Everyman Options: Kineticists



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

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Author's Anecdote

Thank you for purchasing EVERYMAN OPTIONS: KINETICISTS. Of all the classes that were published in PATHFINDER ROLEPLAYING GAME OCCULT ADVENTURES, few classes caught the imagination quite like the kineticist did. Invoking the likes of AVATAR: THE LAST AIRBENDER and a particularly well-liked 3.5 class, the warlock, the archetype of the elemental master is a powerful one in fantasy, and it was one that was just begging to be officially brought into the PATHFINDER ROLEPLAYING GAME. GMs and players alike were thrilled to discover the exciting new options that they could dream into existence using the kineticist, and it quickly became the most talked about class both in its initial playtest and after it was finally published in 2015.

Obviously, a class as evocative as the kineticist deserves to have the Everyman Gaming treatment, and that's exactly what we're looking to provide with Everyman Options: Kineticists. Note that going forward, we're changing the name of the product line from "Everyman Archetypes" to "Everyman Options;" historically, our Everyman Archetypes products tend to have non-archetype content in them, and Everyman Options simply reflects this better. I doubt that this is the last time that we will ever provide kineticist offerings; if they're popular, I 100% want to revisit the concept of advanced composite blasts, for instance. But in the meantime, I hope you enjoy the new and exciting ways that your characters can bend reality to their whims using the content herein.

- Alexander Augunas

Table of Contents

The following sections are presented in EVERYMAN OPTIONS: KINETICIST.

Kineticist Elements (Pg. 4): This section introduces a new kineticist element, the dream element. Psychokineticists can use this element to manipulate the minds and perceptions of their enemies, weaving fantastic illusions and enchantments by manipulating dreamstuff from the Dimension of Dreams.

Kineticist Archetypes (Pg. 8.): This section introduces a number of new archetypes that kineticists can choose from, including the elemental blade, the elemental expert, the harbinger, and more. This section uses content from *PARANORMAL ADVENTURES*, by Everyman Gaming, LLC.

Advanced Composite Blasts (Pg 11.): This section includes three new composite blast talents that hydrokineticists and pyrokineticists can choose from. These composite blasts are more powerful than standard composite blasts, but also require a greater expenditure of burn on the kineticist's part.

Scion of the Elements (Pg. 12.): This section introduces an all-new prestige class for kineticists, the scion of the elements. Able to slowly unlock the ability to control the four classic elements, the scion of the elements calls upon her previous incarnations in order to supplement her elemental knowledge and mastery.

Design Goals

The following design goals guided the development of *EVERYMAN OPTIONS: KINETICIST*.

1. Play the Avatar. As a huge fan of the Avatar franchise, we wanted to make sure that it was possible for a kineticist player to master all four elements and become the Avatar. Ultimately we decided that an archetype was never going to create this character option to our satisfaction because it absolutely had to adhere to the progressions set forth by the kineticist base class, and we really wanted to start fresh when designing this option. Plus, if being the Avatar isn't prestigious, then I don't know what is. Thus, the decision to make the option into a prestige class was made, and the scion of the elements was born shortly after.

2. Play a Psychokineticist. As an occult ideas, the psychokineticist is really the heart of the "manipulate things" archetype, and there are plenty of characters throughout fantasy that need a strong option for manipulating minds with psychic powers that wasn't psychic spellcasting. Of course, the problem of making this option into a kineticist "element" arose; what would the kineticist manipulate? Brain waves? That seemed far-fetched to us. That is, until the concept of manipulating the essence of the Dimension of Dreams arose, giving birth to the dream element. Using the power of the dreaming mind, a psychokineticist is able to manipulate them mind and addle the senses, creating precisely the feel we were looking with in our psychokineticist class.

3. Diversify Blasts. One common problem that the kineticist has is the fact that there isn't much diversity between builds of the same element. Creating a whole bunch of new wild talents is nice, but that doesn't really fix the problem of visuals; we wanted to give kineticists the option of choosing how the blasts themselves looked and acted. Although the advanced composite blast mechanic doesn't feature heavily in Everyman Options: Kineticists, we're excited about how the concept drastically changes what elemental forces kineticists are able to attack with, and if the concept is popular with our readers we'd be looking to expand the idea more in future products. So let us know what you think on this!

4. Modify Blasts. There are tons of cool characters in fiction, especially anime, that use magical energy strikes and blasts in cool ways. One of the things that we really wanted to do in Everyman Options: Kineticists is give kineticists new ways to not only use their powers, but alter how they manifest and where they come from. That's why classes like the kineticist marksman, which forges its blasts into projectile ammunition, and the harbinger, which gets its kinetic powers from the presence of a powerful outsider, exist. Through iteration, we're looking to better define what a kineticist is and where her incredible powers come from.

Kinelisisis

In addition to the elements found in the kineticist section of Chapter 1 in *Patheinder RolePlaying Game Occult Adventures*, a kineticist can choose the following new element.

Dream

Dreamstuff is the quintessential building blocks of the Dimension of Dreams, a plane that all mortal minds visit when they dream. Kineticists able to manipulate both the waking and unwaking mind using dreamstuff are called psychokineticists.

Infusion wild talents are marked with a dagger (†); all other wild talents listed below are utility wild talents.

Class Skills: A psychokineticist adds Knowledge (local) and Diplomacy to her list of class skills.

Blast Talents: dream blast, mind blast

Composite Blast Talents: phantasmal boost, phrenic blast, shadow blast

Defense Talents: dream ward

Wild Talents: *1st*—basic psychokinesis, malleable blast[†], mental wards, mind scan, probing infusion[†], psychokinetic speech, sickening[†]; *2nd*—fearsome infusion[†], psychokinetic knowledge, sickening infusion[†]; *3rd*—dream shaper, manipulation, mind scan (greater), mindscape duelist, psychic augury, psychokinetic invisibility, psychosomatic treatment, torrent[†]; *4th*— paralyze, psychokinetic scare, telepathy, tiring infusion[†]; *5th*—exhausting infusion[†], ; *6th*—dream messenger, dream shaper (greater), nauseating infusion[†], psychic dowsing; *7th*—mind burst[†], psychokinetic invisibility (greater), terrorizing infusion[†]; *8th*—manipulation (greater), nightmare messenger, paralyze (greater); *9th*—mindscape master.

Kinetic Blasts

Kinetic blasts comprise simple and composite blasts.

Simple Blasts

A kineticist gains a simple blast from her primary element at 1st level—some elements offer more than one option. When a kineticist gains a new element via the expanded element class feature, she gains a simple blast from that element as well. Each simple blast is either a physical blast or an energy blast. Physical blasts are ranged attacks that deal an amount of damage equal to 1d6+1 + the kineticist's Constitution modifier, increasing by 1d6+1 for every 2 kineticist levels beyond 1st. Spell resistance doesn't apply against physical blasts. Energy blasts are ranged touch attacks that deal an amount of damage equal to 1d6 + 1/2 the kineticist's Constitution modifier, increasing by 1d6 + 1/2 the kineticist's Constitution modifier, increasing by 1d6 + 1/2 the kineticist's Constitution modifier, increasing by 1d6 + 1/2 the kineticist's Constitution modifier, increasing by 1d6 for every 2 kineticist levels beyond 1st.

DREAM BLAST

Element dream; Type simple blast; Level —; Burn 0 Blast Type energy or physical; Damage see text

Saving Throw Will disbelief

You manifest a quasi-real blast of dreamstuff and hurl it at a foe. Each time you attack with a dream blast, you choose its blast type (energy or physical) and damage type (acid, cold, electricity, or fire for energy blasts, or bludgeoning, piercing, or slashing for physical blasts). A dream blast is an energy blast unless at least one type of physical damage is chosen (bludgeoning, piercing, or slashing damage).

The first time each round that a foe is hit by a dream blast, a shadow blast, or a simple blast that has been infused with dreamstuff via the phantasmal boost composite blast, it can attempt a Will save to disbelieve. If the foe fails to disbelieve, it takes full damage from all dream blasts and all simple blasts that have been infused with dreamstuff using the phantasmal boost composite blast for the rest of the round. If a dream blast is disbelieved, the foe takes only one-fifth (20%) damage from the blast. If a simple blast that has been infused with dreamstuff is disbelieved, it deals damage as that simple blast normally would instead of as described by phantasmal boost. Any infusions tied to a disbelieved blast are only one-fifth as strong (if applicable) or only 20% likely to occur.

If you possess an infusion wild talent that allows you to attack multiple times with your dream blast (such as flurry of blasts or kinetic blade), you may chose a different type of kinetic blast and a different type of damage with each attack.

A dream blast is an illusion (shadow) effect.

MIND BLAST

Element dream; Type simple blast (Sp): Level —; Burn 0 Blast Type energy; Damage untyped

Saving Throw Will half

You gather the psychic imprints of the thoughts and memories of dreaming creatures and transfer it into a foe's mind, overloading it with psychic information. Creatures damaged by the attack receive a Will save for half damage. A creature can attempt to disbelieve a single psychokineticist's mind blast no more than once per round. Objects automatically disbelieve a mind blast.

A mind blast is a mind-affecting divination effect.

Composite Blasts

Composite blasts combine elements to form a new blast. When a kineticist gains a new element through expanded element, she gains access to all composite blasts for which she qualifies. Most composite blasts are either physical or energy blasts, like simple blasts. Physical composite blasts deal an amount of damage equal to 2d6+2 + the kineticist's Constitution modifier,



increasing by 2d6+2 for every 2 kineticist levels beyond 1st; energy composite blasts deal an amount of damage equal to 2d6 + 1/2 the kineticist's Constitution modifier, increasing by 2d6 for every 2 kineticist levels beyond 1st.

Phantasmal Boost

Element dream; Type composite blast; Level —; Burn 2

Prerequisite dream blast, expanded element (aether, air, earth, fire, water, or wood)

Blast Type special; Damage see text Saving Throw Will disbelief

You suffuse a simple blast you know with dreamstuff, causing it to deal damage as though it were a composite blast. Half of the damage dealt is of the same type and the rest is chosen from among the list of damage types available to a dream blast (acid, bludgeoning, cold, electricity, fire, piercing, or slashing). The simple blast's type doesn't matter when determining which damage types you can select in this manner.

The first time each round that a foe is hit by a dream blast, a shadow blast, or a simple blast that has been infused with dreamstuff via the phantasmal boost composite blast, it can attempt a Will save to disbelieve. If the foe fails to disbelieve, it takes full damage from all dream blasts and all simple blasts that have been infused with dreamstuff using the phantasmal boost composite blast for the rest of the round. If a dream blast is disbelieved, the foe takes only one-fifth (20%) damage from the blast. If a simple blast that has been infused with dreamstuff is disbelieved, it deals damage as that simple blast normally would instead of as described by phantasmal boost. Any infusions tied to a disbelieved blast are only one-fifth as strong (if applicable) or only 20% likely to occur.

At 15th level, you can also infuse a composite blast with dreamstuff. To infuse a composite blast in this way, you must accept 1 additional point of burn. If a composite blast is disbelieved, it deals damage as that simple blast normally would instead of as described by phantasmal boost.

A dream blast is an illusion (shadow) effect.

PHRENIC BLAST

Element dream; Type composite blast; Level —; Burn 2 Prerequisite primary element (dream), expanded element (dream)

Blast Type energy; Damage untyped

Saving Throw Will half

You blast the target with raw psychic energy, damaging both its mind and its physical brain in the process. Creatures damaged by the attack receive a Will save for half damage. Any infusions tied to the phrenic blast affect the target as normal on a failed saving throw.

A phrenic blast is a divination effect.

SHADOW BLAST

Element dream, void; Type composite blast; Level —; Burn 2 Prerequisite dream blast, negative energy blast Blast Type energy or physical; Damage see text Saving Throw Will negates

You throw a shifting globe of raw shadow at a foe. Each time you attack with a shadow blast, you choose its blast type (energy or physical) and damage type (acid, cold, electricity, or fire for energy blasts, or bludgeoning, piercing, or slashing for physical blasts). A shadow blast is an energy blast unless at least one type of physical damage is chosen (bludgeoning, piercing, or slashing damage).

The first time each round that a foe is hit by a dream blast, a shadow blast, or a simple blast that has been infused with dreamstuff via the phantasmal boost composite blast, it can attempt a Will save to disbelieve. If the foe fails to disbelieve, it takes full damage from all dream blasts and all simple blasts that have been infused with dreamstuff using the phantasmal boost composite blast for the rest of the round. If a dream blast is disbelieved, the foe takes only one-fifth (20%) damage from the blast. If a simple blast that has been infused with dreamstuff is disbelieved, it deals damage as that simple blast normally would instead of as described by phantasmal boost. Any infusions tied to a disbelieved blast are only one-fifth as strong (if applicable) or only 20% likely to occur.

If you possess an infusion wild talent that allows you to attack multiple times with your shadow blast (such as flurry of blasts or kinetic blade), you may chose a different type of kinetic blast and a different type of damage with each attack. A shadow blast is an illusion (shadow) effect.

Defense Wild Talents

A kineticist gains the defense wild talent from her primary element at 2nd level.

Dream Ward

Element dream; Type defense (Su); Level —; Burn 0

You constantly surround yourself with a scintillating aura of otherworldly lights and images. All attacks that require an attack roll to hit you (including touch attacks and ranged touch attacks) have a 20% miss chance, as if from concealment. Unlike actual concealment, dream ward does not prevent you from being seen or targeted normally, nor does it allow you to make Stealth checks. *True seeing* counteracts dream ward.

By accepting 1 point of burn as a standard action, you can increase the chance that attacks made against you will miss by an amount equal to half your kineticist level until the next time your burn is removed, up to a maximum chance of 75%. If you use this ability multiple times, the increases stack.

Whenever you accept burn using a dream wild talent, you siphon some of the psychic information that you harnessed with your powers and funnel it into your dream ward, increasing the chance that attacks will miss you by 5% per point of burn accepted until the start of your next turn, up to a maximum miss chance of 75%.

Dream ward is an illusion (glamer) effect.

Infusion Wild Talents

Infusions change the way kineticists use their kinetic blasts.

EXHAUSTING INFUSION

Element dream; **Type** substance infusion; **Level** 5; **Burn** 3 **Prerequisites** tiring

Associated Blasts dream, mind, phantasmal, phrenic, shadow Saving Throw Fortitude negates

You psychically drain your foe's strength. Whenever a blast with this infusion deals damage to a foe, that foe becomes exhausted for 1 round. Using this infusion against a foe multiple times does not extend the duration of the exhausted condition.

FEARSOME INFUSION

Element dream; Type substance infusion; Level 2; Burn 2 Associated Blasts dream, mind, phantasmal, phrenic, shadow Saving Throw Will negates

Your blast imparts your foes with unsettling sights and sounds, leaving them nervous and on-edge. Whenever a blast with this infusion deals damage to a foe, that foe becomes shaken for a number of rounds equal to half your kineticist level. Using this infusion against a foe multiple times only extends the duration of the shaken condition; it does not stack to create a more powerful fear condition.

This infusion is a mind-affecting fear effect.

MALLEABLE BLAST

Element dream; **Type** form infusion; **Level** 1; **Burn** 3 **Prerequisites** expanded element (any except dream) **Associated Blasts** dream, phantasmal, shadow

You can precisely mimic the substances of other elements when creating a dream or shadow blast or when infusing a simple blast with dreamstuff with phantasmal boost. The infused blast counts as all blast and composite blast talents that you know for the purpose of determining which substance infusions you can apply to the blast. You must still increase your kinetic blast's total burn cost as normal to apply those infusions, and this ability does not allow you to exceed the normal limit of one form infusion and one substance infusion per kinetic blast.

MIND BURST

Element dream; **Type** form infusion; **Level** 7; **Burn** 4 **Associated Blasts** dream, mind, phantasmal, phrenic, shadow **Saving Throw** Will negates

You focus your mental powers on a point in space and create a controlled burst of psychic power. Otherwise, this functions like the explosion infusion.

NAUSEATING INFUSION

Element dream; Type substance infusion; Level 6; Burn 4 Prerequisites sickening

Associated Blasts dream, mind, phantasmal, phrenic, shadow Saving Throw Fortitude negates Your psychic powers ravage your opponent's mind and body, leaving them defiled and nauseous. Whenever a blast with this infusion deals damage to a foe, that foe becomes nauseated for 1 round. Using this infusion against a foe multiple times does not extend the duration of the nauseated condition.

PROBING INFUSION

Element dream; Type substance infusion; Level 1; Burn 1 Associated Blasts mind, phrenic

Saving Throw Will negates

Your kinetic blast probes the target's mind, giving you increased knowledge and foresight about that foe. You gain a +2 insight bonus to your AC and on saving throws against the abilities, spells, and special attacks of any opponent that fails its Will save against this infusion for 1 round. In addition, you learn the surface thoughts of any thinking creature that failed its save against the infusion until the end of that creature's next turn (as the 3rd-round effect of *detect thoughts*).

This infusion is a mind-affecting divination effect.

SICKENING INFUSION

Element dream; Type substance infusion; Level 2; Burn 2 Prerequisites sickening

Associated Blasts dream, mind, phantasmal, phrenic, shadow Saving Throw Fortitude negates

Your psychic powers upset the chemistry of your foe's mind and body, making them sickly. Whenever a blast with this infusion deals damage to a foe, that foe becomes sickened for a number of rounds equal to half your kineticist level. Using this infusion against a foe multiple times does not extend the duration of the sickened condition.

TIRING INFUSION

Element dream; Type substance infusion; Level 4; Burn 3 Associated Blasts dream, mind, phantasmal, phrenic, shadow Saving Throw Fortitude negates

You psychically sap your foe's physical energy, fatiguing them. Whenever a blast with this infusion deals damage to a foe, that foe becomes fatigued for a number of rounds equal to half your kineticist level.

Utility Wild Talents

A kineticist can select one of the following wild talents at each even level, provided she meets the prerequisites.

BASIC PSYCHOKINESIS

Element dream; Type utility (Sp); Level 1; Burn 0

You can use your psychokinesis to telepathically communicate with nearby creatures, functioning like telepathy with a range of 25 feet + 5 feet per 2 kineticist levels. Unlike telepathy, you can only communicate with creatures with which you share a language. If you possess the extended range wild talent, the range of basic psychokinesis increases to 100 feet + 10 feet per kineticist level, and if you possess the extreme range wild

talent, the range of basic psychokinesis increases to 400 feet + 40 feet per kineticist level. You can also use basic psychokinesis to duplicate the effects of the *daze* or *ghost sound* cantrips.

DREAM MESSENGER

Element dream; **Type** utility (Sp); **Level** 6; **Burn** 0

You can communicate with any creature via its dreams, as the *dream* spell. You can accept 1 point of burn when using *dream messenger* to deliver your message via telepathy rather than touch, increasing this ability's range to equal that of your base psychokinesis wild talent. Wild talents that alter how you communicate with others via basic psychokinesis (such as telepathy) affect this ability.

DREAM SHAPER

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

You are able to draw raw dreamstuff from the Dimension of Dreams and shape it into lifelike representations of creatures, objects, and sounds. This acts as the *minor image* spell or the *ventriloquism* spell, except both effects last only while you concentration and have a maximum duration of 1 round per kineticist level you possess.

DREAM SHAPER, GREATER

Element dream; **Type** utility (Sp); **Level** 6; **Burn** 0 **Prerequisite** dream shaper

You are able to create even more lifelike representations of creatures, objects, sounds, and even terrain from dreamstuff. This acts as the *mirage arcana* spell or the *persistent image* spell, except both effects last only while you concentration and have a maximum duration of 1 round per kineticist level.

MANIPULATION

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

You can manipulate the thoughts and actions of other creatures, as the *command* spell. By accepting 1 point of burn, you can instead implant your commands deep within the minds of others, as the *suggestion* spell.

MANIPULATION, GREATER

Element dream; **Type** utility (Sp); **Level** 8; **Burn** 0 **Prerequisite** manipulation

You can manipulate the memories of other creatures, functioning as *modify memory* or *repress memory*^{OA}. By accepting 1 point of burn when using this ability to modify another creature's memories, you may enter the target's subliminal mind to perform your work, allowing you to modify up to 1 day per kineticist level you possess per round you spend modifying the target's memory.

MENTAL WARDS

Element dream; Type utility (Sp); Level 1; Burn 0

Your psychokinetic powers allow you to resist mental attacks and effects with ease. Add your Constitution bonus (if any) on all Will saves that you make against mind-affecting effects in addition to your Wisdom modifier.

MIND SCAN

Element dream; Type utility (Sp); Level 1; Burn 0

You can scan other creatures' minds, functioning like the *detect thoughts* spell except you cannot study an area or subject for more than 1 round without accepting points of burn. By accepting 1 point of burn when you use this ability, you may concentrate on *detect thoughts* for as long as you wish until the next time your burn is removed. Alternatively, you can accept 1 point of burn when you use this ability to immediately discern information as if you had studied the subject or area for 3 rounds. You may choose to accept 2 points of burn in order to gain both of these benefits similtaneously.

MIND SCAN, GREATER

Element dream; **Type** utility (Sp); **Level** 3; **Burn** 0 **Prerequisite** mind scan

You can scan the minds of others for specific pieces of







information, as the *seek thoughts*^{APG} spell. Whether or not the save is successful, you cannot target a creature with this wild talent again for 1 day. Spending 1 point of burn when you use greater mind scan allows you to ignore this limitation for that one, specific use.

MINDSCAPE DUELIST

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

You are a master of creating and battling in mindscapes. Whenever you take part in a psychic duel, you count as a psychic spellcaster for the purpose of determining the potency of the effects that you create during a psychic duel and the amount of MP that you can spend when creating a manifestation is equal to the spell level of your kinetic blast ability. Additionally, you can accept 1 point of burn during a psychic duel in order to generate an amount of MP equal to the effective spell level of your kinetic blast ability. Finally, you can accept 1 point of burn in order to instigate a psychic duel between yourself and one target, as the *instigate psychic duel*^{OA} spell.

MINDSCAPE MASTER

Element dream; Type utility (Sp); Level 9; Burn 0 Prerequisite mindscape duelist Using dreamstuff in concordance with your psychic powers, you are able to create entire worlds from your dreams, as the *greater create mindscape*^{OA} spell. You may only have one mindscape in existence in this manner. You may also enter or leave mindscapes at your leisure, as the *mindscape door*^{OA} spell.

NIGHTMARE MESSENGER

Element dream; **Type** utility (Sp); **Level** 8; **Burn** 0 **Prerequisite** dream messenger

You can assault one specific creature with nightmares, as the *nightmare* spell. Whether or not the save is successful, a creature cannot be the target of this ability again for 1 day.

PARALYZE

Element dream; Type utility (Sp); Level 4; Burn 2

You psychically disturb one humanoid creature's ability to control its own body, as *hold person*.

PARALYZE, GREATER

Element dream; Type utility (Sp); Level 8; Burn 2 Prerequisites paralyze

You can disturb the mental abilities of virtually any creature, rendering it completely unable to act or move, as *hold monster*.

PSYCHIC AUGURY

Element dream; **Type** utility (Sp); **Level** 3; **Burn** 0 **Prerequisites** mind scan

You can scan another creature's mind and study their body language in order to learn a great deal about them, functioning like the *psychic reading* spell.

Psychic **D**owsing

Element dream; **Type** utility (Sp); **Level** 6; **Burn** 0 **Prerequisites** mind scan, psychic augury

You can detect powerful minds across vast distances using the Dimension of Dreams as a conduit, functioning like the *locate creature* spell. By accepting 1 point of burn when you use this ability, you can choose to detect creatures of a specific age, alignment, class, gender, race or ethnicity, religion, or sexual orientation, creatures with a specific feat or racial trait, or creatures that have training in a specific Craft, Perform, or Profession skill or that hail from a specific place of origin.

PSYCHOKINETIC INVISIBILITY

Element dream; Type utility (Sp); Level 3; Burn 0

You use your psychokinetic powers to prevent others from being able to perceive you. Otherwise, this functions like the telekinetic invisibility wild talent.

PSYCHOKINETIC INVISIBILITY, GREATER

Element dream; Type utility (Sp); Level 7; Burn 0

You possess masterful skill at remaining unnoticed when using your psychokinetic powers. This acts as psychokinetic invisibility, except you also avoid automatic detection via all forms of blindsense, blindsight, and abilities that function like blindsense and blindsight (such as tremorsense or lifesense). By accepting 1 point of burn when you use greater psychokinetic invisibility, you can either extend the effect to include your allies, functioning like *invisibility sphere*, or you can continue to benefit from *greater psychokinetic invisibility* even after you attack for 1 round per kineticist level, functioning like the greater invisibility wild talent.

PSYCHOKINETIC KNOWLEDGE

Element dream; Type utility (Ex); Level 2; Burn 1

Your psychokinetic powers grant you vast knowledge of the greater cosmic reality, making you knowledgeable in many subjects. You may make all Knowledge skill checks untrained. In addition, if dream is your primary element, you may select two Knowledge skills and add half your kineticist level to all checks made with those Knowledge skills. This bonus doesn't stack with any bonuses on those Knowledge skills that you receive from other wild talents, such as the skilled kineticist and greater skilled kineticist abilities.

Every time you select dream as your expanded element, you may select two additional Knowledge skills with this ability and add half your kineticist level to all checks made with those Knowledge skills as well.

PSYCHOKINETIC SCARE

Element dream; **Type** utility (Sp); **Level** 4; **Burn** 1 **Prerequisites** dream shaper

You use your psychokinetic powers to invade a foe's mind, creating illusory images that make their worst fears seem real. This ability functions as *scare*, except it causes one target creature within range to become frightened and can affect any creature whose Hit Dice are equal to or less than your caster level. Whether or not the target succeeds on its Will save, it cannot be affected by this wild talent again for 24 hours unless you accept 1 additional point of burn when targeting that creature again with this spell-like ability. Using this ability against a foe multiple times only extends the duration of the frightened condition; it does not stack to create a more powerful fear condition.

PSYCHOKINETIC SPEECH

Element dream; Type utility (Ex); Level 1; Burn 0

Your study of thought patterns and processes allow you to use your psychokinetic powers to assist you socially. Add Bluff and Sense Motive to your list of kineticist class skills. Whenever you successfully feint an opponent in combat, the next melee attack or kinetic blast you make against the target does not allow him to use his Dexterity bonus to AC (if any).

PSYCHOSOMATIC **T**REATMENT

Element dream; Type utility (Su); Level 3; Burn 0

You can channel psychic energy directly from the Dimension of Dreams into a foe's mind, helping them shake off affects that confound or impede the mind with their own dreams. This ability functions similarly to the mesmerist's touch treatment ability, using your kineticist level as your effective mesmerist level, but instead of gaining uses per day as a mesmerist would, you must accept 1 point of burn in order to use this ability. Additionally, this wild talent doesn't count as touch treatment for any effects that interact with or require the touch treatment class feature.

SICKENING INFUSION

Element dream; Type substance infusion; Level 1; Burn 1 Associated Blasts dream, mind, phantasmal, phrenic, shadow

Saving Throw Fortitude negates

Your psychic powers rattle your opponent's mind and body, leaving them feeling defiled and queasy. Whenever a blast with this infusion deals damage to a foe, that foe becomes sickened for a number of rounds equal to half your kineticist level.

TELEPATHY

Element dream; Type utility (Su); Level 4; Burn 0

Your telepathic powers are able to cross language barriers. When using basic psychokinesis, you can communicate with any intelligent creature, even if you don't speak that creature's language.

Archetypes and Options

Each alternate class feature presented in an archetype either replaces or alters one or more specific class features from the base class. When an archetype includes multiple alternate class features, a character must take all of them—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All class features of the base class that aren't mentioned among the alternate class features of an archetype remain unchanged and are acquired normally when a character reaches the appropriate level. If an alternate class feature replaces a base class feature, the archetype doesn't count as having that base class feature for the purpose of meeting any requirements or prerequisites. If an alternate class feature alters an existing class feature, it is considered to be the core class feature for the purposes of meeting any requirements or prerequisites, even if it was renamed.

A character can take more than one archetype, but none of the alternate class features can replace or alter the same class feature of the base class.

If a class feature has a series of improvements (such as a kineticist's infernal buffer), it can be replaced either entirely or partially. By default, an alternate class feature replaces the entire original class feature and all of its improvements. For example, if a class feature states that it replaces elemental overflow without mentioning a specific bonus, it replaces elemental overflow entirely.

If an alternate class feature replaces one instance of a class feature that's part of a series, the next time the character would gain an improvement to that ability, the new improvement counts as the lower-level ability that was replaced by the archetype, and all subsequent improvements follow suit. For example, if the kineticist's 3rd-level elemental overflow +1 were replaced, the kineticist would gain elemental overflow +1 at 6th level, elemental overflow +2 at 9th level, and so on.

Elemental Blade (Archetype)

Rather than blast their opponents with powerful blasts of kinetic energy, some Kineticists prefer to channel elemental power through a melee weapon. Known as elemental blades, these powerful warriors suppliment their martial skills with their incredible elemental powers.

Weapon and Armor Proficiency: An elemental blade is proficient with all simple and martial weapons, with light armor, and with shields (except tower shields).

This replaces the kineticist's weapon and armor proficiencies.

Kinetic Combat (Ex): At 1st level, an elemental blade learns to use his elemental powers and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a kinetic blast. To use this ability, the elemental blade must have one hand or prehensile appendage free, while wielding a light or one-handed melee weapon in her other hand. As a full-round action, she can make all of her attacks with her melee weapon at a -2 penalty and can also attack with a kinetic blast (any attack roll required by her kinetic blast also takes this penalty). If she casts her kinetic blast defensively, she can decide to take an additional penalty on her attack rolls, up to her Constitution bonus, and add the same amount as a circumstance bonus on her concentration check made to cast the kinetic blast defensively. If the check fails, the kinetic blast is wasted, but the kinetic blade's attacks still take the penalty. An elemental blade can choose to attack with her kinetic blast or her melee weapon first, but if she has more than one attack, she cannot use her kinetic blast between weapon attacks. Using kinetic combat counts as a form infusion with a burn cost of 0, and as a result an elemental blade cannot apply a form infusion to her kinetic blast when using kinetic combat.

This ability replaces the 1st-level infusion.

Gather Power (Su): At 1st level, an elemental blade can gather power even while holding a light or melee weapon in one of her hands or prehensile appendages. She cannot use gather power while holding two or more light or melee weapons, or while holding a melee weapon in two hands.

This ability alters gather power.

Elemental Overflow (Su): An elemental blade applies her elemental overflow bonus on attack rolls made with any light or one-handed melee weapon that she is proficient with in addition to attack rolls and damage rolls made with her kinetic blast.

This ability alters elemental overflow.

Improved Kinetic Combat (Ex): At 9th level, an elemental blade's kinetic combat ability no longer counts as a form infusion for the purpose of determining the number of infusions that she can apply to her kinetic blast. Instead, she must increase the burn cost of any kinetic blast that she uses during kinetic combat by 1 additional point of burn if she applies a form infusion to her blast. If she applies kinetic blade or kinetic whip to her kinetic blast, she may make two off-hand attacks with her kinetic blast instead of one.

This ability replaces the 9th-level infusion.

Harbinger (Archetype)

Although most kineticists gain their unusual powers and abilities from circumstance of birth or from chance encounters with occult forces, some gain their elemental abilities as a side effect of otherworldly possession. These kineticists harbor a powerful outsider within themselves, and their elemental powers are a result of this strange union.

Passenger: At 1st level, a harbinger gains a passenger, as the vessel class feature (*PARANORMAL ADVENTURES 20*). The harbinger's passenger must be appropriate for a kineticist with her focus

element. For instance, a harbinger with elemental focus (water) must have a passenger with an appropriate, thematic connection to this element, such as a water elemental or a cetaceal agathion. The GM has the final decision on whether or not each elemental focus and passenger combination is appropriate.

This ability replaces the 1st-level infusion.

Harbinger's Auspice (Su): At 2nd level, a harbinger can accept a point of burn before rolling a d20 to roll twice and use the higher result. Alternatively, she can accept a point of burn after rolling a d20 to reroll her d20 and use the new result, even if its worse.

This replaces the 2nd-level utility wild talent.

Grace Overfloweth (Su): At 3rd level, a harbinger gains grace overfloweth, as the vessel class feature.

This ability replaces elemental overflow.

Kinetic Marksman (Archetype)

Rather that unleash her kinetic power without focus or constraint, a kinetic marksman channels her elemental powers into small projectiles that she fires from a ranged projectile weapon with devastating effect.

Weapon and Armor Proficiency: A kinetic marksman is proficient with all simple and martial weapons and with light armor. This replaces the kineticist's weapon and armor proficiencies.

Kinetic Projectiles (Ex/Sp): At 1st level, a kinetic marksman gains Weapon Focus as a bonus feat with one ranged projectile weapon that she is proficient with. Whenever she attacks with a ranged projectile weapon that she has Weapon Focus with as part of an attack or full-attack action, her attack deals an additional 1d6 points of damage per 6 kineticist levels she possesses (minimum 1d6). This damage is of the same type as her kinetic blast's damage, except it ignores spell resistance and doesn't apply any modifiers to your kinetic blast's damage, such as your Constitution modifier. Since using this spell-like ability is part of another action (loading your projectile weapon), using this spell-like ability doesn't provoke any additional attacks of opportunity. This spell-like ability counts as a form infusion for all purposes.

A kinetic markshan cannot use her kinetic blast without a form infusion, nor can she ever use her kinetic blast with the chain, extended range, extreme range, foe throw, flurryo f 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 ability alters kinetic blast and replaces elemental overflow.

Ballistic Specialization (Su): At 5th level, a kinetic marksman can accept 1 point of burn as a swift action to grant any weapon she is holding a +1 enhancement bonus for 1 minute. For every 3 levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5.

Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: distance, nimble shot^{UE}, speed.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the point of burn is accepted and cannot be changed until the next time the kinetic marksman uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the kinetic marksman.

A kinetic blade can only enhance one weapon in this way at a time. If she uses this ability again, the first use immediately ends.

This ability replaces infusion specialization.

Bonus Feats: A kinetic marksman gains a bonus feat at 5th level, 9th level, 13th level, and 17th level. She must meet a feat's prerequisites in order to select it as a bonus feat, but her kineticist levels count as fighter levels for the purpose of qualifying for any feat marked with an asterisk (*). Initially, a kinetic marksman can select a bonus feat from the following list: Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot, and Weapon Specialization*. At 9th level, she adds Greater Weapon Focus* and Point-Blank Master to this list. At 13th level, she adds Improved Critical and Manyshot to this list.

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

Expanded Element (Su): At 15th level, if a kinetic marksman expands her understanding of her primary element at both 7th and 15th levels, her mastery of that element increases. When making an attack or full-attack action with a projectile weapon that she has Weapon Focus with, she gains a +1 bonus on attack and damage rolls with that weapon, and adds a +1 bonus to her caster level and to the save DCs of all wild talents of her element.

This ability alters expanded element.

Metakinetic Manyshot (Su): At 17th level, by accepting 4 points of burn, the kinetic marksman increase the damage dealt by her kinetic projectiles ability to equal that of one of her simple blast or composite blast wild talents.

This ability replaces metakinesis (twice).

Kinetic Trickster (Archetype)

Although most kineticists use their elemental powers as a weapon first and foremost, some focus on using their abilities to augment their skills rather than as a weapon. Known as kinetic tricksters, these kineticists use their powers to enhance their strength and mobility, as well as other pursuits.

Class Skills: A kinetic trickster gains 6 skill ranks + a number of skill ranks equal to her Intelligence modifier at each level, instead of the normal 4 skill ranks + Intelligence modifier at each level. Furthermore, all Strength- and Dexterity-based skills are class skills for a kinetic trickster.

This ability alters the kineticist's list of class skills.

Skilled Trickster (Su): At 1st level, a kinetic trickster gains the skilled kineticist utility talent as a bonus talent. At 2nd level, she gains the greater skilled kineticist utility talent, ignoring its prerequisites.

This ability replaces the 1st-level infusion and the 2nd-level utility wild talent.

Kinetic Skill Specialization (Su): At 5th level, a kineticist chooses one additional kineticist class skill with her greater skilled kineticist wild talent. In addition, she chooses one of her primary element's class skills or one skill that she has selected with the greater skilled kineticist utility wild talent. She gains the skill unlock abilities of this skill, as detailed in the skill unlock section of Chapter 2 in *PATHFINDER ROLEPLAYING GAME PATHFINDER UNCHAINED*. At 8th level, 11th level, 14th level, 17th level, and 20th level, the kinetic trickster chooses another skill to benefit from her greater skilled kineticist wild talent and gains the skill unlock abilities of another one of her primarily element's class skills or another skill that she has selected with greater skilled kineticist.

This ability replaces infusion specialization.

Expanded Element: At 7th level, a kinetic trickster doesn't gain any infusion or utility wild talents when she expands her understanding of an element. (She doesn't gain the basic utility wild talent if she expands her understanding of a new element and she doesn't gain a new infusion or utility wild talent if she expands her understanding of her primary element.) Instead, if a kinetic trickster chooses an expanded element that is different from her primary element, she adds her new element's class skills to her list of class skills and treats them as if they were added by her primary element for the purpose of the skilled kineticist wild talent and the kinetic skill specialization ability. If she chooses to expand her understanding of her primary element, she instead gains Skill Focus with both of her primary element's class skills as bonus feats. If she selects her primary element as her expanded element at both 7th and 15th levels, she can take 10 on skill checks made with her primary element's skill, even if stress and distraction would normally prevent her from doing so. Additionally, she can take 20 on any skill check made with her primary element's skills as a free action three times per day.

This ability alters expanded element.

Metabolic Elementalist (Archetype)

Though most merely wield their element, elemental powers run so deep through some kineticists that their very being resonates with the power of the elemental planes, granting her the power to transform her very being into an essence fully comprised of the elements she wields.

Elemental Focus (Su): A metabolic elementalist must choose aether, air, earth, fire, or water as her primary element. This ability alters elemental focus.

Elemental Apotheosis (Su): At 6th level, whenever a metabolic elementalist has at least 1 point of burn, she can

assume the form of a Small elemental whose elemental subtypes match her primary element; aerokineticists can transform into air elementals, geokineticists into earth elementals, hydrokineticists into water elementals, pyrokineticists into fire elementals, and telekineticists into aether elementals; aether elemental forms grant the same abilities as air elementals, except their fly speed maneuverability is good and they gain the telekinetic throw ability (*PATHFINDER ROLEPLAYING GAME BESTIARY 5*) instead of whirlwind. Changing shape is a standard action. A metabolic elementalist retains all of her kineticist class abilities while in elemental form. This ability otherwise functions like *elemental body I*, except it lasts indefinitely and the metabolic elemental doesn't adjust her ability scores.

Starting at 8th level, whenever she has at least 3 points of burn, she can use elemental apotheosis to assume the form of a Medium elemental, functioning like *elemental body II*. At 12th level, whenever the metabolic elementalist has at least 5 points of burn, she can use elemental apotheosis to assume the form of a Large elemental, as per *elemental body III*. At 18th level, whenever the metabolic elementalist has at least 7 points of burn, she can transform into a Huge elemental, as per *elemental body IV*.

This ability replaces the 6th-, 8th-, 12th-, and 18th-level utility wild talents.

Expanded Apotheosis (Su): Starting at 7th level, a metabolic elementalist can accept 1 additional point of burn whenever she uses her elemental apotheosis ability to transform into an elemental amalgam of her primary element and one other element that she has selected with the expanded element ability. While doing so, she gains the abilities of both kinds of elementals, as described by her elemental apotheosis ability.

This ability alters expanded element.

Wu Jen (Archetype)

Spellcasters with mysterious powers, wu jen command the very fabric of the natural world itself using mystic techniques and magic rituals. Wu jen seldom live in traditional socities, preferring the solitude of nature to the bustle of urban life, and are often hermits as a result. Through communing with nature and adhering to strict taboos, a wu jen is able to coerce the nature spirits of the world into gifting her magical secrets that enable her to cast arcane spells.

Spells: A wu jen casts arcane spells and cantrips as a bard. She can cast any spell she knows without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level, and she chooses her spells known from the elementalist wizard spell list^{APG} that matches her elemental focus. Only elementalist wizard spells of 6th level and lower are considered to be part of the wu jen spell list, and a wu jen cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of elementlist wizard spells of 7th level or higher. A wu jen's selection of spells is extremely limited; use Table: Bard Spells Known to determine how many spells the wu jen knows at each level.

This replaces elemental overflow and all utility wild talents. A wu jen cannot gain new utility wild talents using the Extra Wild Talent feat.

Spellburn (Su): A wu jen can channel stored spell energy into her kinetic blast or her defense wild talent to increase its utility and power. In order to use her infusions and metakinesis abilities, a wu jen must lose one or more prepared wu jen spells to apply an infusion or metakinesis ability to her kinetic blast. The total number of spell levels of wu jen spells sacrificed must be equal to or greater than the total burn cost of all infusions or metakinesis abilities added to the kinetic blast. A wu jen cannot accept additional burn if her infusion would normally allow her to do so.

Starting at 2nd level, when a wu jen meditates to regain her spells for the day, she can sacrifice an unused wu jen spell slot in order to fuel her defense wild talents. She may sacrifice a maximum of one wu jen spell per defense wild talent she possesses in this manner. Upon doing so, is counted as having accepted an amount of burn for that talent equal to half the spell's level (minimum 1). In addition, each time she casts a wu jen spell, the wu jen reabsorbs a bit of the spell's energy, allowing her to caculate the elemental defense with that spell's element as having 1 more point of burn spent to activate it for 1 round.

A wu jen cannot sacrifice cantrips to fuel her infusions, metakinesis abilities, or defense wild talents.

This ability replaces burn.

Taboo: At 1st level, during her daily meditation to regain her wu jen spells, a wu jen must accept the following taboo: she must strongly revere nature and avoid metal armor, and cannot touch dead creatures (this taboo is immediately broken if she makes a touch attack against an undead creature, or touches an undead creature for any reason). A wu jen cannot regain her spells for the day if she does not accept this taboo. Otherwise, this functions as the medium class feature and a wu jen faces the same consequences for breaking her taboo (though no entity gains any influence over her for doing so).

This ability replaces gather power.

Expanded Spell Lore (Su): At 7th level, a wu jen learns to use another element or expands her understanding of her own element. She can choose any element, including her primary element. She gains one of that element's simple blast wild talents that she does not already possess, if any. She also gains all composite blast wild talents whose prerequisites she meets, as well as the basic wild talent of her chosen expanded element (for instance, basic aerokinesis if she chooses air). In addition, she adds all spells of 6th level and lower from her chosen expanded element's associated elementalist wizard spell list to her wu jen spell list, and immediately adds one spell known from this spell list of each spell level that she can cast, including at subsequent spell levels. She doesn't gain the defense wild talent of the expanded element.

If the wu jen's expanded element is different from her primary element, she treats her kineticist level as 4 levels lower for the purpose of determining which wild talents she can learn from her expanded element, and her caster level is 4 levels lower when casting spells from her expanded element's associated elemental spell list. This reduction can prevent a wu jen from casting spells of a certain level, as appropriate.

If the kineticist chooses to expand her understanding of an element she already has, she gains an additional infusion of her choice from that element, as if from her infusion or wild talent class feature, as appropriate. She also immediately adds one spell known from this spell list of each spell level that she can cast, including at subsequent spell levels.

At 15th level, the wu jen can either select a new element or expand her understanding of her original element. She can't select the same element she selected at 7th level unless it is her primary element. She gains all the benefits from her new expanded element as listed above. However, if the kineticist selected her primary element as her expanded element at both 7th and 15th levels, her mastery of that element increases. For wild talents and wu jen spells of her element, the kineticist gains a +1 bonus on attack rolls and damage rolls, as well as to caster level and DCs.

This ability alters expanded element.



Advanced Composite Blasts

Whenever a kineticist uses the expanded element class feature to expand her understanding of her primary element, she can select one of the following advanced composite blasts instead of a new utility wild talent or infusion, provided she meets the advanced composite blast's prerequisites. The advanced composite blasts featured below are themed around suffusing elemental matter with righteous or vile power, allowing the kinetic to blast her foes with the very essence of another plane.

Advanced blast wild talents count as composite blasts wild talents for all effects.

Celestial Composite Blasts

Righteous souls that display a kineticist's gift are able to harness the essence of goodly planes that match their alignment—Elysium, Heaven, and Nirvana being among the most common sources for this power. The result of this combination is a celestial composite blast, which infuses the kineticist's raw elemental matter with righteous might.

Half of all damage dealt by a celestial composite blast is of the same type as the blast's prerequisite simple blast wild talent; the rest stems directly from the raw essence of a good-aligned plane such as Elysium, Heaven, or Nirvana. Holy damage dealt by a celestial composite blast is the direct result of divine power and is not subjected to being reduced by damage reduction or energy resistances or immunities. In addition, all celestial composite blasts gain a +2 bonus on caster level checks made to overcome the spell resistance of evil creatures.

HOLY FIRE BLAST

Element fire; Type composite blast; Level —; Burn 2

Prerequisite fire blast, expanded element (fire), kineticist must be good-aligned.

Blast Type energy; Damage half holy, half fire.

You infuse your simple blast with the power of the celestial planes, scorching your foe with righteous fire.

HOLY ICE BLAST

Element water; **Type** composite blast; **Level** —; **Burn** 2

Prerequisite cold blast, expanded element (water), kineticist must be good-aligned.

Blast Type energy; Damage half holy, half cold.

You infuse your simple blast with frozen holy water, allowing you to smite wicked foes with its blessed properties.

HOLY WATER BLAST

Element water; **Type** composite blast; **Level** —; **Burn** 2

- **Prerequisite** water blast, expanded element (water), kineticist must be good-aligned.
- **Blast Type** physical; **Damage** half holy, half bludgeoning, piercing, or slashing.

You infuse your simple blast with the raw essence of a goodly plane, transforming it from ordinary water into holy water.

HOLY WIND BLAST

Element air; Type composite blast; Level —; Burn 2

- **Prerequisite** air blast, expanded element (air), kineticist must be good-aligned.
- Blast Type physical; Damage half holy, half bludgeoning.

You infuse your simple blast with gales from the trade winds of a goodly plane, causing it to wreck evil foes.

RIGHTEOUS AETHERIC BLAST

Element aether; Type composite blast; Level —; Burn 2 Prerequisite telekinetic blast, expanded element (aether), kineticist must be good-aligned.

Blast Type energy; **Damage** half holy, half bludgeoning, piercing, or slashing.

Your simple blast is fueled by aether that has been touched by the presence of a goodly soul, allowing it to wreck evil foes with righteous power.

RIGHTEOUS LIGHTNING BLAST

Element air; Type composite blast; Level —; Burn 2

Prerequisite electric blast, expanded element (air), kineticist must be good-aligned.

Blast Type energy; Damage half holy, half electricity

You supercharge your simple blast with the essence of a goodly plane, allowing you to zap evil foes with its blessed properties.

SACRED GROVE BLAST

Element wood; Type composite blast; Level —; Burn 2

Prerequisite wood blast, expanded element (wood), kineticist must be good-aligned.

Blast Type physical; **Damage** half holy, half bludgeoning, piercing, or slashing.

You bless the raw plant matter used in your simple blast with the power of the goodly planes, allowing it to destroy foul creatures with its grace.

SACRED STONE BLAST

Element earth; Type composite blast; Level —; Burn 2

Prerequisite earth blast, expanded element (earth, kineticist must be good-aligned.

Blast Type physical; Damage half holy, half bludgeoning, piercing, or slashing.

You infuse your simple blast with righteous power from the depths of the goodly planes, allowing your attacks to smite wicked foes with celestial grace

Fiendish Composite Blasts

Evil souls who wield the powers of a kineticist are able to taint and corrupt their simple blasts with the raw power of malevolent planes that match their alignment—Abaddon, the Abyss, and Hell being among the most common sources for this power. The result of this vile union is a fiendish composite blast, which corrupts the kineticist's raw elemental matter with dark power. Half of all damage dealt by a fiendish composite blast is of the same type as the blast's prerequisite simple blast wild talent; the rest stems directly from the raw essence of an evilaligned plane such as Abaddon, the Abyss, or Hell. Unholy damage dealt by a fiendish composite blast is the direct result of divine power and is not subjected to being reduced by damage reduction or energy resistance or immunities. In addition, all fiendish composite blasts gain a +2 bonus on caster level checks made to overcome the spell resistance of evil creatures.

Hellfire Blast

Element fire; Type composite blast; Level —; Burn 3

Prerequisite fire blast, expanded element (fire); kineticist must be evil-aligned

Blast Type special; Damage half fire, half unholy

You unleash a blast of hellish fire at a single target, scorching them with unholy flames. Despite this composite blast's name, the suffused energy can come from any evil-aligned plane of existence, not just Hell.

MALEVOLENCE BLAST

Element void; Type composite blast; Level —; Burn 2 Prerequisite negative energy blast, expanded element (void), kineticist must be evil-aligned.

Blast Type energy; **Damage** half unholy, half negative energy. You infuse your simple blast with the raw essence of pain and suffering used by the kytons of the Shadow Plane, causing your blast to wreck your foes with unbearable agony.

TAINTED BRIAR BLAST

Element wood; **Type** composite blast; **Level** —; **Burn** 2

- **Prerequisite** wood blast, expanded element (wood), kineticist must be evil-aligned.
- **Blast Type** energy; **Damage** half unholy, half bludgeoning, piercing, or slashing.

You infuse your simple blast with the taint of pure evil, corrupting and twisting the plant matter you control into hellish shapes and forms as you strike your foes.

VILE AETHERIC BLAST

Element aether; Type composite blast; Level —; Burn 2 Prerequisite telekinetic blast, expanded element (aether),

- kineticist must be evil-aligned.
- Blast Type energy; Damage half holy, half half bludgeoning, piercing, or slashing.

Your simple blast is fueled by aether that has been touched by the presence of a wicked soul, allowing it to wreck good foes with vile power.

VILE ICE BLAST

Element water; Type composite blast; Level —; Burn 2

Prerequisite cold blast, expanded element (water), kineticist must be evil-aligned.

New Feat: Spiritual Ascension

The following feat is intended for kineticists with an exemplary tie to the spirit world and the elemental beings that dwell there.

Spiritual Ascension

You have the backing of the spirits of nature, and their power allows you to converse with other spiritual creatures and determine the emotional state and health of any living being.

Prerequisite: Skill Focus (Knowledge [nature]); elemental focus class feature; able to speak Aquan, Auran, Ignan, Sylvan, and Terran; kineticist level 3rd.

Benefit: By accepting 1 point of burn, you can speak with and understand the language of any intelligent aberration, dragon, fey, magical beast, outsider (elemental), outsider (native), and undead (incorporeal) creature, as if using *tongues*. You can also cast *analyze aura*^{OA} as a spell-like ability at will, using your kineticist level as your caster level. You may only use this spell-like ability to analyze the emotional and health auras of living creatures. These benefits last until your burn is removed.

Blast Type energy; Damage half unholy, half cold.

You infuse your simple blast with frozen unholy water, allowing it to reek havoc upon the innocent and pure of heart.

VILE LIGHTNING BLAST

Element air; Type composite blast; Level —; Burn 2

Prerequisite electric blast, expanded element (air), kineticist must be evil-aligned.

Blast Type energy; Damage half unholy, half electricity.

You infuse your simple blast with the essence of evil, corrupting it with vile powers that tear goodly foes asunder.

VILE STONE BLAST

Element earth; Type composite blast; Level —; Burn 2

Prerequisite earth blast, expanded element (earth), kineticist must be evil-aligned.

Blast Type energy; **Damage** half unholy, half bludgeoning, piercing, or slashing.

You call forth elemental matter from the deepest pits from the most wretch planes for use in your simple blast, allowing it to taint even the most righteous of foes.

VILE WIND BLAST

Element air; Type composite blast; Level —; Burn 2

Prerequisite air blast, expanded element (air), kineticist must be evil-aligned.

Blast Type energy; Damage half unholy, half bludgeoning.

You infuse your simple blast with the raw power of the four trade winds of a fiendish plane, causing your attack to corrupt and twist even the most righteous of foes.

B

Selon of the Elements

The scion of the elements is a prestige class designed specifically for kineticist characters. Prestige classes represent specializations not available to most adventurers, the culmination of extensive practice in a specific field or discipline. The scion of the elements supplements the prestige classes found in Chapter 11 of the *PATHEINDER ROLEPLAYING GAME CORE RULEBOOK*. Always check with your GM to make sure a given prestige class is allowed before working toward it.

Definition of Terms

Below are definitions of some common terms used here.

Core Class: One of the standard eleven classes found in the Pathfinder RPG Core Rulebook.

Base Class: A class that progresses from level 1–20.

- **Caster Level**: Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.
- Character Level: The sum of a character's class levels.

Class Level: The level of a character in a particular class.

Though most kineticists are able to master one, perhaps two elements at most, legends claim of the existence of exceptionally powerful kineticists that are capable of harnessing all four of the classical elements: air, earth, fire, and water. Known as scions of the elements because their powers are believed to be the result of a spiritual birthright afforded to their soul through concordance of the great spirits of nature. As a result of these powers, scions of the elements are believed to reincarnate endlessly throughout the ages, forever predestined to act as a force of balance not only between the elements, but between the inner planes themselves.

Requirements

To qualify to become a scion of the elements, a character must fulfill all the following criteria.

Feats: Spiritual Ascension.

Skills: Knowledge (nature) 5 ranks.

Special: Must have the burn, elemental focus (air, earth, fire, or water), and elemental overflow class features. Cannot have the expanded element class feature.

Class Skills

The scion of the element's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the scion of the elements prestige class.

Weapon and Armor Proficiency: A scion of the elements gains no proficiency with any weapon or armor.

Kinetic Scion: Levels of the scion of the elements prestige class stack with kineticist levels for determining when a kineticist gains the supercharge ability, her effective kineticist level for the purpose of meeting the prerequisites of wild talents, and the effects of her burn, elemental overflow, infusion specialization, internal buffer, kinetic blast, and metakinesis abilities and her wild talents.

Elemental Flexibility (Ex): A scion of the elements can take a move action to gain the benefit of a wild talent (either an infusion or a utility wild talent) she doesn't possess. This effect lasts 1 minute. The scion of the elements must meet all the wild talent's prerequisites, including the minimum kineticist level required to select the wild talent. She may use this ability a number of times per day equal to 1 + her scion level (minimum twice per day).

The scion of the elements can use this ability again before the duration expires to replace the previous wild talent with another choice.

At 4th level, a scion of the elements can use this ability to gain the benefit of two wild talents at the same time. She may select one wild talent as a swift action or two wild talents as a move action. She may use one of these wild talents to meet a prerequisite of the second wild talent; doing so means that she cannot replace a wild talent currently fulfilling another's prerequisite without also replacing those wild talents that require it. Each individual wild talent selected counts towards her daily use of this ability.

At 6th level, a scion of the elements can use this ability to gain the benefit of three wild talents at the same time. She may select one wild talent as a free action, two wild talents as a swift action, or three wild talents as a move action. She may use one of the wild talents to meet a prerequisite of the second and third wild talents, and use the second wild talent to meet a prerequisite of the third wild talent. Each individual wild talent selected counts towards her daily uses of this ability.

At 8th level, a scion of the elements can use this ability to gain the benefit of one wild talent as an immediate action, or three wild talents as a swift action. Each individual wild talent

lable: Scion of the Elements					
Level	BAB	Fort Save	Ref Save	Will Save	Special
01	+0	+0	+1	+0	Elemental flexibility, elemental incarnation, expanded element
02	+1	+1	+1	+1	Elemental understanding 1, scion wild talent
03	+2	+1	+2	+1	Scion state
04	+3	+1	+2	+1	Elemental flexibility (swift), scion wild talent
05	+3	+2	+3	+2	Expanded element
06	+4	+2	+3	+2	Elemental flexibility (free), scion wild talent
07	+5	+2	+4	+2	Elemental understanding 2
08	+6	+3	+4	+3	Elemental flexibility (immediate), scion wild talent
09	+6	+3	+5	+3	Expanded element
10	+7	+3	+5	+3	Elemental flexibility (any number), scion wild talent, true scion
10	+7	+3	+5		1

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selected counts towards her daily uses of this ability.

At 10th level, a scion of the elements can use this ability to gain the benefit of any number of wild talents as a swift action. Each wild talent selected counts towards her daily uses of this ability, and can be used as a prerequisite for any of the other wild talents.

Elemental Incarnation (Su): A scion of the elements has a timeless bond with the spirits of air, earth, fire, and water, allowing her soul to endear where others would falter. If a scion of the elements is killed, she may automatically reincarnate (as the spell) 1 day later. The scion of the elements appears in a safe location within 1 minute of her previous body, appearing exactly as she did in her previous one. If she is killed again within 7 weeks of her previous death or she dies of natural causes, her soul undergoes true reincarnation and passes into the womb of a randomly determined humanoid creature capable of giving birth to her. Effectively, the scion of the elements is born again and grows into a new 1st-level kineticist who is destined to take this prestige class again upon meeting its prerequisites. If the scion of the elements is killed while in a scion state or by a death effect, she remains dead and does not reincarnate.

Expanded Element: At 1st level, a scion of the elements learns to use another element. She can choose air, earth, fire, or water. She gains one of that element's simple blast wild talents as well as the basic wild talent of her chosen expanded element (for instance, basic aerokinesis if she chooses air). She doesn't gain any composite blast wild talents or the defense wild talent of the expanded element. In addition, she treats her kineticist level as 4 levels lower for the purpose of determining which wild talents she can learn from her expanded element.

At 5th level and 9th level, the scion of the elements can select a new element from among the list provided above, gaining all the benefits from her new expanded element as listed above. A scion of the elements cannot gain the expanded element class feature from any class other than this prestige class; instead, she gains an infusion from her primary element whenever she would gain expanded element from another class.

Elemental Understanding (Su): At 2nd level, a scion

of the elements chooses one element that she has expanded her understanding of with the expanded element ability. She no longer treats her kineticist level as 4 levels lower for the purpose of determining which wild talents she can learn from the chosen expanded element. At 7th level, she chooses a second expanded element to apply this benefit to.

Scion Wild Talent: At 2nd level, a scion of the elements gains one wild talent of her choice. She can select any infusion or utility wild talent from the list of options available based on her elemental focus or her expanded elements. Alternatively, she can choose a composite blast wild talent whose prerequisites she meets. The scion of the elements gains an additional scion wild talent at 4th level and every 2 levels thereafter.

Scion State (Su): Beginning at 3rd level, a scion of the elements can enter a state of pure zen that grants her perfect connection to the elements. In order to enter a scion state, the scion of the elements must be benefiting from her elemental overflow ability, and she must accept 1 point of burn as a move action. While in a scion state, a scion of the elements increases any size bonuses on ability scores that she gains from her elemental overflow ability by 2, and she adds her elemental overflow's attack roll bonus to all caster level checks and concentration checks that she makes with her wild talents. Additionally, she adds half of her elemental overflow's attack roll bonus to the save DCs of her wild talents. This state lasts for 1 minute, after which the scion of the elements becomes exhausted for 2 minutes and fatigued for 1 hour. A scion of the elements can accept burn while in a scion state to increase the duration of her scion state by 1 minute per point of burn accepted. When the state ends, the scion of the elements becomes exhausted for twice the number of minutes she spent in her wild state (rounded up to the nearest minute), and is then fatigued for 1 hour. These conditions cannot be removed or suppressed, and a scion of the elements that is incapable of becoming exhausted or fatigued cannot enter a scion state.

True Scion (Su): At 10th level, whenever a scion of the elements is in a scion state, she doesn't need to spend an action to use her elemental flexibility ability. She can even use her elemental flexibility during an opponent's turn.

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