rage, or burn) or has a certain number of uses per day (such as Stunning Fist or the alchemist's bomb class feature), the attacker is forced to spend or accept 1 additional point of that resource or 1 additional use per day of that ability unless they succeed a Will save (DC = 10 + shield's enhancement bonus). The DC of this check is increased by 5 for an improved *pressuring* shield, and by 10 for a greater *pressuring* shield. If this would reduce a resource or the uses per day of an ability below 0, it instead reduces it to 0. This functions even if an ability's resource cost is 0 so long as the cost is defined, and the increase in cost from the *pressuring* quality occurs after adjustments from abilities which reduce a hostile ability's cost. It does not, however, affect spells.

**Construction Requirements**      **Cost** varies

Craft Magic Arms and Armor, *ki leech*<sup>UM</sup>

# WEAPONS AND ARMOR

## BLASTER'S BEARING<sup>KOP3</sup>

**Price** 940 gp

**Aura** moderate evocation; **CL** 8th

**Slot** none; **Weight** --

To the untrained eye this small, rough steel ball appears to be a normal +1 sling bullet, but tiny holes dotting its surface lead to a conductive crystal core that can hold elemental force indefinitely. A kineticist can infuse a blaster's bearing with a simple energy kinetic blast and any one substance infusion up to 3rd they possess which is associated with that blast as an action that takes 1 minute. When fired with a ranged weapon, the bullet bursts and unleashes the infused blast, dealing an additional 1d6 damage per 3 damage dice of the blast infused into the bullet (minimum 1d6), using the blast's damage type. This is reduced to d4s if the damage is force, sonic, or untyped. The DC of the substance infusion is treated as though the infusing kineticist had used it, and can only affect the target. *Blaster's bearings* are highly volatile when infused; while they will not react with other sling bullets, if two of them are infused with blasts and directly touch one another, both will violently react, destroying both bullets in a burst of energy and dealing 2d6 nonlethal damage to any creatures in the square where they touched.

A blaster's bearing can be loaded into a *phaleros*<sup>DS</sup> or tied into a *halfling rope-shot*<sup>MTT</sup>; it triggers on the first hit made by such weapons.

**Construction Requirements**      **Cost** 470 gp

Craft Magic Arms and Armor, kinetic fist or infuse weapon, kinetic blast and supercharge class features

## DISC OF RAINBOW TEARS<sup>KOP4</sup>

**Price** 18,400 gp

**Aura** strong evocation; **CL** 15th

**Slot** none; **Weight** 7 lbs.

Kineticists seldom utilize shields, as they tend to interfere with their ability to unleash their blasts, but this +2 *impervious*<sup>UE</sup> *rebounding*<sup>MM</sup> buckler is built to not only allow them to freely use their abilities, but enhance them. The shield has three slots on its inner surface designed to hold *teardrop ioun stones* (but cannot hold other ioun stones) and a port in the center through which a kineticist can fire their kinetic blast. They must take a full action to open this port, fire a blast through it, and close it once again, but doing so allows the blast to draw energy from the ioun stones set into it simultaneously, benefiting from all of the ones matching the blast's elements. In addition, a portion of the shield bonus to AC from a disc of rainbow tears stacks with that provided by a wild talent, up to +1 per ioun stone set into the shield, so long as at least one of the ioun stones enhances the same element as that of the wild talent that provides their shield bonus. *Teardrop ioun stones* set into a *disc of rainbow tears* cannot be considered as part of an ioun kineticist's ioun cloud.

**Construction Requirements**      **Cost** 9,200 gp

Craft Magic Arms and Armor, kineticist 15th

## LEVIATHAN CROSS<sup>LK</sup>

**Price** 12,335 gp



**Aura** strong conjuration; **CL** 12th

**Slot** none; **Weight** 9 lbs.

This +1 *conductive* light crossbow is designed with kinetic powers in mind. It is a solid steel blue weapon with thin conduits carved along the stock; these conduits glow brightly as a kineticist pours their kinetic power into it, usually in a color matching with the blast's elements. If the weapon's *conductive* property is used to deliver a kinetic blast, the bolt fired can twist and turn along its trajectory as if it was a kinetic blast affected by the snake infusion, except using the weapon's range.

Because this affects the crossbow bolt rather than the blast, the kineticist can still apply infusions to the blast as normal. However, some form infusions function differently. If a form infusion creates a line or cone area of effect, then it treats the targeted square as its point of origin and is aimed in the direction the bolt was moving when it hit its target or landed. If a form infusion has an emanation area centered around its user, instead treat it as a burst with the targeted square as its center. Because the *leviathan cross* is a ranged weapon, its *conductive* property cannot be used with form infusions which would be part of a melee attack (such as kinetic blade).

**Construction Requirements** **Cost** 6,335 gp

Craft Magic Arms and Armor, snake infusion

## RODS AND STAVES

### HOLLOW ROD<sup>OA</sup>

**Price** 121,500 gp

**Aura** strong (no school); **CL** 15th

**Slot** none; **Weight** 5 lbs.

Slightly smaller and shorter than *vril staves*, hollow rods are hollow silver tubes covered in intricate glyphs and small, flute-like keys. Three times per day, a kineticist can utilize the hollow rod in conjunction with a kinetic blast wild talent or the kinetic healer wild talent to augment that talent's destructive or healing capabilities, treating the wild talent as maximized. A hollow rod can't be used on a wild talent affected by metakinesis.

**Construction Requirements** **Cost** 60,750 gp

Craft Rod, kineticist 10th

### OVERFLOWING ROD<sup>OA</sup>

**Price** 25,000 gp

**Aura** moderate evocation; **CL** 10th

**Slot** none; **Weight** 1 lb.

An *overflowing rod* amplifies and focuses the side effects of a kineticist's burn. While holding the rod, the kineticist counts as 3 levels higher for the purpose of determining the effects of their elemental overflow ability. If used by a character without elemental overflow, the rod grants

its wielder the benefit of elemental overflow as a 3rd-level kineticist (which is generally helpful only to low-level kineticists or kineticists with archetypes that replace elemental overflow with another class feature).

**Construction Requirements** **Cost** 12,500 gp

Craft Rod, kineticist 10th

### VRIL STAFF<sup>OA</sup>

**Price** 200,000 gp

**Aura** strong transmutation; **CL** 15th

**Slot** none; **Weight** 5 lbs.

This hollow, silver staff is covered in intricate glyphs and flute-like keys, and allows use of the following spells:

*Mage hand* (1 charge)

*Cure light wounds* (1 charge)

*Cure moderate wounds* (2 charges)

*Telekinesis* (2 charges)

*Repulsion* (3 charges)

If the wielder of a *vril staff* is a spellcaster, as a standard action, they can expend 1 charge and sacrifice a prepared spell or unused spell slot of 1st level or higher to channel the power through the staff as a blast of raw magical energy known as *vril*. This ray resolves as a ranged touch attack with a range of 30 feet, and the wielder chooses whether it deals damage or heals. The amount of damage dealt or healed by the ray is equal to 1d6 points per level of the spell sacrificed + 1 point per caster level of the wielder.

In the hands of a kineticist, the staff functions differently. By spending 1 charge from the staff as part of their kinetic blast, the kineticist can use a new basic energy blast called a *vril blast*. This blast deals untyped damage and has an evocation aura. A *vril blast* works only with form and substance infusions that specify that they work on any blast. If the kineticist instead spends 3 charges, their *vril blast*'s intensity increases and it ignores spell resistance. A kineticist can use a *vril staff* without attempting a Use Magic Device check.

A spellcaster can recharge a *vril staff* normally. A kineticist can restore a single charge to a *vril staff* by accepting 3 points of burn (battle burn cannot be used this way).

**Construction Requirements** **Cost** 100,000 gp

Craft Staff, *cure light wounds*, *cure moderate wounds*, *mage hand*, *repulsion*, *telekinesis*

## RINGS

### RING OF CONDENSING EXPLOSIONS<sup>KOP4</sup>

**Price** 8,500 gp (normal), 13,000 gp (alchemical), 13,000 gp (kinetic)

**Aura** strong conjuration; **CL** 10th

**Slot** ring; **Weight** --



Those who wear this ring can use a weak telekinetic force to draw the fragments of a splash weapon back toward their point of origin. Those wearing a *ring of condensing explosions* can apply the effects of the **Concentrated Splash**<sup>RTT</sup> feat to all splash weapons (including alchemists' bombs) 3 times per day, but no more often than once every 2 hours.

There are two advanced forms of the *ring of condensing explosions* which focus on particular forms of splash weapons: alchemical and kinetic. An *alchemical ring of condensing explosions* can only be used with bombs created with the bomb class feature, but the wearer can do so at will, once per round. A *kinetic ring of condensing explosions* can only be used with kinetic blasts affected by the kinetic bomb infusion or an infusion for which kinetic bomb is a prerequisite, but its wearer can do so a number of times per day equal to their kineticist level plus their Constitution modifier, and can do so once per round. The effects of these advanced forms do not stack with those of a normal *ring of condensing explosions*, instead causing the normal ring to become inert.

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**Construction Requirements**      **Cost** 4,250 gp (normal), 6,500 gp (alchemical), 6,500 gp (kinetic)

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**Forge Ring**, Concentrated Splash, bomb class feature or kinetic bomb infusion, *telekinesis* or basic telekinesis wild talent

#### **RING OF ELEMENTAL STRENGTH**<sup>KOP2</sup>

**Aura** moderate transmutation; **CL** 10th

**Slot** ring; **Price** 5,000 gp (simple), 10,000 gp (composite); **Weight** --

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This simple pale stone sits atop a plain steel band, flickering every so often with unknown power. When worn by a creature who possesses a kinetic blast, add 1 damage of the same type their simple blast deals for each of its damage dice. A *composite ring of elemental strength* can augment a creature's composite blasts as well as their simple blasts.

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**Construction Requirements**      **Cost** 2,500 gp (simple), 5,000 gp (composite)

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Forge Ring, kineticist 10th

## WONDROUS ITEMS

### **BODY WRAPS OF KINETIC FIST**<sup>KOP2</sup>

**Price** 4,000 gp (normal), 6,000 gp (layering)

**Aura** moderate transmutation; **CL** 6th

**Slot** body; **Weight** 4 lbs

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These long translucent wraps seem to contour to the wearer's body, clinging to the form of their wearer. If the wearer of this robe possesses the kinetic fist form infusion, the burn cost for that wild talent is reduced by 1 (to a minimum of 0 burn). A *layering body wraps of kinetic fist* can be worn over or under another body slot item and still provide its effect.

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**Construction Requirements**      **Cost** 2,000 gp (normal), 3,000 gp (layering)

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Craft Wondrous Item, kineticist 6th, kinetic fist

### **BRACERS OF ELEMENTAL CONVERSION**<sup>KOP2</sup>

**Price** 12,000 gp

**Aura** moderate transmutation; **CL** 10th

**Slot** wrists; **Weight** 2 lbs

---

These bracers appear to be tarnished silver until activated, each one glowing a different color once activated, their aurora mirroring the converted elements. If the wearer has both the burn and kinetic blast class feature, they can accept 1 point of burn to convert any one simple energy blast they possess into another energy type (acid, cold, electric, fire, negative, positive, or sonic) for 10 minutes, although the damage of the converted blast is reduced by 1 step (2 steps if they choose sonic). While converted, the wearer cannot apply non-universal substance infusions to their blast. The wearer can still use any composite blast they possess for which the converted simple blast is a prerequisite, although the damage from it will match their new energy type (for example, if the wearer possesses fire blast and converts it into cold energy, their magma blast will deal half cold, half bludgeoning). The wearer can suppress this effect for 1 round as a free action, although time that the bracers are suppressed still counts against the effect's duration. Only one simple energy blast can have its energy type converted this way at a time.





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**Construction Requirements** Cost 6,000 gp

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Craft Wondrous Item, kineticist 10th, any simple energy blast

**BURN FRAGMENT**<sup>KOP3</sup>

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**Price** 500 gp (basic), 2,000 gp (standard), 5,000 gp (grand)

**Aura** faint conjuration; **CL** 1st

**Slot** none; **Weight** 1 lb.

This small stone lacks any identifying feature except for a pale glow inside of it, feeling warm to the touch. When held, it allows the holder to use a swift action to reduce the burn cost of a wild talent of 3rd level or lower by 1, to a minimum of 0. After it is used, the burn fragment is instantly destroyed. A standard burn fragment can be used with a wild talent of 6th level or lower, while a greater burn fragment can be used with a wild talent of 9th level or lower.

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**Construction Requirements** Cost 250 gp (basic), 1,000 gp (standard), 2,500 gp (greater)

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Craft Wondrous Item, kineticist 1st

**BURN SHARD**<sup>KOP2</sup>

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**Price** 8,000 gp (lesser), 32,000 gp (greater)

**Aura** moderate transmutation; **CL** 8th

**Slot** none; **Weight** --

This small sliver of crystal is completely translucent, although when attuned it flickers with a weak glow. A creature must attune themselves to a *burn shard* over 24 hours to use it. After a *burn shard* has been attuned, once per day it can accept 1 point of burn in place of its owner (although it suffers no ill effects from burn). A *greater burn shard* can instead accept 2 points of burn per day. A creature can only attune themselves to one *burn shard* at a time.

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**Construction Requirements** Cost 4,000 gp (lesser), 16,000 gp (greater)

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Craft Wondrous Item, kineticist 8th

**CONDUIT GLOVE**<sup>KOP2</sup>

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**Price** 1,000 gp

**Aura** moderate transmutation; **CL** 6th

**Slot** hands; **Weight** --

This plain black fingerless glove has a white line along the bottom of it that seems to glow with energy when used. A creature who wears a *conduit glove* considers the gloved hand free while using the gather power class feature, even while holding something in that hand.

A conduit glove uses up the wearer's entire hands slot, although it may be worn along with another hand slot magical item without interfering with that item's function - such as a *focusing glove* or *glove of storing*<sup>UE</sup> - unless that item is worn on both hands.

---

**Construction Requirements** Cost 500 gp

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Craft Wondrous Item, kineticist 6th

**CROWN OF FOCUSED POWER**<sup>KOP2</sup>

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**Price** 7,000 gp (normal), 20,000 gp (greater)

**Aura** moderate transmutation; **CL** 9th

**Slot** head; **Weight** 3 lbs

This ornate silver crown seems to have a streak of gold that runs through the length of it, and a four pointed gem adorning the front of it that glows when charged. When its wearer uses the gather power class feature, they can choose to store that power inside of the *crown of focused power* for up to 24 hours. While the crown is charged, the kineticist increases the bonus to attack from elemental overflow by 2, although they cannot use their gather power class feature. As a free action while making an attack with their kinetic blast, the wearer can discharge the crown's power, reducing the total burn cost of their blast by 1.

A *greater crown of focused power* increases the bonus from elemental overflow by 4 and when discharged can reduce the total burn cost of the wearer's blast by 2.

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**Construction Requirements** Cost 3,500 gp (normal), 10,000 gp (greater)

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Craft Wondrous Item, kineticist 9th

**CRYSTAL OF ELEMENTAL KNOWLEDGE**<sup>KOP2</sup>

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**Price** 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th)

**Aura** strong transmutation; **CL** 15th

**Slot** none; **Weight** --

This crystal is the size of a child's fist and is covered in eldritch runes, glowing in different shades depending on the element held within. Each *crystal of elemental knowledge* contains knowledge of one spell-like utility wild talent (such as wings of air) which can be determined by examining the crystal for 1 minute with a successful DC 15 Spellcraft check. If a creature with the utility wild talent class feature spends 24 hours attuning themselves to a crystal, they can





use the contained utility wild talent as long as they would normally be able to select it (for example, a geokineticist cannot use a crystal containing earth glide until 6th level, or one containing acid pit if they aren't also a toxikineticist and 8th level).

A creature cannot use a utility wild talent gained from a *crystal of elemental knowledge* as a prerequisite to take another utility wild talent and can only be attuned to one crystal at a time. If a creature has the expanded element class feature, they can attune themselves to an additional crystal for each time they have gained that class feature.

A *crystal of elemental knowledge* can also potentially contain an infusion instead. This functions similarly to one which contains a utility wild talent, except the user must have the infusion class feature instead of the utility wild talent class feature and must possess a kinetic blast to which that infusion is associated (for example, a hydrokineticist cannot use a crystal containing quenching infusion if they do not possess a kinetic blast to which quenching infusion is associated, or if they cannot select infusions (such as if they are a kinetic surgeon)).

A *crystal of elemental knowledge* is priced based on the level of the wild talent it contains.

| Construction Requirements                                                                                                                         | Cost |
|---------------------------------------------------------------------------------------------------------------------------------------------------|------|
| 500 gp (1st), 2,000 gp (2nd), 4,500 gp (3rd), 8,000 gp (4th), 12,500 gp (5th), 18,000 gp (6th), 24,500 gp (7th), 32,000 gp (8th), 40,500 gp (9th) |      |

Craft Wondrous Item, must possess the contained wild talent

### FOCUSING GLOVE<sup>KOP2</sup>

**Price** 4,000 gp (+1), 16,000 gp (+2)  
**Aura** moderate transmutation; **CL** 5th  
**Slot** hands; **Weight** --

This light white glove seems to shine like a prism whenever used, flashing brilliantly in a rainbow of colors before dulling once again. A focusing glove is made with a special ability (such as *distance* or *frost*) that can be applied to the user's kinetic blast as though it was a weapon being held in one's hand. Using a *focusing glove* requires the wearer to increase the total burn cost of their blast by an amount equal to the bonus of the special ability being applied to the blast. Any additional damage the special ability would do is the same as the type done by the kinetic blast unless the special ability specifies a damage type. A *focusing glove* can only have one special ability from the following list:

- +1: *breaking*<sup>DH</sup>, *compassionate*<sup>CoP</sup>, *corrosive*, *cunning*, *distance*<sup>\*</sup>, *distracting*<sup>ACG</sup>, *flaming*, *frost*, *ghost touch*, *hunter*<sup>UE</sup>, *limning*<sup>\*</sup>, *merciful*, *planar*, *seeking*<sup>\*</sup>, *shock*, *sniping*<sup>\*RTT</sup>, *thundering*<sup>UE</sup>, *veering*<sup>\*RTT</sup>
- +2: *anarchic*, *axiomatic*, *corrosive burst*<sup>UE</sup>, *cyclonic*<sup>\*</sup>, *designating* (lesser)<sup>\*</sup>, *distracting* (greater)<sup>ACG</sup>, *flaming burst*<sup>UE</sup>, *holy*, *icy burst*<sup>UE</sup>, *phase locking*, *igniting*, *shattering*<sup>DH</sup>, *shocking burst*<sup>UE</sup>, *sniping* (improved)<sup>\*RTT</sup>, *stalking*<sup>UE</sup>, *unholy*

\*This special ability can only be applied to a ranged blast that requires an attack roll.

A *focusing glove* uses up the wearer's entire hands slot. The wearer cannot not use another item (even another *focusing glove*) that also uses the hands slot except for a *conduit glove*.

| Construction Requirements    | Cost |
|------------------------------|------|
| 2,000 gp (+1), 8,000 gp (+2) |      |

Craft Wondrous Item, kineticist 8th

### KINETIC BLADEMASTER GLOVE<sup>KOP2</sup>

**Price** 4,000 gp (normal), 10,000 gp (enduring), 10,000 gp (focused)  
**Aura** moderate transmutation; **CL** 6th  
**Slot** hands; **Weight** --

This well-worn grey fingerless glove appears unassuming at first, glowing with power in the hand of a kineticist. If the wearer possesses the kinetic blade form infusion, the burn cost for that wild talent is reduced by 1 (to a minimum of 0 burn). Some *kinetic blademaker gloves* are imbued with the power of a *focusing glove* as well, possessing one of the +1 special abilities listed for that item (except for those associated with ranged weapons). A *focused kinetic blademaker glove* follows all the normal rules of using that special ability as per a *focusing glove*.

While wearing an *enduring kinetic blademaker glove*, you can increase the burn cost of your kinetic blade form infusion by 1 to increase the duration of it until the beginning of your next round, allowing you to make attacks of opportunity with it.

A *kinetic blademaker glove* uses up the wearer's entire hands slot. The wearer cannot use another item (even another *kinetic blademaker glove*) that also uses the hands slot except for a *conduit glove*.

| Construction Requirements                         | Cost |
|---------------------------------------------------|------|
| 2,000 gp (normal), 5,000 gp (enduring or focused) |      |

Craft Wondrous Item, kineticist 6th

### KINETICIST'S DIADEM<sup>OA</sup>

**Price** 18,000 gp (lesser), 50,000 gp (normal), 98,000 gp (greater)  
**Aura** moderate evocation; **CL** 10th  
**Slot** headband; **Weight** --

This metal headband holds a glistening, diamond-shaped gem. A *kineticist's diadem* includes one of five colors of gem, each corresponding to a different element: blue (water), clear (aether), green (earth), red (fire), and white (air). The diadem's gem grants the wearer greater control over its associated element. Gems of other colors can be used for a diadem, associated with other, less-understood elements; in such cases it is referred to as an *esoteric diadem*<sup>EMH</sup> but otherwise functions identically to a kineticist's diadem.

While worn by a kineticist, this item increases the damage dealt by the kineticist's simple and composite blasts that match the element of the inlaid gem by 1d6 points (for a



lesser kineticist's diadem), 2d6 points (for a kineticist's diadem), or 3d6 points (for a greater kineticist's diadem). If the blast is a physical blast, the extra damage dice from the kineticist's diadem increase to d8s instead of d6s. These extra damage dice do not multiply on a critical hit, and the extra damage dice do not apply to blasts with form infusions that do not apply the extra damage from elemental overflow, like kinetic blade and kinetic whip. Abilities which increase the size of damage dice do not increase the size of these damage dice.

**Construction Requirements**      **Cost** 9,000 gp (lesser), 25,000 gp (normal), 49,000 gp (greater)

Craft Wondrous Item, kineticist 10th, access to the appropriate element

### PLANAR GATES TATTOO<sup>LK</sup>

**Price** 1,300 gp

**Aura** faint evocation; **CL** 3rd

**Slot** none; **Weight** --

Thin lines on the face cross vertically over the bearer's eyes, branching out to surround them in intricate swirls. When a kineticist bears this tattoo, the ink glows faintly with their elemental power, and their eyes take on an unsettling shine which flares up to a brilliant light moments before unleashing a kinetic blast. The bearer of this tattoo can use an energy kinetic blast they know by firing their kinetic power through their eyes, allowing them to use them without free hands. Kinetic blasts fired this way are treated as rays for the purpose of effects which affect rays.

**Construction Requirements**      **Cost** 650 gp

**Inscribe Magical Tattoo**<sup>ISM</sup>, kinetic blast class feature

### RIFT-RENDING BRACERS<sup>POP</sup>

**Price** 18,000 gp

**Aura** moderate conjuration; **CL** 7th

**Slot** wrists; **Weight** 1 lb.

When worn by a kineticist, these bracers develop finely inscribed patterns on their once-plain surfaces that reflect the wearer's elemental connection. As a full-round action, a kineticist wearing the bracers can accept 3 points of burn to tear open a brief rift between their current location and the Material Plane, Ethereal Plane, or an Elemental Plane; this behaves as per *plane shift*, but the rift is able to transport only them. By accepting an additional point of burn, they can allow up to 8 willing creatures to travel with them. When traveling to or from the plane that corresponds to their elemental focus, the total burn cost required to activate the bracers is reduced by 1.

*Rift-rending bracers* must be worn for 24 hours before a kineticist can activate them.

**Construction Requirements**      **Cost** 9,000 gp

Craft Wondrous Item, *plane shift*



### ROBE OF BURN CONVERSION<sup>KOP3</sup>

**Price** 30,000 gp

**Aura** strong transmutation; **CL** 15th

**Slot** chest; **Weight** 10 lbs.

This nondescript white robe hangs low on the wearer, appearing ordinary and a bit plain. The garment only shows its true nature upon the wearer accepting burn, flashing a deep vibrant red before fading back into its plain white hue. If the wearer accepts burn, they are instantly granted temporary hit points equal to 1/2 the amount of damage they suffered from accepting burn (minimum 1). Temporary hit points from this item stack with those gained from itself and wild talents and last for 24 hours or until lost, whichever comes first.

**Construction Requirements**      **Cost** 15,000

Craft Wondrous Item, kineticist 15th, force ward

### ROBE OF ELEMENTAL RESISTANCE<sup>KOP2</sup>

**Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6)

**Aura** strong transmutation; **CL** 15th

**Slot** body; **Weight** 6 lbs



Appearing to be a plain white robe at first, when worn by someone with kinetic powers, it fills with elemental runes matching that of its bearer. When worn by a creature who possesses the elemental overflow class feature, they gain a resistance bonus to all of their saving throws equal to the bonus to attack rolls they gain from that class feature while it is active. This bonus is limited by the strength of the robe, and versions exist that allow greater resistance bonuses to saving throws.

**Construction Requirements** Cost 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5), 18,000 gp (+6)

Craft Wondrous Item, kineticist of a level at least three times the bonus of the robe

### SKYSPIRIT STONE<sup>MM</sup>

**Price** 2,000 gp

**Aura** faint conjuration; CL 5th

**Slot** none; **Weight** 1/2 lb.

This object was naturally struck by lightning and imbued with a spirit of the sky. Despite the name, this object does not have to be a stone, though small objects made into *skyspirit stones* are the most common, convenient, and prized. Once per day, the stone can be placed in liquor or milk for 1 minute to infuse the liquid with the spirit's power. A kineticist with the air elemental focus (aerokineticist) can drink this liquid as a move action to gain assistance from the spirit's power. For 1 hour after drinking the liquid, the kineticist can negate a single point of burn gained from using their kineticist abilities (this does not heal the associated nonlethal damage from the point of burn). This effect does not stack with itself.

**Construction Requirements** Cost 1,000 gp

Craft Wondrous Item, *lesser restoration*

### TEARDROP IOUN STONE<sup>KOP2</sup>

**Price** 280 gp (cracked), 7500 gp (flawed), 10,400 gp (normal)

**Aura** strong evocation; CL 12th

**Slot** none; **Weight** --

This stone is capable of increasing the damage dealt by a kineticist's kinetic blast wild talents, with the enhanced element depending upon the color as noted below. The normal variant treats the kineticist as two levels higher for the purpose of using kinetic blasts of the stone's associated element, stacking with other effects that would increase effective kineticist levels for this purpose.

Flawed variants act like normal variants, but also double the burn cost to use the kinetic blast, including the cost of infusions and metakinesis, or increase it to 1 when using a kinetic blast that normally would cost 0 burn.

Cracked variants instead increase the damage dealt by kinetic blasts associated with them by +1 so long as the blast would normally receive a bonus from the elemental overflow class feature.

Composite blasts associated with more than one element can only benefit from one teardrop ioun stone at a time.

As long as it is part of an ioun kineticist's ioun cloud, a *teardrop ioun stone* allows them to use any substance infusion of that stone's element up to 3rd level with their telekinetic blast or ioun blast (for example, a *red teardrop ioun stone* would allow an ioun kineticist's telekinetic or ioun blast to be used with burning infusion). The ioun kineticist must still possess the infusion to be able to use it with their telekinetic and ioun blasts.

The colors of *teardrop ioun stones* associated with each element are as follows:

| Element | Color      |
|---------|------------|
| Aether  | Clear      |
| Air     | White      |
| Earth   | Green      |
| Fire    | Red        |
| Light   | Gold       |
| Machine | Pewter     |
| Mind    | Teal       |
| Poison  | Purple     |
| Sound   | Iridescent |
| Time    | Silver     |
| Water   | Blue       |
| Wood    | Brown      |
| Viscera | Pink       |
| Void    | Onyx       |

### Resonance

+1 circumstance bonus to DC for wild talents of the associated element

**Construction Requirements** Cost 140 gp (cracked), 3750 gp (flawed), 5200 gp (normal)

Craft Wondrous item, kinetic blast

### VAMBRACES OF OVERFLOWING POWER<sup>KOP2</sup>

**Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6)

**Aura** moderate abjuration; CL 6th

**Slot** wrists; **Weight** 2 lbs.

These bracers are made of a highly flexible metallic substance, covering the wearer's forearms and the tops of their hands. Glass globes line the length of them, the one over the hand being the largest, and decreasing in size up to where the vambraces end at the elbows. If the wearer is under the effects of their blightburn aura, cerebral overflow, elemental overflow, mental overflow, necrotic overflow, overwhelming power, or tainted manifestation class feature, rather than visually displaying their abilities as they normally would (such as an aerokineticist having



wind and lightning around them, or water weeping from a hydrokineticist's pores), the glass globes brightly glow with a color or range of colors associated with the kineticist's elemental powers. This glow sheds light as a torch, and the effect can be suppressed in the same manner as elemental overflow could be. In addition, the wearer can apply their bonus to damage rolls granted by born talented, cerebral overflow, elemental overflow, mental overflow, necrotic overflow, overwhelming power, personal resonance, tainted manifestation, or telekinetic blade to attacks made with blasts modified by kinetic blade, kinetic fist, kinetic whip, devastating infusion, and to any other blast that would normally be denied this bonus. The amount of bonus that can be applied is limited by the strength of the vambraces.

**Construction Requirements**      **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5), 18,000 gp (+6)

Craft Wondrous Item, one of the following class features: blightburn aura, born talented, cerebral overflow, elemental overflow, mental overflow, necrotic overflow, overwhelming power, personal resonance, tainted manifestation, or telekinetic blade

#### VEST OF ELEMENTAL DEFENSE<sup>KOP2</sup>

**Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5), 72,000 gp (+6)

**Aura** strong transmutation; **CL** 15th

**Slot** chest; **Weight** 4 lbs

This ornate vest is littered with elemental runes across the front of it, the back portraying a myriad of symbols relating to each element. When worn by a creature who possesses the elemental overflow class feature, they gain a deflection bonus to their Armor Class equal to the bonus to attack rolls they gain from that class feature while it is active. This bonus is limited by the strength of the vest.

**Construction Requirements**      **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6)

Craft Wondrous Item, kineticist of a level at least three times the bonus of the vest

#### WRAPS OF SUPPRESSED SIZE<sup>KOP2</sup>

**Price** 32,000 gp (regular), 76,000 gp (surging)

**Aura** strong transmutation; **CL** 12th

**Slot** body; **Weight** 1 lb.

This length of fabric is wrapped around the wearer's abdomen or chest. On most wearers it appears as a simple roll of gauze, but when a creature wearing it can access elemental powers, it appears as a white satin ribbon edged in a bluish silver. While the wearer is under the effects of the kinetic form wild talent, they gain all of its benefits as normal from changing size to Large, but take up the same space as they ordinarily would, and are treated as if their

size has not been changed for the purpose of other effects that alter size, such as the *enlarge person* spell. This only affects a creature using kinetic form if it's used to increase size to Large. A *surging wraps of suppressed size* provides the same benefits, but also provides its benefits to a creature that has used kinetic form to increase its size to Huge. For the purpose of determining the effects on a creature due to change in size, effects that would alter its size stack (for example, a Medium creature wearing *wraps of suppressed size* and affected by both kinetic form and *enlarge person* would become a Large creature and have its ability scores adjusted as such, but would be considered a Huge creature to determine reach, penalty to AC and attack rolls, effective weapon size and damage, and so on).

**Construction Requirements**      **Cost** 16,000 gp (regular), 38,000 gp (surging)

Craft Wondrous Item, kinetic form, kineticist 12th (16th for surging)

## ARTIFACTS

### ELEMENTAL HEART<sup>KOP3</sup> (MINOR ARTIFACT)

**Slot** none; **Aura** overwhelming (conjunction); **CL** 20th; **Weight** 2 lbs.

This pulsing heart seems to beat with all of the elements in sync, flaring up with different elements depending on its wielder. The bright core of the heart always seems to swirl with unearthly power, a weak heat emanating from the heart when held by someone in tune with the elements. When held by a kineticist, they gain a +2 to attack and damage rolls with their kinetic blast, a +3 to the DC of all wild talents, and no longer take damage from accepting burn, instead channeling it into the elemental heart. A hand holding an elemental heart is considered free for the purpose of gathering energy and other kineticist class abilities. Once the elemental heart has taken 300 damage in this way, it glows black and will not provide any benefit to that kineticist for 1 year.

As a full round action, any kineticist who holds the elemental heart can permanently change either their primary element or one of their expanded elements into a different element. If they do, all wild talents with the previous element must be changed to ones fitting their new element, possibly causing the loss of archetypes or changes to other wild talents. If used in this way, it grows black as though it had accepted 300 points of damage through burn.

#### Destruction

An elemental heart can be destroyed if it is swallowed by an ancient or older dragon, spending a week inside of the creature's stomach as its powers are drained into the great beast. Once it has been absorbed, the dragon who devoured it advances 1 age category, making them very popular for dragons of all kinds.



# Chapter 11: Sample Characters

With the plethora of options made available to kineticists, it can be difficult to decide how one wants to build a kineticist if they don't already have some ideas in mind. The following sample characters show a few ways one can build a kineticist NPC, whether as an ally to guide players or a villain for them to conquer.

## **TARTARA, HALBERD OF THE DUNES** CR 6

**XP 2,300**

Tiefling (fowlspawn) legendary kineticist (kinetic lancer/psammokinetic) 6

LN Medium outsider (native)

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

### **DEFENSE**

**AC** 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

**hp** 66 (6d8+36)

**Fort** +10, **Ref** +6, **Will** +3

**Defensive Abilities** elemental defense (20% miss chance against physical ranged weapons); **Resist** cold 5, electricity 5, fire 5

### **OFFENSE**

**Speed** 30 ft., fly 60 ft. (good)

**Melee** dragoon dive kinetic spear sand blast +11 (3d6+8, 19-20/2x, reach), dragoon dive kinetic spear sandstorm blast +11 (6d6+11, 19-20/2x, reach)

**Special Attacks** burn (1/round, 5/day), dragoon dive, infusion specialization 1, ki pool (8 points), metakinesis (empower)

### **Spell-Like Abilities**

1/day - *bear's endurance*

constant - *endure elements*

### **Kineticist Wild Talents Known**

*Defense* - enveloping winds

*Infusions* - blade rush, kinetic blade, kinetic spear

*Kinetic Blasts* - earth blast, sand blast, sandstorm blast

*Utility* - air's leap, elemental limb, glass cannon, wings of air

### **TACTICS**

**Before Combat** Tartara always begins her day by taking a point of burn for her Kinetic Leap feat, and if she expects a battle to ensue, will apply her oil of *resistance* and oil of *shield*. She will also drink a potion of *haste* and activate her daily use of *bear's endurance* against foes she considers an especially powerful threat. This changes her stats in the following ways until these effects' durations wear off:

### **DEFENSE**

**AC** 17, touch 12, flat-footed 15 (+1 armor, +1 Dex, +1 dodge, +4 shield)

**Fort** +13, **Ref** +8, **Will** +4

### **OFFENSE**

**Speed** 60 ft., fly 90 ft. (good)

**Melee** dragoon dive kinetic spear sand blast +14 (3d6+10, 19-20/2x, reach), dragoon dive kinetic spear sandstorm blast +14 (6d6+13, 19-20/2x, reach)

### **STATISTICS**

**Str** 10, **Dex** 12, **Con** 24, **Int** 14, **Wis** 13, **Cha** 7

**During Combat** Tartara makes heavy use of her rather surprising mobility to pounce toward the foe she sees



as the weakest and perform the most powerful attack she can. While she is capable of flight, she seldom uses it in battle unless she needs to fly out of her opponent's reach to safely use an oil or potion. She uses points from her *ki* pool offensively during an attack to boost her ability to pierce a heavily-armored or evasive enemy's AC.

**Morale** Tartara attempts to heal herself with her potions of *cure moderate wounds* when her hit points drop below 20, and only accepts defeat if she has run out of curative potions and once again drops to less than 20 hit points. When defending her home, Tartara fights to the death, perhaps even being more reckless if the situation seems desperate. Otherwise, if escape is required to survive an encounter, she uses her *traveling master's turban*<sup>AG</sup> to cast *rope trick* to allow herself and any allies to hide until her enemies give up searching and leave. During this time, she keeps using her *ki* pool to improve her AC.

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#### STATISTICS

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**Str** 10, **Dex** 12, **Con** 20, **Int** 14, **Wis** 13, **Cha** 7

**Base Atk** +4; **CMB** +4; **CMD** 15

**Feats** Brutal Blast, Burning Ki, Kinetic Leap, Kinetic Prodigy

**Skills** Acrobatics 10, Fly 14, Heal 5, Knowledge (local) 8, Knowledge (nature) 9, Perception 7, Profession (soldier) 8, Sense Motive 7

**Languages** Abyssal, Common, Dwarven, Infernal

**SQ** burning winds, dragoon leap, energy pounce, fiendish resistance, fiendish sorcery, gritty mutation, sand element, vestigial wings

**Combat Gear** oil of resistance (4), oil of shield (3), potion of *cure moderate wounds* (3), potion of haste (2), *traveling master's turban*<sup>AG</sup>; **Other Gear** belt of incredible dexterity +2, conduit glove, crystal of elemental knowledge (elemental limb), reinforced tunic<sup>AdA2</sup> +1, skyspirit stone, 349 gp

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#### BOON

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A party that helps Tartara defend her home from invasion will gain her favor, being allowed the use of her traveling master's turban as long as they remain in town, as well as having her vouching for them if they attempt to make their way in, eschewing any need for an ability or skill check.



## CADENCE

CR 9

XP 6,700

Vanara kineticist (elemental ascetic/elemental scion/metakinetic savant) 9

NG Medium humanoid (vanara)

**Init** +2; **Senses** scent 10 ft., Perception 18 (+4 bonus on hearing- and smell-based checks, -4 penalty on opposed checks, automatic fail on sight-based checks)

### DEFENSE

**AC** 20, touch 17, flat-footed 18 (+3 armor, -2 blindness, +2 Dex, +7 monk; Dex not applied to ranged attacks unless the attacker is within 30 ft. and its location has been pinpointed)



**hp** 71 (9d8+27)

**Fort** +9, **Ref** +8, **Will** +9

**Defensive Abilities** AC bonus; **Weaknesses** blinded (permanent)

### OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** powerful fist (1) vibration blast +13 (1d3+2d10+6), powerful fist (1) vibration blast elemental flurry +13/+13/+8/+8 (1d3+2d10+6), powerful fist (2) sonic boom blast elemental flurry +13/+13/+8/+8 (1d3+4d10+6)

**Ranged** ranged blast vibration blast +9 (5d8+4), ranged blast sonic boom blast +9 (10d6+4), ranged blast discordant augmentation vibration blast +9 (5d10+4)

**Special Attacks** burn (3/round, 6/day), elemental flurry, gather power, infusion specialization 2, metakinesis (empower), metakinetic buffer (2 points), metakinetic feats, powerful fist

### Kineticist Wild Talents Known

*Infusions* – attuning infusion, cacophonous infusion, kinetic fist, ranged blast

*Kinetic Blasts* - discordant augmentation, sonic boom blast, vibration blast

*Utility* - absolute silence, basic vibrokinesis, deafening burst, enhanced fist, greater deafening burst

### TACTICS

**Before Combat** Cadence needs little preparation for battle; if he knows he will be facing foes against whom his blindness could be a detriment (in particular enemies with considerable skill with ranged attacks) he will drink a potion of *shield* to boost his AC, but he otherwise is ready for combat at a moment's notice.

**During Combat** Cadence's techniques are simple: punch as hard as possible. He will always try to pinpoint the locations of foes and counterstrike with an attuned ranged blast if possible, allowing him to spread his attacks out, but strongly prefers melee combat and will make every attempt to close the distance and deliver an elemental flurry.

**Morale** When pushed under half total hit points (or whenever he suffers damage, if at least half the damage he has sustained is due to burn), Cadence will consume his healing potions. If he is at less than 20 hit points and no longer has healing potions (or if he is suffering enough burn that a potion can't heal him above 20 hit points) he will attempt escape or surrender as appropriate for the situation. He won't attempt to fight to the death unless escape is impossible and surrender could result in deaths anyway.



## STATISTICS

**Str** 10, **Dex** 14, **Con** 16, **Int** 10, **Wis** 22, **Cha** 12

**Base Atk** +6; **CMB** +6; **CMD** 25

**Feats** **Blind-Fight**, **Blinded** **Blade Style**<sup>BoS</sup>, **Blinded Competence**<sup>BoS</sup>, **Concussive Spell**, **Improved Blind-Fight**<sup>APG</sup>, **Improved Unarmed Strike**, **Ranged Versatility**

**Skills** **Acrobatics** 16, **Climb** 9, **Diplomacy** 13, **Escape Artist** 8, **Perception** 18, **Swim** 4

**Languages** **Common**, **Vanaran**

**SQ** **acrobatic**, **elemental heart (sound)**, **elemental wisdom**, **focused element**, **prehensile tail**

**Combat Gear** **potion of cure light wounds** (2), **potion of cure moderate wounds**, **potion of shield**, **vest of resonating fortitude**<sup>PaP</sup>; **Other Gear** **belt of physical might** +2 (**Dex/Con**), **body wraps of kinetic fist**, **bracers of armor** +3, **guided**<sup>Pto</sup> **amulet of mighty fists**, **headband of inspired wisdom** +2, **iridescent teardrop ioun stone** (cracked), 50 gp

## BOON

When he parts ways with an ally that has significantly helped him out, Cadence will make arrangements for a *crystal of elemental knowledge* to be made containing his kinetic fist wild talent and delivered to his ally once its creation is completed. Unlike a normal *crystal of elemental knowledge*, this one contains the ability to access his powerful fist ability as a 9th-level elemental ascetic. To those not attuned to it, it appears as a normal *crystal of elemental knowledge* and has the same retail price as one containing a 1st-level wild talent if sold.

## JEMMA ROX

**CR 13**

**XP** 26,100

**Human kineticist (soundweaver)** 13

**CG Medium humanoid (human)**

**Init** +2; **Senses** **Perception** 8

## DEFENSE

**AC** 21, **touch** 12, **flat-footed** 19 (+6 armor, +2 Dex, +3 natural armor)

**hp** 88 (13d8+26)

**Fort** +9, **Ref** +12, **Will** +9

**Defensive Abilities** **spell resistance** 17

## OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

**Ranged** **acid blast** +17 (7d6+4 acid), **advanced cantikinesis** **acidic bolt blast** +17 (16d6+4 half acid, half electricity), **advanced cantikinesis** **acidic boost** **acid blast** (9d6+13 acid)



**Special Attacks** **advanced cantikinesis**, **bardic masterpiece (elements awaken)**, **bardic performance (countersong, dirge of doom, fascinate, fitting scenery, inspire competence, inspire courage, inspire greatness, one-man band)**, **burn** (4/round, 11/day), **burn pool** (21 points), **gather power**, **infusion specialization** 3, **kinetic concert** (28 rounds), **metakinesis (empower, maximize, quicken)**, **supercharge**

## Kineticist Wild Talents Known

**Defense** - **corrosive miasma**

**Infusions** - **burning infusion**, **extended range**, **improved burning infusion**, **improved kinetic bomb**, **kinetic bomb**

**Kinetic Blasts** - **acid blast**, **acidic bolt blast**, **acidic boost**, **electric blast**, **fire blast**, **green flame blast**, **sonic blast**



**Utility** - acid's corrosion, advanced kinesis, air shroud, cantikinesis, greater cantikinesis, greater skilled kineticist, improved cantikinesis, skilled kineticist, slime control, wings of air

### Spell-Like Abilities

- 6th - *chain lightning*, *plague storm*<sup>UM</sup>
- 5th - *control winds*, *slay living*
- 4th - *death ward*, *solid fog*
- 3rd - *contagion*, *gaseous form*
- 2nd - *death knell*, *wind wall*
- 1st - *obscuring mist*, *ray of sickening*<sup>UM</sup>

### TACTICS

**Before Combat** Jemma will typically stay in her civilian guise (known as Jerri Bennett) unless threatened and avoid conflict when possible, though she will always be wearing her sunblock kohl as if it was typical makeup. She will only use an oil of *blur* or oil of *good hope* if afforded an opportunity to prepare stealthily before an unavoidable combat situation arises.

**During Combat** If not afforded a chance prior to combat breaking out, Jemma will apply her oils of *blur* and *good hope* and spend as much of the battle as possibly airborne, firing acid blasts at her foes. If a trusted ally is endangered, she will be more aggressive against foes putting that ally at risk, using her spell-like abilities and her more powerful blasts at the cost of points in her burn pool, *lesser burn fragments*, and her *burn shard*.

**Morale** Jemma will typically surrender if she has run out of points in her burn pool, has expended all of her *lesser burn fragments* and her *burn shard*, and is suffering at least 5 points of burn. She may attempt surrender earlier if an ally's life is at risk and she is unable to act otherwise to save them, but this attempt is rescinded if her foes prove to be willing to harm her allies regardless of her surrender, and she will then continue to fight to the death.

### STATISTICS

**Str** 8, **Dex** 14, **Con** 14, **Int** 12, **Wis** 9, **Cha** 26

**Base Atk** +9; **CMB** +8; **CMD** 20

**Feats** Burn Resistance, Enduring Remnants (2), Extra Wild Talent, Flashy Finesse, Incredible Hidden Power, Kinetic Remnants, Weapon Finesse

**Skills** (91) Acrobatics 8, Disguise 21, Fly 11, Knowledge (local) 6, Knowledge (planes) 17, Perception 8, Perform (keys) 24, Perform (percussion) 19, Perform (sing) 33, Perform (strings) 29, Perform (wind) 19, Sense Motive 7, Use Magic Device 16

**Languages** Common, Elven

**SQ** born talented, brutal mutation, burning passion, dual identity, elemental focus (poison), expanded element (air), minstrel training, musical infusion, seamless guise, transformation sequence

**Combat Gear** *artistic ale*<sup>PaP</sup> (4), *basic burn fragment* (6), *lesser burn shard*, oil of *blur* (5), oil of *cure serious wounds* (4), oil of *good hope* (2), *potion of remove curse* (2), *potion of remove disease*, *staff of accompaniment*<sup>UE</sup>, *sunblock kohl*<sup>AG</sup>; **Other Gear** *amulet of natural armor* +3, *belt of incredible dexterity* +4, *bracers of the glib entertainer*<sup>UE</sup>, *chain belt*<sup>ARG</sup>, *crystal of elemental knowledge* (greater skilled kineticist), *crystal of elemental knowledge* (wings of air), *glamered spider-silk bodysuit*<sup>AdA2</sup> +3, *headband of alluring charisma* +4, *kinetic ring of condensing explosions*, *pauldrons of unflinching fortitude*<sup>MA</sup> +2/+3, *planar gates tattoo*, *reinforced scarf*<sup>AdA</sup>, 2,465 gp

### BOON

Jemma will employ individuals willing to help her expose the misdeeds of a rival band of bards and soundweavers known as The Miscreants, usually under her civilian guise, pretending to be Jemma Roxx's personal advisor. Exposure of their identities and misdeeds, whether on the party's own or with Jemma's assistance, will result in her teaching a single bardic masterpiece to each party member capable; if no party member is able to learn a bardic masterpiece, she instead gifts them a crystal which can be destroyed to replicate the effects of her fitting scenery bardic performance for five rounds.

### SPENSAR THE PROGENITOR

**CR 20**

**XP** 308,900

**Obitu** legendary kineticist (fusion kineticist/mystical kineticist) 20

**LE** Medium outsider (native)

**Init** +5; **Senses** Perception +22, darkvision 60 ft.

### DEFENSE

**AC** 27, **touch** 17, **flat-footed** 26 (+6 armor, +5 deflection, +1 Dex, +1 insight, +4 shield; +4 dodge against spells, spell-like abilities, and summoned creatures)

**hp** 253 (20d8+160)

**Fort** +25, **Ref** +18, **Will** +10 (+4 vs. poison and disease)

**Defensive Abilities** defined defense, fossil fortitude, spell resistance 22 **Resist** fire 10, negative energy 15 **Immunity** sleep effects

### OFFENSE

**Speed** 40 ft.



**Melee** +19 empowered bone/water blast kinetic fist (tongue)  $(1d4+2d6+4+(3d4+1)*1.5)$  nonlethal; 30 ft. reach), +19 empowered gore blast kinetic fist (tongue)  $(1d4+2d6+4+(7d4+1)*1.5)$  nonlethal; 30 ft. reach)

**Ranged** +16 empowered bone blast  $((11d4+3d8+9)*1.5)$ ; 45 ft. range), +16 empowered gore blast  $((22d4+3d8+9)*1.5)$ ; 45 ft. range), +16 empowered water blast  $((11d4+9)*1.5)$ ; 45 ft. range) (+1 attack and damage within 30 ft.)

**Special Attacks** battle burn (3 points), burn (6/round, 11/day), cross infusion, elemental overflow +6, gather power, infusion specialization 6, internal buffer (6 points), metakinesis (empower, quicken, twice), supercharge

#### Kineticist Wild Talents Known

*Defense* - reactive skin, shroud of water

*Infusions* - dehydrating blast, extended range, foe throw, greater dehydrating blast, hypertensive infusion, improved mobile blast, kinetic fist, mobile blast, osteotomy, weakening infusion

*Kinetic Blasts* - bone, gore, water

*Utility* - continuous regrowth, death globe, divisive osteotomy, eternal atrophy, grotesque armor, hydro cutter, improved kinetic cover, kinetic cityscape, kinetic cover, kinetic shelter, lick, offensive osteotomy, rapid regrowth, roiling flesh, shimmering mirage, stretchy tongue, tongue twister, visceral corruption

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#### TACTICS

**Before Combat** So long as he isn't met with immediate violence, Spensar will attempt to convince adventuring parties he encounters that his methods of reproducing obitu - using his kineticist abilities to rip a skeleton out of a living host and having allied healers regenerate the host's skeleton as he infects the removed skeleton with his vivification virus - are both the most effective and fastest means. This attempt will typically involve him showing groups the process in person. Should he or his host be attacked or if he fails to convince adventurers to leave him be, he will use his *staff of travel*<sup>UE</sup> to teleport elsewhere in his castle, using the time it takes adventurers to find him to prepare a defense force of 3 alchemists, clerics, and/or warpriests (mostly drow, human, or obitu, each with a CR ranging from 15-17) from among his followers. He will also invest 6 points of burn into his reactive flesh, changing his statistics as follows:

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#### DEFENSE

AC 30, touch 20, flat-footed 26 (+6 armor, +5 deflection, +4 Dex, +1 insight, +4 shield; +4 dodge against spells, spell-like abilities, and summoned creatures)





**Fort** +27, **Ref** +21, **Will** +10 (+4 vs. poison and disease)

**Defensive Abilities** defined defense, fossil fortitude, spell resistance 22 (30% chance to ignore critical hits and sneak attack, 20% miss chance from concealment)

**Resist** fire 16, negative energy 15 Immunity sleep effects

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## OFFENSE

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**Speed** 40 ft.

**Melee** +20 empowered bone/water blast kinetic fist (tongue) (1d4+2d6+5+(3d6+1)\*1.5 nonlethal; 30 ft. reach), +20 empowered gore blast kinetic fist (tongue) (1d4+2d6+5+(7d6+1)\*1.5 nonlethal; 30 ft. reach)

**Ranged** +25 empowered bone blast ((11d6+3d8+23)\*1.5; 45 ft. range), +25 empowered gore blast ((22d6+3d8+23)\*1.5; 45 ft. range), +25 empowered water blast ((11d6+23)\*1.5; 45 ft. range) (+1 attack and damage within 30 ft.)

**Special Attacks** battle burn (3 points), burn (6/round, 13/day), cross infusion, elemental overflow +6, gather power, infusion specialization 6, internal buffer (6 points), metakinesis (empower, quicken, twice), supercharge

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## STATISTICS

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**Str** 11, **Dex** 18, **Con** 30, **Int** 12, **Wis** 9, **Cha** 18

**Base Atk** +15; **CMB** +15; **CMD** 29

**Skills** Acrobatics +24, Bluff +17, Diplomacy +27, Heal +17, Knowledge (local) +6, Perception +22, Use Magic Device +25

**During Combat** Spensar favors using simple blasts to take on foes from a distance but may attempt a gore blast if he feels he cannot let a particular individual survive. He may also gather power to attempt using his divisive osteotomy or roiling flesh on foes. He prefers to focus his attentions on keeping ranged combatants and casters incapacitated, but any intelligent undead within the group will draw his immediate ire, and he will attempt to use his tongue attack to infect them with his vivification virus. He is not above using roiling flesh on a dying member of his entourage so that he can use their bodies with his grotesque armor for added personal protection. If he sees his foes favoring a particular type of energy, he may utilize his reactive skin ability to change his fire resistance to the energy type he sees them using the most. He will avoid otherwise accepting burn unless he has no other option or it would allow him to decisively finish a fight.

**Morale** Once he drops below 100 hit points, Spensar uses his *staff of travel* to go to another place within his abode, calling upon a new group of followers to heal his wounds while leaving any survivors from his previous group to fend for themselves. Once his staff has run

out of charges, he further evades his foes on foot, using his kinetic cover to block off narrow paths to impede their pursuit. After all of his followers have been killed or otherwise defeated, he attempts escape and, once he's evaded his pursuers he uses his kinetic cityscape to collapse his castle so that he may begin anew elsewhere in the world.

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## STATISTICS

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**Str** 9, **Dex** 12, **Con** 26, **Int** 12, **Wis** 9, **Cha** 18

**Base Atk** +15; **CMB** +14; **CMD** 25

**Feats** Agile Tongue, Autobuffer, Death Drain, Deathbane Touch, Distance Blasting, Divergent Focus, Extra Wild Talent (2), Far Shot, **Improved Initiative**, Kinetic Combo, Point-Blank Shot, Precise Shot

**Skills** Acrobatics 21, Bluff 17, Diplomacy 27, Heal 17, Knowledge (local) 6, Perception 22, Use Magic Device 25

**Languages** Common, Undercommon

**SQ** composite specialization, elemental balance, elemental harmony, metakinetic master (empower), nimble form, perfect fusion, unbalanced elements (viscera and water), utilitarian mutation

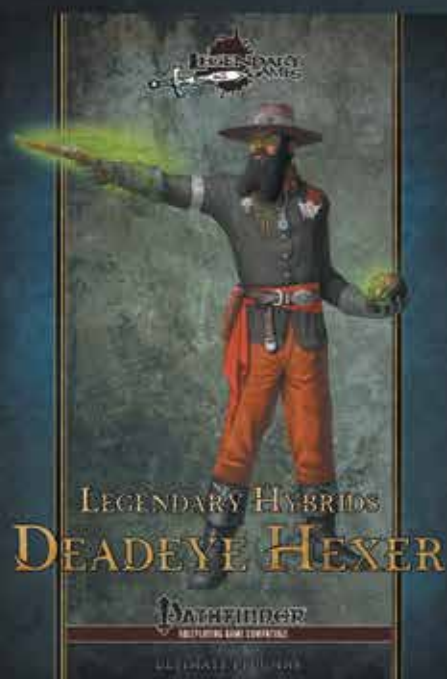
**Combat Gear** *grand burn fragment* (4), *greater burn shard*, *staff of travel*; **Other Gear** *amorphous<sup>ACG</sup> haramaki<sup>UE</sup>*, *belt of mighty constitution* +6, *blue teardrop ioun stone*, *circlet of persuasion<sup>UE</sup>*, *cloak of flash and shadow<sup>CEoD</sup>*, *composite ring of elemental strength*, *crystal of elemental knowledge* (foe throw), *crystal of elemental knowledge* (improved mobile blast), *crystal of elemental knowledge* (kinetic fist), *disc of rainbow tears*, *dusty rose prism ioun stone*, *merciful sapping<sup>DTT</sup>* *body wraps of mighty strikes<sup>UE</sup>* +5, *pink greater kineticist's diadem*, *pink teardrop ioun stone*, *ring of splendid security<sup>P12</sup>*, *spell dodging<sup>ACG</sup>* *bracers of armor* +6, *style-stealing vambrace<sup>BM</sup>* (Precise Shot), *torc of truespeech<sup>MA</sup>*, 64,397 gp

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## BOON

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Spensar may employ an adventuring party to abduct a suitable being for him to extract skeletons from for animation into obitu. Should they bring him a subject he deems to be both hardy enough to survive skeletal extraction and possessing a strong enough skeletal build to allow him to create more physically-adept obitu, he will gift them with a modified *crystal of elemental knowledge* containing his roiling flesh kineticist wild talent. This special crystal can be attuned by any spellcaster capable of using 7th-level spells; they treat roiling flesh as if it was a 7th-level transmutation spell with the evil descriptor.



# LEGENDARY CLASSES

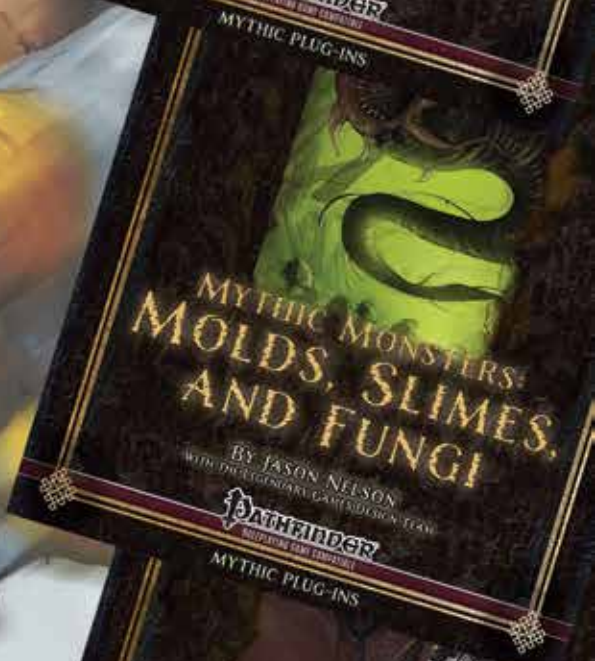
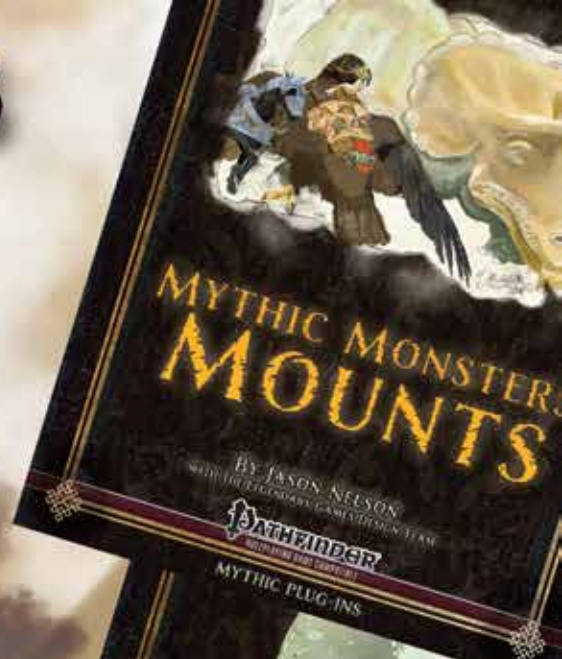
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# MYTHIC MONSTERS



## MAKE YOUR GAME LEGENDARY!





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