

INTO THE BREACH



The Kineticist



THE FLYING PINCUSHION

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

*"Move swift as the Wind and closely-formed as the Wood.
Attack like the Fire and be still as the Mountain."*

Sun Tzu, The Art of War

Into the Breach: The Kineticist

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About Into the Breach

Into the Breach is a series of crunch-focused books intended to expand the options available to the Occult Classes (the kineticist, medium, mesmerist, occultist, psychic, and spiritualist).

For our 10th installment, we call upon primal elements both familiar and strange, and will them to our purpose with the kineticist. With three new archetypes, two new prestige classes, five new elements, and a host of kinticist focused items both mystic and mundane you are sure to find new ways to shape you chosen element, as it resides all around, awaiting your call.

Table of contents

About Into the Breach	4	Crystal	22
New Archetypes	5	Dreams	25
Aetheric Marksman	5	Time	29
Hellfire Kinetacist	7	New Wild Talents	34
Wind Whistler	8	New Feats	34
New Prestige Classes	10	New Magic Items	36
Aetheric Assaliant	10	New Mundane Items	38
Cerulean Star Disciple	13		
New Elements	16		
Bone	16		
Chaos	19		

New Archetypes

Aetheric Marksman

Those who follow the path of the archer are familiar with the whisper of fletchings as arrows take flight. Yet, there are ways known to but a few that call upon more obscure forces than yew and muscle to hit a target. Just such ways are known by those called aetheric marksman.

Requirements: An aetheric marksman must select aether as her elemental focus at 1st level.

Weapon Proficiencies: The aetheric marksman gains proficiency with the longbow and shortbow (including their composite versions).

Aetheric Archery (Su)

At 1st level, an aetheric marksman gains the use of telekinetic blast with the following changes. Whenever an arrow is used as part of the blast, the blast damage changes to $1d8+1$ + the aetheric marksman's Constitution modifier. This damage increases by an additional $1d8+1$ every 3 levels, to a maximum of $7d8+7$ at 19th level.

This blast is a ranged attack that has a range increment of 60 feet, a critical range of 20, and a critical multiplier of $\times 3$.

Feats such as Weapon Focus (kinetic blast) or Deadly Aim apply to this attack, however feats that grant additional ranged attacks (such as Rapid Shot or Many Shot) do not. Any inherent bonuses possessed by the arrow used for this ability are included as normal (such as masterwork, magical enhancements and properties, special material, etc). The blast may be modified by the following infusions if the aetheric marksman has access to them; bowling infusion, disintegrating infusion, extend range, pushing infusion, and snake.

This ability modifies kinetic blast.

Imbuement (Su)

At 5th level, an aetheric marksman gains the ability to enhance the arrows she launches with aether with other elements and effects. As a move action she may enhance a number of arrows equal to her aetheric marksman level with any one of the following ammunition special properties; *bane*, *corrosive*, *flaming*, *frost*, *limning*, *seeking*, or *shock*.

At 8th level, she may add the following additional properties; *corrosive burst*, *flaming burst*, *icy burst*, *igniting*, and *shocking burst*.

The aetheric marksman must accept an amount of burn equal to the enhancement value of the property added when using this ability. Only one ability may be granted at a time, and the property remains on the ammunition for 1 minute per aetheric marksman level, or until the ammunition is used. The ammunition does not need to have at least a +1 enhancement bonus to be a valid target for this ability.

Arrows imbued with this ability deal an additional 1 point of damage per d6 if the additional property chosen matches with that of her expanded elemental focus. For example: If Flaming burst was chosen, and the aetheric marksman selected fire as her expanded element, this bonus damage is applied.

This ability replaces the infusion gained at 5th level.

Shrapnel Arrow (Ex)

At 8th level, the aetheric marksman gains the ability to purposefully cause arrows to shatter by using more aether than is needed to propel it. When using aetheric archery, she can accept 1 additional point of burn to cause the arrow, upon striking any surface, to explode in a 10-foot radius burst of shrapnel and slivers. A creature struck by the arrow can halve the damage dealt by the shrapnel with a successful Reflex save, DC equal to $10 + 1/2$ the aetheric marksman's class level + her Constitution modifier. All other creatures caught in the burst are dealt $1/2$ the damage, and do not receive a Reflex save. The aetheric marksman can elect to target a 5-foot square with this ability. When doing so, all creatures caught in the shrapnel burst are dealt $1/2$ damage, no save.

Using this ability disintegrates the fired ammunition after it explodes, even if the ammunition could not normally be destroyed.

This ability replaces the utility wild talent gained at 8th level.

Piercing Arrow (Ex)

At 13th level, the aetheric marksman is capable of propelling an arrow through its original target to then strike another; literally striking two birds with one stone. While using aetheric archery, she can accept 2 additional points of burn to attempt this. Using this ability is part of another action (telekinetic blast), but does require the aetheric marksman to accept 2 points of burn each time it is used (in addition to any other sources of burn she may incur).

The primary target of this ability, in addition to taking the normal damage for the aetheric marksman's telekinetic blast, must succeed on a Fortitude save DC $10 + 1/2$ the aetheric marksman's class level + her Constitution modifier or also suffer an amount of bleed damage equal to the number of damage dice of the aetheric marksman's telekinetic blast.

The secondary target of this ability must be within 30 feet of and in the same line of effect as the original target, and the result of the original attack roll is used to determine if the attack hits the second targeted creature. If successful, that secondary target takes damage equal to the aetheric marksman's telekinetic blast -2d8. Secondary targets are not subject to bleed damage.

This ability replaces the infusion gained at 13th level.

Burrowing Arrow (Ex)

At 16th level, the aetheric marksman gains the ability to leave lingering aetheric energy in the arrows she launches using telekinetic blast. This lingering energy causes the arrow to continue to bury itself deeper into the flesh of its target.

When using aetheric archery, the aetheric archer can accept 2 additional points of burn. If the attack is successful, the arrow embeds itself deep into the target unless the target succeeds a Reflex save DC $10 + 1/2$ the aetheric marksman's level + her Constitution modifier. Every round arrow stays embedded, it deals additional damage equal to the minimum amount of damage the blast would normally deal. The target then receives a new Reflex save to attempt to remove the arrow. A successful Heal check, at the same DC, can also remove the arrow.

This ability replaces the utility wild talent gained at 16th level.



Hellfire Kineticist

Having a strong resonance with their devilish lineage, hellfire kineticists can siphon the dominion of hell itself and wield it against their foes. But everything has a price, they become more fiendish as their power grows.

The hellfire kineticist is an archetype of the kineticist available to tiefling kineticists with a devilish bloodline.

Class Skills: A hellfire kineticist adds Knowledge (planes) to her list of class skills and removes Knowledge (nature) from her list of class skills.

Hellfire Focus (Ex)

A hellfire kineticist must choose fire as her primary element. All of her infusions granted by this archetype deal half fire damage and half unholy damage.

Brimstone Blast (Sp)

At 1st level, a hellfire kineticist can use her abilities to sicken a target within 30 feet, creating a strong sulfuric stench that clings to the target. Targets who take full damage from the kineticist's blast must succeed at a Fortitude save or become sickened for a number of rounds equal to the kineticist's Constitution modifier. On a critical hit and failed save, the target instead becomes nauseated for the full duration. This is a 1st-level substance infusion that costs 0 points of burn and can be used with fire and blue flame blasts.

This ability replaces the infusion gained at 1st level.

Devil Inside (Ex)

At 2nd level, while a hellfire kineticist has burn she counts as an outsider with the evil subtype for all spells and effects. Additionally, she gains a +2 bonus on saving throws against fire and poison. At 6th level, this bonus increases to +4 and she gains fire resistance 5. At 12th level this bonus increases to +6 and she gains fire resistance 10. At 18th level she becomes immune to fire and poison.

This ability replaces the elemental defense ability and the utility wild talents gained at 6th, 12th, and 18th levels.

Sin Sense (Su)

At 4th level, a hellfire kineticist can sense the misdeeds and temptations of other creatures. When within 30 feet of a creature who is thinking about or has committed a sinful act (or worse, a decidedly evil act) within the last hour, she immediately becomes aware of the nature of the deed. Particularly powerful emotions or acts may draw the hellfire kineticist's attention from even further away.

When in direct contact with another living creature, she gains the benefit of *detect thoughts* against that creature as if she had been concentrating for 3 rounds, but only detects wicked surface thoughts. What constitutes a sinful act is up to GM interpretation.

This ability replaces the utility wild talent gained at 4th level.

Imp Familiar (Ex)

At 8th level, a hellfire kineticist gains an imp as a familiar, as through the wizard's arcane bond class feature. Her effective wizard level is equal to her hellfire kineticist class level.

This ability replaces the utility wild talent gained at 8th level.

Condemnation (Sp)

At 11th level, a hellfire kineticist can call out a target's sinful thoughts if she has sensed them with her sin sense ability. The target takes the normal damage of the hellfire kineticist's blast plus double the amount from elemental overflow. The target can halve this damage with a successful Fortitude save, DC 10 + 1/2 the hellfire kineticist's level + her Constitution modifier. If the blast target is killed, its body becomes utterly destroyed, consumed in hellfire, leaving its equipment unharmed, and the hellfire kineticist gains the benefits of *death knell* from the target. This is a 5th-level substance infusion that costs 3 points of burn and can be used with fire and blue flame blasts.

This ability replaces the infusion gained at 11th level.

Hellfire Mastery (Su)

At 20th level, a hellfire kineticist becomes an outsider with the evil, lawful, and native subtypes regardless of her alignment. She no longer ages, nor does she need to eat, drink or sleep. She doesn't take penalties to her ability scores for aging and removes any such penalties she already possesses. She still accrues age bonuses as normal, but she doesn't die of old age when her time would be up. Additionally, she can *plane shift* twice per day as a spell-like-ability, but only to hell and back again (to her most previous plane).

This ability replaces omnikinesis.



Wind Whistler

The ability to manipulate the elements possesses a myriad of practical uses. However, some who lord control over the air take a more interesting path for their talents: the performing arts. A symphony of thunder and wind follows not far behind the path of these unique and powerful artists.

Class Skills: A wind whistler add Perform (wind) to her list of class skills and removes Intimidate from her list of class skills.

Performance Blast (Ex)

A wind whistler must select air as her elemental focus and must select the air blast simple blast at 1st level. When a wind whistler attacks with her air blast, she does not add her Constitution modifier to the damage roll. Instead, she makes a Perform (winds) check, and adds 1 point of damage for every 5 points rolled on the skill check.

This ability alters kinetic blast.

Bardic Performance

Starting from 1st level, the wind whistler commands air and wind to generate various musical sounds and arrangements. She gains bardic performance, exactly as the bard class ability, treating her kineticist level as her effective bard level. She begins play with the countersong and inspire courage bardic performances. As she grows in level she gains the dirge of doom, inspire greatness, soothing performance, frightening tune, and inspire heroics bardic performances at the same level progression as a bard. These performances also grow in power at the same level progression (inspire courage becomes +2 at 5th level, and so on...) She does not gain any of the other performances available to standard bards.

This ability replaces infusion at all levels.

In addition to the performances listed above, the wind whistler gains access to the following:

Tune twister (Su): At 3rd level, when she has her enveloping winds defensive wild talent disabled, the wind whistler can accept 1 point of burn and make a Perform (wind) check to activate this performance. She selects one ally that can see and hear her to gain the benefit of her enveloping winds for as long as she maintains the performance. While they are enveloped, the chosen ally also gains 1 point of sonic resistance for every 5 points rolled on the Perform (wind) check.

Contagious tune (Su): At 6th level, a wind whistler can spend a full-round action and any number of rounds of bardic performance, choose an equal number of willing allies (including herself), and make a Perform (wind) check. She creates a quick tune with gusting wind that sticks in the heads of her allies for 1 round for every 5 points rolled on the Perform check. This distracting diddy clouds other mental activity providing a +4 bonus to saving throws against other mind-affecting effects, but imposes a -1 penalty to attack rolls and concentration checks. This is a mind-affecting effect.

Metakinesis (Ex)

Metakinesis for a wind whistler develops differently from that of other kineticists. At 5th level, a wind whistler can accept 1 point of burn to alter her kinetic blast as with the Disruptive Spell feat. At 9th level, she can accept 2 points of burn to add deafening sound to her kinetic blast as the Thundering Spell feat.

This ability alters the metakinesis abilities gained at 5th and 9th levels.

Orchestral Enhancement (Su)

At 5th level, the wind whistler can accept 1 point of burn while maintaining a bardic performance to treat her effective bard level as 4 higher for determining the effects of that performance for 3 rounds. At 8th level, she can accept 2 points of burn instead to treat her effective bard level as 6 higher for 2 rounds. Multiple uses of these effects do not stack.

At 11th level, she can accept 3 points of burn to apply the Linging Performance feat to the maintained performance. If the wind whistler possesses the Linging Performance feat, extend the lingering effect by 4 rounds instead of 2. This effect stacks with the effects listed in the above paragraph.

This ability replaces infusion specialization.

Expanded Element (Su)

When a wind whistler gains this ability at 7th level, she must choose to expand her understanding of the air element. However, instead of gaining the ability to use a composite blast, she chooses one bardic masterpiece that requires Perform (wind) and gains the ability to use it. She does not have to replace a feat or spell to gain it, but she must meet any other prerequisites for the masterpiece. (Pathfinder RPG: Ultimate Magic)

At 12th and 17th levels, she can choose to replace the bardic masterpiece chosen with another masterpiece she meets the prerequisites for. She can not replace the masterpiece if it is a prerequisite for another ability or feat she possesses.

This ability alters expanded element.

Torrential Crescendo (Su)

At 16th level, when the wind whistler targets an enemy with her air blast she can accept 2 points of burn to double the amount of damage that would be added from the Perform check made for her performance blast ability.

This ability replaces composite specialization.

Cyclonic Instrument (Su)

At 20th level, the wind whistler is capable of exhibiting unmatched control over air and thunder. As a standard action she spends 5 rounds of bardic performance to whip up a 10-foot tall cyclone of whimsical music and rhythmic rumbling. This cyclone acts as both a summoned large advanced air elemental and a

shadowbard (Pathfinder RPG: Ultimate Magic), using the wind whistler's class level as her caster level. Although it acts as a *shadowbard* would, the cyclone can still attack, use abilities, and be damaged or dispelled as any other summoned creature could.

This ability replaces Omnikinesis.



New Prestige Classes



Aetheric Assailant

It is no secret that telekinetics understand force and momentum. It is also no secret that those of a martial focus also understand, just in a different way, these same concepts. What is a closely guarded secret is that combining these two schools of thought produces a combatant who surpasses both. Aetheric assailants combine telekinesis with hard earned combat prowess to form a style all their own.

Role: Aetheric assailants can easily fill the role of blaster and front line fighter, but tend to perform best when they are able to freely combine these rolls and fluidly move between them as needed.

Alignment: Aetheric assailants come from all walks of life, and thus may be of any alignment.

Hit Die: d10

Requirements

To qualify to become an aetheric assailant, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Feats: Cleave, Medium Armor Proficiency, Power Attack, Weapon Focus (any one melee weapon).

Special: Elemental Focus (aether), Kinetic Blade Infusion, Kinetic Blast 2d6.

Class Skills

The aetheric assailant's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Intelligence Modifier

Table: Aetheric Assailant

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+0	Clarity, kinetic welding, occult indoctrination
2nd	+2	+1	+1	+1	Aether shrouded shield, kinetic cleave
3rd	+3	+2	+2	+1	Greater kinetic welding
4th	+4	+2	+2	+1	Aether reinforcement
5th	+5	+3	+3	+2	Kinetic champion

All the following are class features of the aetheric assailant.

Weapon and Armor Proficiencies: An aetheric assailant gains no additional weapon or armor proficiencies.

Clarity (Ex)

At 1st level, an aetheric assailant knows that sometimes one must be the calm inside the storm. When under the effects of rage, whether from the barbarian class ability, *rage* spell, or other effect, an aetheric assailant is able to use her kineticist abilities (both supernatural and spell-like).

Kinetic Wielding (Sp)

At 1st level, the aetheric assailant's mastery of manipulating objects with strands of aether is unmatched. When she is wielding a weapon for which she has the Weapon Focus feat and chooses to use her kinetic blade infusion, she may add the weapon's damage (including magical enhancements, abilities, and applicable feats and class abilities such as weapon training) to the damage dealt by kinetic blade. Telekinetic blasts deal no damage to the weapon.

However when used in this way, all attacks with kinetic blade are resolved against the target's armor class using

the attack roll bonus as appropriate for the weapon regardless of whether or not the blast or composite blast type used would normally target touch armor class.

As with kinetic blade, this ability may be used as part of a full attack action; however, the aetheric assailant must accept 1 point of cumulative burn per additional iterative attack beyond the first in addition to the burn cost of kinetic blade. Thus adding her kinetic blast damage to her second attack costs 1 point of burn, the third costs 2 points, etc. If the kinetic blast used has an additional, pre-existing burn cost, such as in the case of composite blasts, then this burn is added to the amount of burn she must accept to apply her kinetic blast to iterative attacks.

Occult Indoctrination (Ex)

At 1st level, an aetheric assailant seamlessly merges the way of the warrior with the mysteries of the occult. Aetheric assailant levels count as kineticist levels for the purpose of determining kinetic blast damage and overall effective kineticist level.

Levels in aetheric assailant also count as levels in whatever martial class the aetheric assailant belonged to before adding this prestige class for the purpose of qualifying for feats (such as fighter only bonus feats). If the aetheric assailant has more than one martial class, she must chose

which one is affected by this ability. Once this choice is made, it cannot be changed.

Aether Shrouded Shield (Sp)

At 2nd level, the aetheric assailant learns to turn the power of her elemental kinetic blast to a defensive purpose. She may channel her kinetic or composite blast into a shield she has actively equipped. Rather than dealing damage, the blast instead provides elemental resistance 5 per two damage dice of the blast when using air (lightning), earth (acid), fire (fire), or water (cold). The resistance type always matches the damage type(s) of the blast. A composite blast splits this elemental resistance between the two elements, while aether grants concealment, with a 5% miss chance per two damage dice of the blast. All other blast types, such as void or metal, are not usable with this ability.

Regardless of the type of blast used, this ability lasts for 1 round, and the aetheric assailant may, when activating this ability, choose to accept 1 point of burn to extend the duration for a number of rounds equal to her Constitution modifier.

Should the shield the aetheric assailant targeted with this ability be dropped or unequipped the elemental resistance or miss chance granted by this ability is lost until the shield is re-equipped, and regardless of whether the shield is actively being held or not, all rounds that pass after this ability is activated count against the total duration of this ability.

The aetheric assailant must accept the normal amount of burn (such as in the case of composite blasts) from any blast that has a burn cost in addition to any burn accepted to extend this ability's duration.

Kinetic Cleave (Ex)

At 2nd level, an aetheric assailant may make a kinetic blade attack instead of a standard melee attack when using the Cleave and Great Cleave feats. At 4th level, she may make a kinetic whip attack when using Cleave and Great Cleave feats. In either case, she must accept 1 point of burn for each target attacked beyond the first.

Greater Kinetic Wielding (Sp)

At 3rd level, the aetheric assailant gains even more control over the strands of aether she binds to her weapon. She may, rather than dealing her kinetic blast damage through a melee attack, cause the aether to wield a weapon instead. The aether strands connect her to the weapon from afar, allowing her to wield the weapon as if

in hand from up to 30 feet away. All attacks are made as if the aetheric assailant were wielding the weapon, meaning her physical statistics and any applicable feats and class abilities apply to attacks made using this ability.

This ability lasts for 1 round per damage dice of the kinetic blast of the aetheric assailant, however only the basic aether blast can be used with this ability. If the aetheric assailant accepts 1 point of burn in a round where this ability is active, her weapon also deals her basic aether blast damage on the first successful attack in that round, as if using kinetic wielding.

Alternately she may accept 1 point of burn to wield a second weapon using this ability, however she cannot make more attacks in a round using this ability than she could using a full attack action. The aetheric assailant can accept additional burn at a rate of 1 point per additional weapon wielded beyond two, up to a limit of a number of weapons equal to her maximum burn she can accept each round. She may split up the total number of attacks she can make in a round between any combination of weapons that are currently under the effects of this ability.

While controlling more than one weapon with this ability, she cannot deal her kinetic blast damage through any of the controlled weapons.

Aether Reinforcement (Sp)

At 4th level, an aetheric assailant learns to bond her aether blast to her armor. Rather than dealing damage, the blast instead grants the armor the aetheric assailant is wearing 1 point of DR/magic per two damage dice of her basic aether blast. This ability does not function if used with any blast type other than the basic aether blast.

This ability lasts for one round, and the aetheric assailant may, when activating this ability, choose to accept 1 point of burn to extend the duration for an additional round. She may accept a number of points of burn to extend the duration of this ability up to her burn points per round limit.

Kinetic Champion (Ex)

At 5th level, the aetheric assailant is a master of momentum. She adds 1 to the maximum amount of burn she can accept in a round, and anytime she successfully confirms a critical hit against a creature while using her kinetic wielding or greater kinetic wielding abilities she may make a free trip combat maneuver attempt against that target. She does not provoke an attack of opportunity for doing so, nor can she become tripped if she fails the attempt, regardless of the result of the check.



Cerulean Star Disciple

While some gain power from unknowable entities from beyond the stars, or from the gods, for good or ill, there are others who simply draw inspiration from certain aspects of the heavens. One such source is the pure and timeless light of a blue star. It would seem those who have suffered beneath the predations of that which is a mockery of life, the undead, have learned that such horrors wither or flee when exposed to such a star's cleansing brilliance. Those who have learned to wield this power have come to be known as cerulean star disciples.

Role: Cerulean star disciples easily may occupy the role of blaster, as any kineticist may, though they excel at finding and destroying the undead specifically.

Alignment: Any non-evil.

Hit Die: d8

Requirements

To qualify to become an cerulean star disciple, a character must fulfill all the following criteria.

Feats: Weapon Focus (kinetic blast)

Special: Blue flame blast

Other: Character must have been affected by level drain, ability drain, mummy rot, or another significant negative ability of the undead.

Class Skills

The cerulean star disciple class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Intelligence Modifier

Table: Cerulean Star Disciple

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+0	Cerulean fire, healing warmth, occult resonance
2nd	+1	+1	+1	+1	Cleansing flames
3rd	+1	+2	+2	+1	Holy pyre, inspired shaping
4th	+2	+2	+2	+1	Divine radiance
5th	+2	+3	+3	+2	Cerulean blaze, luminous soul

All the following are class features of the cerulean star disciple.

Weapon and Armor Proficiencies: A cerulean star disciple gains proficiency with the star knife.

Cerulean Fire (Ex)

At 1st level, a cerulean star disciple gains the use of the cerulean fire blast ability. This blast type works in all ways as a blue flame blast except for the following changes. A cerulean fire blast deals +1 damage per die to undead, and any undead targeted with a cerulean fire blast must succeed on a Will save DC 10 + the cerulean star disciple's class level + her Constitution modifier or take a -2 penalty to their attack rolls and saving throws for a number of rounds equal to the cerulean star disciple's class level.

Healing Warmth (Su)

At 1st level, the cerulean star disciple is able to heal the wounds of allies with her cerulean energy. This ability functions as the kinetic healer utility wild talent but does not require the cerulean star disciple to have an aether or water elemental focus.

Occult Resonance (Ex)

Levels in cerulean star disciple count as kineticist levels for the purposes of determining kinetic blast damage, maximum allowed burn that can be taken per round, and for qualifying for kineticist infusions and wild talents.

Cleansing Flames (Su)

At 2nd level, a cerulean star disciple gains further capacity to heal the sick using her cerulean fire ability. By increasing the burn cost of healing warmth by 1, she may remove the dazed, fatigued, or sickened conditions from the target. If the cerulean star disciple increased the burn cost by 2, she may also remove the exhausted or nauseated conditions.

Holy Pyre (Su)

At 3rd level, the cerulean star disciple's cerulean fire ability now deals half of its damage as holy damage (as per *flame strike*). The cerulean star disciple may choose to deal only normal fire damage if she desires.

Additionally, undead who take damage from this ability must succeed on a Reflex save DC 10 + the cerulean star disciple's class level + her Constitution modifier or catch fire. Those that fail are engulfed in blue flame and take

1d6 holy damage each round for a number of rounds equal to her Constitution modifier. Extinguishing these flames follows the rules for catching fire.

Inspired Shaping (Ex)

At 3rd level, a cerulean star disciple learns to manipulate the shape of her cerulean fire blast, allowing her to form a cone, line, or sphere. She must accept an additional 1 point of burn per 10 feet of space the blast shape takes up, and she may not exceed her normal burn limit while using this ability.

Because the blast does not target an individual creature when used in this way, all creatures caught in the area of the blast are allowed a Reflex save DC 10 + the effective level of the blast + cerulean star disciple's Constitution modifier to halve the damage dealt to them.

Heavenly Radiance (Su)

At 4th level, the cerulean star disciple learns to enshroud herself with the same cerulean flames that she wields. While surrounded by the flames, she gains concealment (20% miss chance) against all melee attacks, and any adjacent undead striking the cerulean star disciple with a non-reach weapon, natural attack, or unarmed strike is dealt 1d6 fire damage and 1d6 holy damage. Undead who take damage from this ability must also succeed on a Fortitude save DC 10 + the cerulean star disciple's class level + her Constitution modifier or be blinded for 1d4 rounds.

Using this ability is a standard action, requires the cerulean star disciple to accept 1 point of burn, and the ability lasts for a number of rounds equal to her Constitution modifier.

Cerulean Blaze (Su)

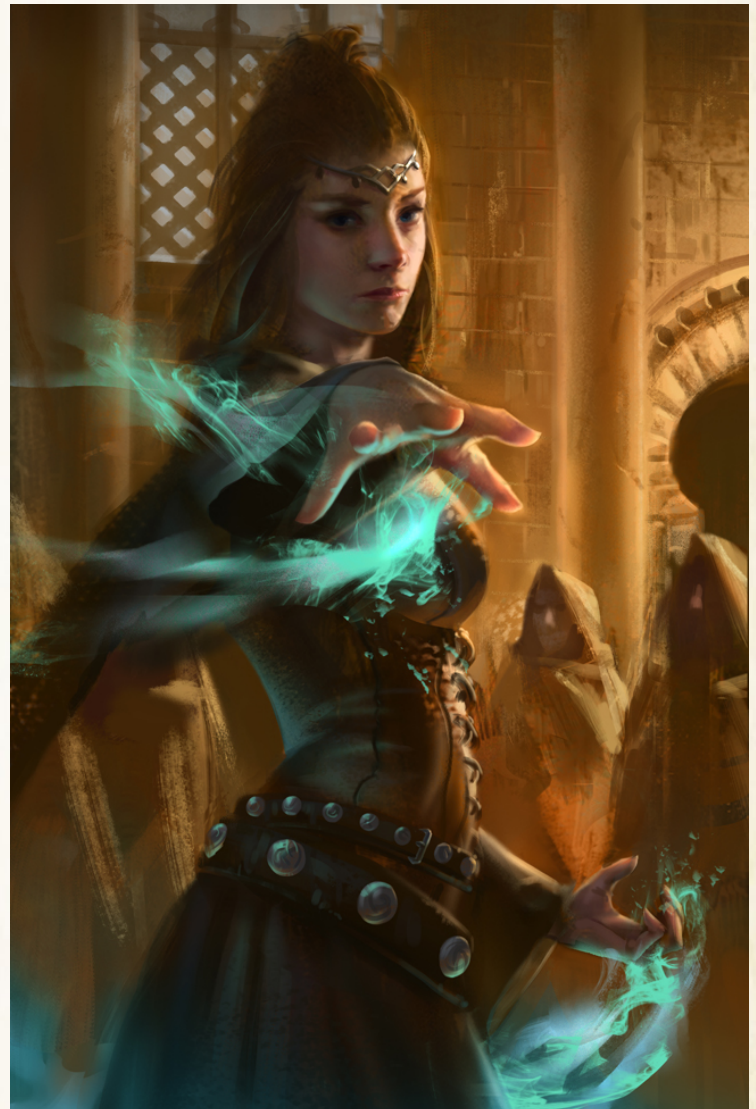
At 5th level, a cerulean star disciple learns to fully channel the searing purity of a blue star. Her cerulean fire blast now deals all of its damage as holy damage. Additionally, her cerulean fire blast acts as if it had the undead *bane* magic weapon property. This grants a +1 bonus to attack rolls against undead and deals such targets an additional 2d6 damage.

This ability only functions through the use of cerulean fire blast, and not with any other blast type. The cerulean star disciple may still cause her cerulean fire blast to deal half or all normal fire damage if she wishes.

Luminous Soul (Ex)

At 5th level, the cerulean star disciple becomes a true conduit of celestial power. Her connection to the blue stars of the heavens runs so deep her very soul is suffused by it. She reduces the burn cost of her cerulean fire blast by 1 (to a minimum of 0) and gains a +4 insight bonus to all saving throws made against undead special abilities (such as level drain).

Additionally when she destroys an undead with her cerulean fire blast, she may reduce her current burn amount by 1 point. The cerulean star disciple may use this ability a number of times per day equal to her Constitution modifier, though she may never reduce her current burn amount to less than 1 using this ability.



New Elements

Bone

Kineticists who focus on the macabre mysteries of bone are known collectively as osteokineticists. Manipulating both their own bones, and the bones of others, grants osteokineticists the ability to protect themselves while breaking and shattering their foes.

Class Skills: An osteokineticist adds Escape Artist and Knowledge (religion) to her list of class skills.

Basic Manipulation: Osteokineticists gain basic osteokinesis.

Simple Blast: An osteokineticist gains bone blast as a simple blast wild talent. She can use all of the infusions listed below with bone blast and its composites.

Defense: An osteokineticist's defense wild talent is blocking bone.

Wild Talents: 1st—basic osteokinesis, bone spear†, void healer; 2nd—eyes of the void, no breath, spirit bane infusion†; 3rd—hollow bones, impale†, leaching infusion†, skeletal prison; 4th—bands of bone, bone spikes, corpse explosion; 5th—eyes of the void, greater, harden bones; 6th—fracturing infusion†; 7th—call the fallen, enervating infusion†; 8th—bone spirit, grasping infusion†, 9th—unbreakable bones.

Bone Saturation

The elemental saturation of bone embodies the end result of the mortal cycle, graveyards, battlefields, and crypts are some of the most common locations for bone saturation to occur.

Attunement: A kineticist must spend at least one week studying the skull of a humanoid who possessed at least one caster level or spell-like ability. Once each day for that week the kineticist must succeed on a DC 20 Knowledge (religion) skill check, failing two or more Knowledge (religion) skill checks causes the skull to explode dealing the kineticist 2d4 bludgeoning damage per hit die and requires a DC 25 Fortitude save, failure causes the kineticist to permanently gain the blinded and deafened conditions. Failure also requires the kineticist to restart the process of attunement from the beginning. If successful in becoming attuned, the kineticist is immediately affected as if using the harden bones wild talent and can learn that wild talent.

Bands of Bone

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

You cause dense bone to grow over your body, forming a suit of armor. The bone armor created using this ability has an armor class bonus equal to your Constitution modifier, no armor check penalty, and a maximum Dexterity bonus equal to your Constitution modifier. You are considered proficient with this armor, which lasts for 1 minute per kineticist level. Unfortunately, your bone armor is also often disturbing to others, which causes you to take a -2 penalty to all Diplomacy skill checks made while this ability is active.

Basic Osteokinesis

Element bone; **Type** utility (Sp); **Level** 1; **Burn** 0

You are able to strengthen the bones of your fists making them deadly weapons. Your unarmed strikes deal damage as if you were one size category larger than your actual size. This damage increase does not stack with other unarmed strike damage increasing spells or effects. Additionally you are considered armed when making unarmed strikes, and do not suffer attacks of opportunity for doing so.

Blocking Bone

Element bone; **Type** defense (Su); **Level** —; **Burn** 0

You are able to animate and control a humanoid long bone to shield you from harm. This ability functions as per the *defending bone* spell. You can have only one such *defending bone* active at any one time. This ability lasts for 1 hour per kineticist level or until you use your blocking bone ability again. The *defending bone* spell effect is also ended once it has absorbed its maximum amount of damage possible based on your caster level. Your effective caster level for this ability is equal to your kineticist level. By accepting 1 point of burn, you can refresh the amount of damage the defending bone has absorbed back to 0.

When you accept burn while using a bone wild talent the defending bone deals 1d6 + your Constitution modifier of bludgeoning damage to any foe that strikes you with a non-reach melee weapon, unarmed strike, or natural attack for 1 round.

Bone Blast**Element** bone; **Type** simple blast (Sp); **Level** —; **Burn** 0**Blast Type** physical; **Damage** Bludgeoning and Piercing

You batter and pierce a single foe with bones and bone shards.

Bone Spear**Element** bone; **Type** form infusion; **Level** 1; **Burn** 1**Associated Blasts** bone blast, grave blast

This ability functions in most ways as per the kinetic blade form infusion, except rather than a light or one handed weapon, you manifest a two-handed reach weapon that deals piercing damage.

Bone Spikes**Element** bone; **Type** utility (Sp); **Level** 4; **Burn** 0You cause long spikes of bone to burst from the ground. This ability functions as the per the *ice spears* spell, except rather than dealing cold damage, bone spikes deals 2d6 negative energy damage instead.**Bone Spirit****Element** bone; **Type** utility (Sp); **Level** 8; **Burn** 2**Saving Throw** Fortitude partialYou call and form angry spirits from the hereafter into a single life-snuffing barrage. Bone spirit functions as per the spell *finger of death*. All requirements and limitations of *finger of death* apply to this ability.**Call the Fleshless****Element** bone; **Type** utility (Sp); **Level** 7; **Burn** 1You call forth a long-dead creature to serve your cause. This ability functions as per the spell *summon monster V*, except that any creature conjured with this ability has the skeletal template applied. Thus, only summons that can legally have that template applied can be summoned using call the fleshless. All other requirements of the *summon monster V* spell must still be met.**Corpse Explosion****Element** bone; **Type** utility (Sp); **Level** 4; **Burn** 1**Saving Throw** Reflex half

You cause the corpse of a recently (within 1 hour) dead creature to explode, sending shards of bone and hunks of flesh in all directions. The corpse must be within 60 feet of you, and may not have possessed in life more hit dice than your kineticist level in order to be considered a valid target of this ability. All creatures within a 20-foot radius of the exploding corpse take 1d6 damage per two hit dice the creature possessed, half of this damage is physical bludgeoning and piercing damage, the other half is negative energy damage.

Fracturing Infusion**Element** bone; **Type** substance infusion; **Level** 6; **Burn** 4**Associated Blasts** bone, earth, metal**Saving Throw** Fortitude negates

Your kinetic blast causes painful and debilitating breaks and fractures in the target's bones. Any living creature with a skeletal system who is the target of this blast must succeed on a Fortitude save or suffer a broken limb (this ability has no effect on creatures without limbs even if they otherwise meet the criteria). You must choose, at the time the infusion is used, whether a target's leg, arm, or similar appendage is affected by this ability.

A broken arm imparts a -4 to all attack rolls made with that limb and any shield Armor Class bonus granted by that limb is halved, while a broken leg reduces the target's base land, climb, and swim speeds by half. The penalties imparted by this ability can be removed by healing at least 50% of the damage dealt by the modified kinetic blast, or a successful Heal skill check DC 10 + 1/2 your kineticist level + your Constitution modifier.

Grasping Infusion**Element** bone; **Type** substance infusion; **Level** 8; **Burn** 5**Associated Blasts** bone blast

Empty squares affected by, or in the path of your bone blast become occupied by a number of giant crawling claws (Bestiary 2) less than or equal to your Constitution modifier, though you designate which unoccupied 5-foot squares become occupied. The crawling claws created by this infusion do not have a base speed (they cannot move), and do not gain the mark quarry ability. The giant crawling claws remain for one round per two kineticist levels, or until destroyed.

Grave Blast

Element bone; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites primary element (bone), expanded element (void)

Blast Type physical; **Damage** half bludgeoning and piercing, half negative energy

You call forth a barrage of bone splinters and biting skulls, infused with the life hating essence of the living dead.

Harden Bones

Element bone; **Type** utility (Sp); **Level** 5; **Burn** 1

You strengthen your own skeletal structure, making yourself harder to harm. When activated harden bones grants you DR 5/bludgeoning and the effects of *lesser fortification* for a number of rounds equal to your kineticist level.

Hollow Bones

Element bone; **Type** utility (Sp); **Level** 5; **Burn** 0

You cause your bones to become hollow, like those of a bird. You gain a +4 circumstance bonus to Acrobatics and Fly skill checks, and if you possess a fly speed, while using this ability you gain a +20 ft bonus to your fly speed, and your maneuverability improves by one category. This ability lasts for a number of rounds equal to your Constitution modifier.

Leeching infusion

Element bone; **Type** substance infusion; **Level** 3; **Burn** 2

Associated Blasts bone, earth, void

Saving Throw Fortitude partial

Your kinetic blast leeches and softens bone. Any target hit by your kinetic blast that has the skeletal template or consisting of a large amount of bone or similar material (such as a skeleton or chitinous insect) loses the any DR/bludgeoning for a number of rounds equal to your Constitution modifier. A successful Fortitude save reduces the duration of this ability to 1 round. Any non-skeletal creature with a skeletal system targeted by this ability instead gains a vulnerability to bludgeoning damage until the beginning of your next turn.

Skeletal Prison

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

Saving Throw Reflex negates

You cause a cage of bone and sinew to form around a single foe. The skeletal prison causes the target to gain the grappled condition until the prison is destroyed. The skeletal prison has 5 hit points per kineticist level, and hardness 5. The prison lasts for a number of rounds equal to your Constitution modifier, or until destroyed, whichever comes first.

Spirit Bane Infusion

Element bone; **Type** substance infusion; **Level** 2; **Burn** 2

Associated Blasts bone blast

Your kinetic blast exists as much in the realms of the spirit as it does the physical. Your kinetic blast is considered to have the *ghost touch* property.

Unbreakable Bones

Element bone; **Type** utility (Sp); **Level** 9; **Burn** 2

You cause your bones to become nigh unbreakable. You gain DR 10/adamantine and bludgeoning for 1 minute per kineticist level.



Chaos

Kineticists who focus on the raw power of chaos are called anarchineticists. Known for being accident prone, anarchineticists seem to cause a path of destruction in their wake as chaos energy affects everything around them.

Class skills: A anarchineticist adds Disable Device (Dex) and Knowledge (arcana) (Int) to her list of class skills.

Basic Manipulation: Anarchineticists gain basic anarchinetics.

Simple Blast: An anarchineticist gains chaotic blast as a simple blast wild talent. She can use all of the infusions listed below with chaotic blast and its composites.

Defense: A anarchineticist's defense wild talent is strange anatomy.

Wild Talents: 1st—basic anarchinetics, changing circumstances, kinetic cover, kinetic healer, scattering infusion†, weaken object; 2nd—horrid mutation†, melting infusion†, objective self, transmute metal; 3rd—objective form, subjective positioning, torrent†, uncontrolled infusion†; 4th—chaotic escape, cyclone†, free form, thought propulsion; 5th—chaotic warp†, temporary creation, unraveling infusion†; 6th—disintegrating barrier, disintegrating infusion†; 7th—fragmentation†; 8th—ever-changing world, many throw†.

Chaos Saturation

Chaos saturation often occurs during a major natural event such as a powerful hurricane, tornado, earthquake, forest fire or flood. Sometimes large emotional upheavals such as a riot or large battle can cause a saturation of chaotic energy.

Attunement: A anarchineticist must enter an area of extreme chaotic energy either during or within 1 hour of a major natural or emotional upheaval. She must then harness the chaotic energy around her and channel it into creating something new by succeeding at a DC 30 Knowledge (arcana), Knowledge (planes), and Craft (any) check. Failure causes her body to transform as if subject to a *reincarnate* spell, but gains no increases to physical ability scores. If successful in becoming attuned, the anarchineticist immediately learns the ever-changing world wild talent.

Anatomy Augmentation

Element chaos; **Type** utility (Sp); **Level** 2; **Burn** 0

Prerequisite objective self

You infuse your body with chaotic energy, warping it hideously. Your deformed anatomy grants you one of the following benefits: increase reach by 5 feet, increase land speed by 20 feet, gain a 20 foot swim speed, breathe underwater, become immune to trip, gain all-around-vision. The mutation lasts for a number of minutes equal to your Constitution modifier or until anatomy augmentation is used again.

Basic Anarchinetics

Element chaos; **Type** utility (Sp); **Level** 1; **Burn** 0

Your body is infused with the ever-mutable substance of chaos. You are able to make minor changes to your features, giving you a +4 bonus on Disguise checks.

Changing Circumstances

Element chaos; **Type** utility (Sp); **Level** 1; **Burn** 1

Each flap of a butterfly's wings can change fate; you may harness chaos to make the smallest change that can alter an outcome. After an ally has made a d20 roll, but before the outcome is revealed, you can force them to re-roll the d20 as an immediate action, forcing them to accept the new roll. If the check is unsuccessful, they are staggered for 1 round.

Chaotic Escape

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

When targeted by a weapon attack, you may take an immediate action to *teleport* to a random location. The attack resolves as normal, but you gain a dodge bonus to your AC equal to your Constitution modifier. Roll 1d8 to determine direction, as a missed splash weapon, then you move 1d12 × 5 feet in that direction. If you arrive in a place that is already occupied by a solid body, you take 1d6 points of damage and are shunted to the closest open space.

Chaotic Blast

Element chaos; **Type** simple blast; **Level** —; **Burn** 0

Blast Type energy; **Damage** untyped

The abrasive forces of the maelstrom flow through you and is directed at your enemies. Treat this blast as having the *bane* weapon property against creatures with the lawful subtype. This blast does no damage against creatures with the chaotic subtype. For every 3d6 damage, replace the 3d6 with 1d20. For every 2d6 damage remaining, replace the 2d6 with 1d12 (i.e. for a 5d6 blast, the kineticist would roll 1d20+1d12 before adding other bonuses).



Chaotic Boost

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

Prerequisites chaotic blast; expanded element (any)

Blast Type special; **Damage** see text

Treat this blast as having the *bane* weapon property against creatures with the lawful subtype. This blast does no damage against creatures with the chaotic subtype. For every 3d6 damage, replace the 3d6 with 1d20. For every 2d6 damage remaining, replace the 2d6 with 1d12 (i.e. for a 5d6 blast, the kineticist would roll 1d20+1d12 before adding other bonuses). This otherwise functions as aetheric boost.

Chaotic Warp

Element chaos; **Type** form infusion; **Level** 5; **Burn** 3

Associated Blasts chaos

Prerequisite chaotic escape

Saving Throw Fortitude negates

You rip your target through the astral plane, depositing them in a random space. Roll 1d8 to determine direction, as a missed splash weapon, then move the target 1d12 × 5 feet in that direction. If the target arrives in a place that is already occupied by a solid body, it takes 1d6 points of damage and is shunted to the closest open space.

Disintegrating Barrier

Elements aether, chaos, fire; **Type** utility (Sp); **Level** 6; **Burn** 0

Saving Throw Fortitude negates (objects)

You form a translucent 5 foot sphere around your body. Ammunition and thrown weapons used for ranged attacks that come into contact with the sphere immediately disintegrate, dealing no damage. This includes ammunition and thrown weapons that would pass through your square to attack a different target. Creatures and energy attacks bypass the barrier normally. Magical objects receive a saving throw to ignore the effect, on a failed save they simply deflect away. You can maintain this barrier by concentrating as a standard action each round. For every 1 additional point of burn you accept when creating the sphere, you can increase the radius of the sphere by 5 feet.

Ever-changing World

Element chaos; **Type** utility (Sp); **Level** 8; **Burn** 1

You may reshape the world to fit your needs with a mere touch, which functions as *polymorph any object*.

Free Form

Element chaos; **Type** utility (Sp); **Level** 4; **Burn** 0

Your fluid form cannot be contained; you benefit from *freedom of movement* until the beginning of your next turn. By accepting 1 point of burn this ability lasts for a number of minutes equal to your kineticist level.

Horrid Mutation

Element chaos; **Type** substance infusion; **Level** 2; **Burn** 2

Associated Blasts chaos

Prerequisite melting infusion

Saving Throw Fortitude negates

You infuse your target with chaotic energy, warping it hideously. Roll 1d6 to determine one random penalty they gain: decrease all speeds to 5 feet, lose grasping appendages and drop anything their holding but gain a slam attack, become mute, become deaf, become blind, become nauseated. The mutation lasts for a number of rounds equal to your Constitution modifier. Additional horrid mutations replace the previous mutations, they do not stack.

Melting Infusion

Elements chaos, fire; **Type** substance infusion; **Level** 2; **Burn** 2

Associated Blasts blue flame, fire, chaos

Saving Throw Fortitude negates

Intense elemental energy melts and warps your target. Objects take full damage, ignoring hardness less than 20. Creatures hit by your blast become distorted, taking 1d4 points of Strength, Dexterity or Constitution damage, determined randomly.

Object Blast

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

Prerequisites primary element (chaos); expanded element (chaos)

Blast Type physical; **Damage** bludgeoning, piercing, or slashing (determined randomly)

Random handheld objects fly from your fingertips and batter your foe, only to disappear moments later. For every 3d6 damage, replace the 3d6 with 1d20. For every 2d6 damage remaining, replace the 2d6 with 1d12 (i.e. for a 5d6 blast, the kineticist would roll 1d20+1d12 before adding other bonuses).



Objective Form

Element chaos; **Type** utility (Sp); **Level** 3; **Burn** 1

Prerequisite objective self

You allow transformative chaos to shape your entire body, as *beast shape I*. At 8th level, this ability functions as *beast shape II*. At 10th level this ability functions as *beast shape III*. At 12th level, this ability functions as *beast shape IV* or *form of the dragon I*. At 14th level, this ability may function as *form of the dragon II*. At 16th level, this ability may function as *form of the dragon III*.

Objective Self

Element chaos; **Type** utility (Sp); **Level** 2; **Burn** 0

Ever-mutable chaos infuses you, allowing you to assume the form of any humanoid of your size. Using this ability, you cannot assume the form of a specific humanoid without accepting 1 point of burn. The transformation lasts for 10 minutes per kineticist level.

Scattering Infusion

Elements aether, air, chaos; **Type** substance infusion; **Level** 1; **Burn** 1

Your blast knocks your target 5 feet into a random direction. Use the scatter rules for missed splash weapons to determine the direction. 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 CMB. This infusion can push a foe a maximum of 5 feet. You can increase the maximum distance pushed by 5 feet per additional point of burn accepted. If your target runs into an object or solid surface, it must make a successful Reflex save or fall prone. If your target runs into another creature, both creatures must make a Reflex save or fall prone.

Strange Anatomy

Element chaos; **Type** defense (Su); **Level** —; **Burn** 0

Your body adjusts its anatomy to its environment. You lower your armor check penalty by 1, have a 5% chance to ignore critical hits and sneak attacks, and a +1 bonus to Escape Artist checks and to your CMD vs. grapple checks. By accepting 1 point of burn, you can decrease your armor check penalty by 1 additional point, increase your chance to ignore critical hits and sneak attacks by 5%, and gain an additional +1 to Escape Artist and CMD vs. grapple 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 chaos wild talent, you heal 1 point of physical ability damage. You can dismiss and restore this effect as an immediate action.

Subjective Positioning

Elements chaos, dreams; **Type** utility (Su); **Level** 3; **Burn** 0

You reject the notion of gravity. You may consider any surface “down,” allowing you to treat walls and ceilings as the floor. You cannot use this ability to suddenly fall “up” and must always keep your feet on the ground while using it.

Temporary Creation

Element chaos; **Type** utility (Sp); **Level** 5; **Burn** 0

You reform matter to your choosing. By focusing, you can create virtually any non-magical, non-living object, as *major creation*. If you use temporary creation a second time before the duration expires, the first object disintegrates.

Thought Propulsion

Elements chaos, dreams; **Type** utility (Sp); **Level** 4; **Burn** 0

Prerequisite subjective positioning

You leave the ground behind you, moving in any direction you can think of. You have a fly speed, with perfect maneuverability, equal to your land speed as long as you are conscious. Fly becomes a class skill for you.

Transmute Metal

Elements earth, chaos; **Type** utility (Sp); **Level** 2; **Burn** 0

You are able to transmute common metals such as bronze, iron, or steel into rare metals like cold iron, mithral, and adamantine. The material remains transformed for as long as you concentrate, spending a standard action each round. You can transmute a number of objects equal to your Constitution modifier. If you accept 1 burn, the metal remains transmuted for a number of rounds equal to your kineticist level once you stop concentrating.

Uncontrolled Infusion

Element chaos; **Type** form infusion; **Level** 3; **Burn** 2

Functions as the chain form infusion, but secondary targets are determined randomly among all creatures within 30 feet of the first.



Weaken Object

Element chaos; **Type** utility (Sp); **Level** 1; **Burn** 0

You suffuse an object with chaotic energy, causing it to become more likely to break. The object gains the broken condition, loses half its hardness and receives a -4 penalty on saving throws. This lasts for 1 hour or until you use weaken object again.

Wild Fire

Elements chaos and fire; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites fire blast; chaotic blast

Blast Type energy; **Damage** chaos and fire

A nearly uncontrolled blast of fire erupts to consume your foes. For every 2d6 damage, replace the 2d6 with 1d12. For every 3d6 damage, replace the 3d6 with 1d20 (i.e. for a 5d6 blast, the kineticist would roll 1d20+1d12 before adding other bonuses).



Crystal

Kineticists who focus on the elements of crystal and glass are called krýskineticists. Krýskineticists wield the hard and sharp-edged power of crystalline forms and substances, which deflect and defend even as they cut to the bone with ease.

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

Basic Manipulation: Krýskineticists gain basic krýskinesis.

Simple Blast: A krýskineticist gains obsidian blast as a simple blast wild talent. She can use all of the infusions listed below with obsidian blast and its composites.

Defense: A krýskineticist's defense wild talent is crystalline carapace.

Wild Talents: 1st—basic krýskinesis, earth walk, kinetic cover, pushing infusion†; 2nd—bowling infusion†, earth climb, entangling infusion†; 3rd—impale†, jagged flesh, jagged infusion†, mirrored hand, tremorsense; 4th—enduring earth, knife-edged infusion†, shift earth; 5th—crystalline bulwark, earth glide, stone sculptor, tremorsense, greater; 6th—caldera†, deadly earth; 7th—fragmentation†, obsidian sword, shift earth; 9th—obsidian legion, seismic master.



Crystal/Glass Saturation

Crystal saturation often occurs in and around caves, volcanoes, lava fields, and mountain slopes.

Attunement: A kineticist must find a perfect crystal (DC 20 Knowledge (nature) skill check) and spend at least 48 hours meditating upon the perfection of the crystalline form and facets (must succeed on 4 consecutive DC 25 Perception skill checks). Failing two or more Perception skill checks causes the crystal to shatter dealing the kineticist 1d10 piercing damage per class level and requires a DC 25 Reflex save, failure causes the kineticist to take 1d6 Dexterity drain and 1d6 bleed damage. Failure also requires the kineticist to restart the process of attunement from the beginning. If successful in becoming attuned the kineticist is immediately affected as if using the crystalline bulwark wild talent and can learn that wild talent.

Basic Kryskinesis

Element crystal; **Type** utility (Sp); **Level** 1; **Burn** 0

You strengthen a weapon made from crystal or obsidian as if using the *reinforce armaments* spell.

Caldera

Elements crystal, earth, fire; **Type** form infusion; **Level** 6; **Burn** 4

Associated Blasts crystalline blast, earth blast, obsidian blast.

Prerequisite jagged infusion

Saving Throw Reflex partial

Your kinetic blast leaves a gaping maw in the earth, with walls studded with flensing shards of obsidian and chunks of flesh grating pumice, lava flowing at its bottom.

Treat each square of the path of your ranged attack kinetic blast, or the area of your area of effect kinetic blast as under the effects of an *obsidian flow* spell that lasts until the end of your next turn. This effect counts as a 6th-level spell with the earth and fire descriptors.

Crystalline Blast

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

Prerequisites primary element (crystal), expanded element (crystal)

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

You call forth a barrage of diamond hard crystals, obsidian shards, and jagged pumice chunks to batter, slice, and impale your foes. This blast ignores up to 10 points of material hardness and overcomes damage reduction as if it were adamantine.

Crystalline Bulwark

Element crystal; **Type** utility (Sp); **Level** 5; **Burn** 1

You can raise from the ground a lense-like crystal barrier. The barrier occupies one 5-foot square, and grants partial cover (full cover if you crouch behind it). Besides the effect of cover, the crystal barrier reflects ray spells and spell-like effects back at the caster. Any ray spell or spell-like ability that fails to hit you is reflected back at the creature that cast the spell or used the spell-like ability. The original ranged attack roll is used to determine if the reflected ray hits the originator. This ability lasts for a number of rounds equal to your Constitution modifier.

Crystal Carapace

Element crystal; **Type** defense; **Level** —; **Burn** 0

You are able to gird yourself with a second skin of crystal. When active, this crystalline carapace grants you an armor bonus to your AC and touch AC equal to your Constitution modifier. This wild talent doesn't function without contact with earth and stone. You can have only one such crystalline carapace active at any one time. This ability lasts for 1 hour or until you use your crystal carapace ability again. By accepting 1 point of burn, you can cause creatures who strike you while crystal carapace is active to be blinded for 1 round.

When you accept burn while using a crystal wild talent, the armor class bonus of crystal carapace is increased by +1. You can also use your crystal carapace to lessen a particularly devastating blow. By sacrificing your crystal carapace when you suffer a critical hit from a melee weapon, unarmed strike, or natural attack you can reduce the attack to its normal damage, doing so immediately removes the armor class benefits of this ability, as the crystal shatters from the absorbed blow. You must also accept 1 point of burn when negating a critical hit.

Gashing Infusion

Element crystal; **Type** substance infusion; **Level** 3; **Burn** 2

Associated Blasts crystal, earth, metal

Your kinetic blast causes deep and bloody wounds. Targets hit by your kinetic blast must succeed on a Fortitude save DC 10 + the blasts effective spell level + your Constitution modifier or take bleed damage equal to the number of damage dice of the kinetic blast.

Jagged Infusion**Element** crystal; **Type** substance infusion; **Level** 3; **Burn** 2**Associated Blasts** crystal, earth

Your kinetic blast creates numerous splinters and shards of obsidian that cover the ground in a 5-foot radius of the target of the blast. These shards functions as caltrops with the fragile property. The obsidian shard caltrops have an attack bonus equal to your BAB + your Constitution modifier, and unlike normal caltrops, have a critical threat range of 19-20x2. The shards remain for a number of rounds equal to your Constitution modifier, until cleared, or stepped upon.

Knife-Edged Infusion**Elements** crystal, metal; **Type** substance infusion; **Level** 4; **Burn** 3**Associated Blasts** crystalline, obsidian**Saving Throw** none

Your blast creates particularly sharp and deadly crystals or obsidian shards, increasing the critical threat range of the blast to 19-20.

Mirrored Hand**Element** crystal; **Type** utility (Sp); **Level** 3; **Burn** 1

You cause a reflective glass surface to cover one of your hands, and functions in all ways as a hand mirror. You suffer a -2 to all attack rolls with weapons in that hand, and those attempting the disarm maneuver against anything held in that hand gain a +2 circumstance bonus to their CMB.

You may use the reflective surface of your hand to deflect one ray type spell or effect each round. This functions as the Deflect Arrows feat, except for only applying to rays. You may accept 1 point of burn to deflect a second ray in a round which you have already deflected one ray type spell or effect. This ability lasts for one round per class level.

Obsidian Blast**Element** crystal; **Type** simple blast; **Level** —; **Burn** 0**Blast Type** physical; **Damage** slashing and piercing

You batter a single foe with a torrent of razor edged obsidian glass.

Obsidian Legion**Element** crystal; **Type** utility (Sp); **Level** 9; **Burn** 1

You call forth a small army of elementals. This wild talent functions as per the spell *elemental swarm* except that you may only summon elementals of the obsidian quasi-element. Using this wild talent immediately causes any previous uses of this wild talent to expire.

Obsidian Sword**Element** crystal; **Type** utility (Sp); **Level** 7; **Burn** 0

You create a sword shaped construct formed from obsidian. The obsidian sword functions as the spell *mage's sword* except for the following. Unlike *mage's sword* the obsidian sword deals physical slashing or piercing damage rather than force damage, uses Constitution in place of Intelligence, and has a critical threat range of 18-20x2. Using this wild talent immediately causes any previous uses of this wild talent to expire.



Dreams

Kineticists who focus on the raw power of dreams are called dreamweavers. These are usually highly creative individuals, though they sometimes appear lazy to others. A dreamweaver lost in their own thoughts, daydreaming, may actually be traversing the Dimension of Dreams. All talents and blasts with the dream element listed are mind-affecting abilities.

Class skills: A dreamweaver adds Diplomacy (Cha) and Knowledge (arcana) (Int) to her list of class skills.

Basic Manipulation: Dreamweavers gain basic dreamweaving.

Simple Blast: A dreamweaver gains dream blast as a simple blast wild talent. She can use all of the infusions listed below with dream blast and its composites.

Defense: A dreamweaver's defense wild talent is sleep walker.

Wild Talents: 1st—basic dreamweaving, empathic dreamer, nightmare infusion†, restful sleep, thought infusion†, tiring infusion†; 2nd—dreamspeak, entangling infusion†, sleeping infusion†, thought siphon; 3rd—darkness infusion†, hallucination infusion†, soporific aura, subjective positioning, waking dream; 4th—flash infusion†, living nightmare, sleepers infusion†, sleeping warrior, singularity†, thought propulsion, waking nightmare; 5th—dream tracking, perfect dream; 6th—brilliant infusion†, dream council; 7th—cloud†; 9th—dream voyage

Dream Saturation

Highly populated areas most often contain dream saturations at night (for diurnal creatures), though if the creatures are relatively unhappy they can cause pockets of powerful nightmare energy.

Attunement: A dreamweaver must fall asleep within 100 feet of at least 20 or more other sleeping sentient creatures. She must then open her mind to the dreams of all of the creatures by succeeding on a DC 30 Knowledge (arcana) check. Once exposed, she must be able to let the flood of dreams flow through her without overwhelming her mind by succeeding at a DC 25 Will save; if she fails she gains a random insanity. If successful in becoming attuned the dreamweaver immediately learns the dream tracking wild talent.

Basic Dreamweaving

Element dream; **Type** utility (Su); **Level** —; **Burn** 0

You always have lucid dreams, gaining Lucid Dreamer as a bonus feat even if you do not meet the prerequisites. Additionally, you are able to bridge the gap between reality and the Dimension of Dreams; this functions as *haunted fey aspect* or *lullaby*.

Dream Blast

Element dreams; **Type** simple blast; **Level** —; **Burn** 0

Blast Type energy or physical; **Damage** varies (see text)

Using pure imaginative thought, you blast your target with the elemental blast of your choosing. This blast can mimic the properties of any other simple kinetic blast, but it is only partly real. If a target makes a Will save against the blast, it only deals 5% damage per point of burn you currently have (minimum 20%) as the blast is partially dreams made real. This is a mind-affecting effect; creatures immune to mind-affecting effects automatically save, taking the reduced damage. This functions in all other ways as *shadow evocation*, but the power originates from the Dimension of Dreams.

Dream Council

Element dreams; **Type** utility (Sp); **Level** 6; **Burn** 1

Prerequisites sleeping warrior

You can confer with others by meeting in the Dimension of Dreams, as the spell *dream council*.

Dreamspeak

Element dreams; **Type** utility (Sp); **Level** 2; **Burn** 0

Prerequisite empathic dreamer

By touching a sleeping creature, you are able to create a telepathic link. You can send and receive both speech and images.

Dream Tracking

Element dreams; **Type** utility (Sp); **Level** 5; **Burn** 0

While asleep, your lucid body can instantly travel to the lucid body of any creature you can name who is also asleep. The more familiar you are with the creature, the more likely you are to succeed. Roll 1d100 and consult the following table to determine how close you appear to the target in the Dimension of Dreams. On a mishap, you end up in a nightmare pocket of the Dimension of Dreams. You gain a +5 bonus to the roll if you have a picture or likeness of the target, a +10 bonus if you have a possession of the target, and a +25 bonus if you have a body part, lock of hair, bit of nail, etc. These bonuses are cumulative. You may only attempt to travel to a single creature once per 24 hour period. This functions in all other ways as *dream travel*.

Familiarity	Adjacent	Same Area	Similar Area	Mishap
Intimate relationship	26–100	21–25	01–20	—
Very familiar	40–100	30–39	21–29	01–20
Met casually	55–100	40–54	25–39	01–24
Name only	70–100	50–69	30–49	01–29
False name	—	—	35–100	01–34

Dream Voyage

Element dreams; **Type** utility (Sp); **Level** 9; **Burn** 1

Prerequisites dream tracking

You are able to bring other creatures with you on your travels to the Dimension of Dreams, as *dream voyage*.

Empathic Dreamer

Element dreams; **Type** utility (Sp); **Level** 1; **Burn** 0

Saving Throw Will negates (harmless)

By touching a sleeping creature, you are able to create an empathic link. You can send and receive feelings and emotions from the creature.

Hallucination Infusion

Element dreams; **Type** substance infusion; **Level** 3; **Burn** 2

Associated Blasts dream

Saving Throw Will negates

Conjured dreams remain in the mind of your target, causing them to gain the confused condition for a number of rounds equal to your Constitution modifier.

Living Nightmare

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

You force your target to experience their worst nightmare, as *phantasmal killer*.

Nightmare Infusion

Element dreams; **Type** substance infusion; **Level** 1; **Burn** 1

Associated Blasts dream

Saving Throw Will negates

Your blast draws out your targets worst nightmares, causing it to become shaken for a number of rounds equal to your Constitution modifier. At 6th level, you may increase the burn cost to 2 and cause your target to become frightened. At 10th level, you may increase the burn cost to 3 and cause your target to become panicked.

Perfect Sleep

Element dreams; **Type** utility (Sp); **Level** 5; **Burn** 1

Prerequisite restful sleep or sleeping infusion

You can touch a sleeping creature to shape its dreams into that creature's perfect reality, causing it to never want to wake up. This functions in all other ways as *dream dalliance*. For each creature under this effect, you maintain 1 permanent point of burn that cannot be ignored, restored or healed in any way. Once a creature is released from the dream, which you can do voluntarily as a standard action, you may heal that burn normally.

Realistic Blast

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

Prerequisites primary element (dreams); secondary element (dreams)

Blast Type special; *Damage* see text

Saving Throw Will partial

By manifesting imagined elements, you blast your target with any element you can imagine. This blast can mimic the properties of any other composite kinetic blast, but it is only partly real. If a target makes a Will save against the blast, it

only deals 10% damage per point of burn you currently have (minimum 20%) as the blast is partially dreams made real. Creatures immune to mind-affecting effects automatically save, taking the reduced damage. This functions in all other ways as *shadow evocation*, but the power originates from the Dimension of Dreams.

Restful Sleep

Element dreams; **Type** utility (Sp); **Level** 1; **Burn** 0

By maintaining physical contact with a creature as they fall asleep, they enter a very restful state. The target regains hit points and recovers from conditions as if taking bed-rest for a full day, but only rests 8 hours. This ability can be active on only one target at a time. If used on a new target before the first target has rested for 8 hours, the original target gains no effect.

Sleep Walker

Element dream; **Type** defense; **Level** —; **Burn** 0

When affected by a sleep effect, you do not lose consciousness but instead become staggered for the duration of the effect. If you are already staggered, then you become dazed instead. Circumstances that wake a sleeping creature also end the duration of the condition. By accepting 1 point of burn, you can boost your mental resilience, gaining a +1 bonus against mind-affecting spells and effects. At 3rd level and every 3 levels thereafter you can increase the bonus by +1 for an additional point of burn (up to a maximum of +7 at 18th level). When you accept burn while using a dream wild talent, you may make a new saving throw against any ongoing mind-affecting effect even if that effect does not normally allow for a save. You can dismiss and restore this ability as an immediate action.

Sleepers Infusion

Element dreams; **Type** form infusion; **Level** 4; **Burn** 3

Associated Blasts dream

Prerequisite extreme range

Saving Throw Will negates

Send a dream blast to a sleeping creature you can name within 1 mile per kineticist level. If the target creature is not sleeping, you must accept double the amount of burn for the entire blast.

Sleeping Infusion

Element dreams; **Type** substance infusion; **Level** 2; **Burn** 2

Associated Blasts dream

Prerequisite tiring infusion

Saving Throw Will negates

Your blast draws your target into the dream world. They immediately fall asleep, as *sleep*, affecting a number of HD of creatures equal to your kineticist level. Only targets of your kinetic blast are affected.

Sleeping Warrior

Element dreams; **Type** utility (Sp); **Level** 4; **Burn** 0

Prerequisite dreamspoke

By touching a sleeping creature, you are able to create a strong mental bond. You can immediately fall asleep and enter their dreams, appearing adjacent to them in their dreamscape or mindscape.

Soporific Aura

Element dreams; **Type** utility (Sp); **Level** 3; **Burn** 1

Saving Throw Will negates

Creatures who end their turn next to you fall asleep until the end of their next turn. This ability lasts a number of rounds equal to your Constitution modifier.

Thought Boost

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

Prerequisites dream blast, expanded element (any except dreams)

Blast Type special; Damage see text

Saving Throw Will half

You infuse a simple blast you know (except dream blast) with the essence of dreams, causing it to deal damage as if it were a composite blast; it otherwise acts as a simple blast.

Thought Infusion

Element dreams; **Type** form infusion; **Level** 1; **Burn** 1

Associated Blasts dream

Saving Throw Will half

You fill your target's mind with overwhelming thoughts. Your blast deals half of your normal kinetic blast damage as untyped nonlethal damage, but does not require an attack roll. If the target falls unconscious as a result of this damage, they fall asleep and cannot be woken until they heal all non-lethal damage.

Thought Siphon

Element dreams; **Type** utility (Su); **Level** 2; **Burn** 0

Willing allies within 30 feet subconsciously connect with your mind, giving you an empathic link to each of them. Allies with this link receive a +2 bonus against mind-affecting spells and effects. If a linked ally fails a saving throw against a mind-affecting spell or effect, you may redirect the ability to yourself as an immediate action, making you the new target with no additional save, and accepting 1 burn per ally effected. You can activate or deactivate this ability as an immediate action.

Tiring Infusion

Element dreams; **Type** substance infusion; **Level** 1; **Burn** 1

Associated Blasts dream

Saving Throw Fortitude negates

Your blast attempts to pull your target into the realm of dreams, causing them to become fatigued.

Waking Dream

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

You are able to conjure images of your own dreams and project them with your mind. Functions as *major image* for as long as you concentrate, spending a standard action each round. By accepting 1 point of burn, the image lasts for 1 round per kineticist level.

Waking Nightmare

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

You touch a sleeping creature and inflict a nightmare on them that follows them into their consciousness as hallucinations. This functions as *bestow curse*, but target must be asleep. At level 16, you may increase the burn cost to 2 for it to function as *greater bestow curse*.



Time

Kineticists who focus on the raw power of time are called chrononeticists. They are able to slow down their own relative time, making themselves appear faster to others. They can also manipulate the flow of time for a variety of effects. Powerful chrononeticists can even travel into the future.

Class skills: A chrononeticist adds Escape Artist (Dex) and Knowledge (history) (Int) to her list of class skills.

Basic Manipulation: Chrononeticists gain basic chrononetics.

Simple Blast: A chrononeticist can select either aging blast or time warped throw as her simple blast. She gains one of them when she first selects time, and must select time again with expanded element to gain the other. She can use aging, disintegrating, singularity, time catapult, time lock, and torrent infusions with aging blast. She can use bowling, many throw,

phasing attack, and pushing infusions with time warped throw. These are in addition to universal infusions.

Defense: A chrononeticist's defense wild talent is timely dodge.

Wild Talents: 1st—basic chrononetics, foreseen events, pushing infusion†, see the future, speed manipulation; 2nd—aging infusion†, bowling infusion†; 3rd—airial evasion, gift of lethargy, restore youth, torrent†, wall running, quickness in action; 4th—singularity†, time phase; 5th—phasing attack, temporal refuge; 6th—disintegrating infusion†; 7th—time catapult infusion†; 8th—many throw†, time lock infusion†, time travel; 9th—stop time

Time Saturation

Time saturation rarely occurs naturally on the material plane, but can be caused by temporal damage as a result of powerful time magic. Unstable portals to the astral plane can also cause time energy to condense and form temporal saturations.

Attunement: A chrononeticist must sit in meditation for 1 hour within an area of temporal saturation. She must focus on her youth and her past, channeling those memories through her body. She then attempts a DC 20 Will save. If she fails, she loses all memory of her adult life as if gaining powerful amnesia; her memories can be restored with a wish or miracle. If successful in becoming attuned the chrononeticist is immediately affected as if using the restore youth wild talent and can learn that wild talent.

Accelerated Aging Blast

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

Prerequisites primary element (time); expanded element (time)

Blast Type energy; **Damage** supernatural aging.

You send a stream of unstable time energy at your target. When struck, the target rapidly ages, taking damage in the form of supernatural aging. Change all damage dice from d6s into d4s.

Aging Blast

Element time; **Type** simple blast; **Level** —; **Burn** 0

Blast Type energy; **Damage** supernatural aging.

You send a stream of unstable time energy at your target. When struck, the target rapidly ages, taking damage in the form of supernatural aging. Change all damage dice from d6s into d4s.

Aging Infusion

Elements chaos, time; **Type** substance infusion; **Level** 2; **Burn** 2

Associated Blasts aging blast

Saving Throw Fortitude negates

You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category. A creature whose age is unknown is treated as if advanced to middle age. Ageless, immortal creatures and objects are immune to this infusion.

Basic Chrononetics

Element time; **Type** utility (Sp); **Level** 1; **Burn** 0

You tap into the flow of time to see slightly into the future, or grant this ability to an ally with a single touch. You or a creature you touch gains a +1 insight bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies. This ability lasts for 1 minute or until used.

Foreseen Events

Element time; **Type** utility (Sp); **Level** 1; **Burn** 1

After initiative is rolled you can use this ability to force a number of creatures within 30 feet, up to your Constitution modifier, to re-roll their initiative. Alternatively, you can use it to allow yourself to act in a surprise round. This ability can only be used once per combat. This ability is a non-action and can be performed even if you have not yet acted in the first round of combat and are flat-footed as long as you can pay the associated burn cost.

Gift of Lethargy

Element time; **Type** utility (Sp); **Level** 3; **Burn** 1

You bend time for your opponents, causing them to move slower, as *slow*.

Momentum Blast

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

Prerequisites time warped throw; expanded element (any)

Blast Type special; **Damage** see text

As a full-round action, move up to your speed then make an attack with any simple blast you know, adding any infusions as normal. You gain +1 to your attack for every 20 feet moved and +1 to your damage roll for every 10 feet moved beyond 30 feet. Movement from this ability provokes attacks of opportunity, as normal.

Phasing Attack

Element time; **Type** form infusion; **Level** 5; **Burn** 3

Prerequisites kinetic fist or kinetic blade, time phase

By sending your weapon out of phase, you are able to bypass your target's armor. Resolve the attack as either a kinetic fist or kinetic blade attack targeting touch AC and increasing the critical multiplier by 1.

Restore Youth

Element time; **Type** utility (Su); **Level** 3; **Burn** 1

Saving Throw Fortitude negates (harmless)

With a touch, you can restore a creature's body to the prime of its life and prevent it from aging indefinitely. This does not heal any damage or debilitating injuries such as lost limbs, but it does remove all Strength, Dexterity and Constitution penalties from aging. The affected creature still dies when its time is up. For each creature under this effect, you maintain a permanent point of burn that cannot be ignored, restored or healed in any way. Once a creature is released from this ability, which you can do voluntarily as a standard action, you may heal that burn normally.

See the Future

Element time; **Type** utility (Sp); **Level** 1; **Burn** 1

You gain temporary, intuitive insight into the immediate future during your next attack, as *true strike*. Alternatively, you may roll 2d20 and select the highest when rolling a skill or ability check before the end of your next turn.

Speed Manipulation

Element time; **Type** utility (Sp); **Level** 1; **Burn** 0

You move faster than others by subtly manipulating the flow of time around you. Your move speeds increase by 5 feet per kineticist level. As a swift action, you may accept 1 point of burn to grant yourself a +30 enhancement bonus to all your movement speeds for 1 round per kineticist level.

Stop Time

Element time; **Type** utility (Sp); **Level** 9; **Burn** 1

You are able to cease the flow of time for everyone but you, as *time stop*, but the duration is 1d4 rounds plus 1 round for each point of burn you have accepted.

Temporal Refuge

Element time; **Type** utility (Sp); **Level** 5; **Burn** 0

You create a field around yourself, preventing you from feeling the flow of time. This functions as *temporal stasis* with a duration set by you when you use the ability, up to 1 hour per kineticist level. *Dispel magic* and similar abilities can end the stasis early.

Time Catapult Infusion**Element** time; **Type** substance infusion; **Level** 7; **Burn** 4**Associated Blasts** aging blast**Saving Throw** Will negates

You send your target into the future. They disappear immediately and re-appear 1d4 rounds later. If their square is occupied, they appear in the closest unoccupied square.

Time Lock Infusion**Element** time; **Type** substance infusion; **Level** 8; **Burn** 4**Prerequisite** temporal refuge**Associated Blasts** aging blast**Saving Throw** Will negates

On a failed saving throw, your target takes no damage and is held in a time lock, similar to a *temporal stasis*. On a successful save, they take damage from the blast as normal. For each creature under this effect, you maintain 1 permanent point of burn that cannot be ignored, restored or healed in any way. Once a creature is released from the stasis, which you can do voluntarily as a standard action, you may heal that burn normally.

Time Phase**Element** time; **Type** utility (Sp); **Level** 4; **Burn** 1

By sending your physical body out of time-phase, you can step through (but not see through) solid objects. While you are phasing, there is a 20% chance that any attack or spell originated by you or against you completely misses due to being out of phase. This ability lasts for one round per kineticist level and can be ended as a free action. If this ability ends while you are within a solid object, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

Time Travel**Element** time; **Type** utility (Sp); **Level** 8; **Burn** 0**Prerequisite** temporal refuge

You can bend time around you and your gear to instantaneously travel 1d4 rounds into the future. By accepting 1 point of burn, you can travel 1d6 minutes. By accepting 2 points of burn you can travel 2d6 hours. By accepting 3 points of burn you can travel 3d6 days. You may bring 1 additional creature with you for every additional point of burn you accept.

Time Warped Throw**Element** time; **Type** simple blast; **Level** —; **Burn** 0**Blast Type** physical; **Damage** bludgeoning, slashing or piercing.

By slowing down your relative time you are able to draw and throw weapons at an incredible speed. You gain Quick Draw as a bonus feat and may use it with any one-handed object within arms reach. This ability functions the same as telekinetic blast but the objects you are attacking with must be thrown by you, though they can do either full physical blast damage or their thrown weapon damage. Objects used for full physical blast damage do not need to be weapons, but must be objects you are capable of lifting in one hand. Melee form infusions, such as kinetic blade and kinetic fist, slow down your relative time for those attacks allowing you to do full damage while swinging at an extreme velocity.

Timeless Blast**Element** time; **Type** composite blast; **Level** —; **Burn** 2**Prerequisites** aging blast; expanded element (any)**Blast Type** special; **Damage** see text

You infuse temporal energy into your blast, causing it to linger. Choose any simple blast you can use and resolve the attack as if using that blast with any selected infusions. At the beginning of your next turn, resolve the damage and effects of the blast again, including the selected infusions. For form infusions that include an area, treat the blast as if effected by the Lingering Spell metamagic feat, except that targets in the area take damage a second time.

Timely Dodge**Element** time; **Type** defense; **Level** —; **Burn** 0

By slowing down your relative time, you are able to react more easily to dangerous situations. You gain a +1 dodge bonus to armor class. By accepting 1 point of burn, you can increase this bonus by 1. For every 5 levels beyond 2nd, you can accept 1 additional point of burn to further increase this dodge bonus by 1 (to a maximum of +5 at 17th level). Whenever you accept burn while using a time wild talent, you may also apply this bonus to Reflex saves for 1 round. You can dismiss and restore this effect as an immediate action. This counts as having the Dodge feat for the purposes of meeting the prerequisites for other feats.

Wall Running**Element** time; **Type** utility (Sp); **Level** 3; **Burn** 0**Prerequisite** burst of speed

When using the charge, withdraw or run action, you can run up walls and across ceilings, as per subjective positioning, but you must end your turn on a surface that can support you.

**Notes on Expanded Elements****Spark of Life**

This powerful universal wild talent allows a kineticist to pull forth pure elemental energy and control it as if it were an elemental under their control. They may even spend a point of burn to allow it to act autonomously for a short period of time. However, the newer elements listed in this book do not have elemental creatures to represent this. We recommend using the following:

Bone

Use the earth elemental statistics, but remove earth glide and earth mastery. Change the elemental's slam attack into two claw attacks appropriate for its size: Medium 1d4, Large 1d6, Huge 1d8. Large and larger bone elementals also gain a bite attack at 1d4 damage (1d6 for huge). Change the elemental's damage reduction as follows:

Medium: DR 5/bludgeoning

Large and Huge: DR 10/bludgeoning

Greater and Elder: DR 15/bludgeoning

Because a bone elemental isn't undead, it is not subject to positive energy damage, such as channeling.

Crystal

Use the earth elemental statistics, but remove earth glide and earth mastery. Crystal elementals deal slashing and piercing damage with their slam attacks and threaten a critical hit on a 19 or 20.

Chaos

Use the aether elemental statistics, but remove telekinetic throw and telekinetic maneuver. Telekinetic invisibility functions the same mechanically, but is due to the elemental constantly changing itself to blend in with its surroundings. Chaos elementals gain the shatter weapons ability of a caryatid column.

Time

Use the aether elemental statistics, but remove telekinetic invisibility, telekinetic throw, and telekinetic maneuver. Time elementals constantly gain the benefit of *blur* and *haste*. On a successful attack roll, targets of a time elemental must succeed at a Will save (DC equal to 10 plus 1/2 the elemental's hit dice plus its Charisma modifier) or be under the effects of *slow*.

Dream

Use the air elemental statistics, but remove the air mastery and whirlwind abilities. On a successful attack roll, targets of a dream elemental must succeed at a Will save (DC equal to 10 plus 1/2 the elemental's hit dice plus its Charisma modifier) or be under the effects of *confusion*. Targets subject to *confusion* never automatically attack a dream elemental.

Void

Use the aether elemental statistics, but remove telekinetic invisibility, telekinetic throw, and telekinetic maneuver. Void elementals heal from negative energy damage and are vulnerable to positive energy damage. Their attacks become touch attacks that deal negative energy damage. Targets that succeed on a Will save (DC equal to 10 plus 1/2 the elemental's hit dice plus its Charisma modifier) take only half damage. Void elementals can also channel negative energy as a cleric, using their hit dice as their effective cleric level. Negative energy caused by a void elemental cannot heal undead nor other void elementals.

Wood

Use the earth elemental statistics, but remove earth glide and earth mastery. Wood elementals gain the plant type instead of the elemental type. A wood elemental gains the entrap universal monster rule, using vines and other plant matter to contain its targets; when the wood elemental is dismissed or destroyed, all creatures entrapped by the elemental are freed. The entrapping plant matter uses the elemental's DR and 1/10th of its hit points.

Draining Infusion

This universal infusion allows you to drain energy from creatures with a subtype that matches your chosen element. But how does it function for kineticists with elements outside of the classic air, earth, fire and water? We've got some recommendations for how to handle these situations:

Aether

Aether is strongly connected to the ethereal plane; creatures who are completely or partially ethereal are subject to a telekinetic blast with the draining infusion. With a GM's permission, creatures with the incorporeal subtype may also be affected.

Bone

Creatures made out of, or with a large amount of bone may be affected. This includes skeletons, bone devils, and chitinous insects or similar creatures.

Crystal

Creatures made out of, or featuring crystal components may be affected. This includes crystal oozes and creatures where a crystal is a noted part of their physiology such as a carbuncle or clockwork mage.

Time

Immortal creatures or those strongly related to time, such as time dragons and bythos aeons are subject to a chronokineticists draining infusion.

Dream

Creatures who live in the Dimension of Dreams, or are composed of thoughts are subject to a dreamweaver's draining infusion. Animated dreams, nightmares, night hags and creatures of Leng are a few examples.

Void

Undead are affected by negative blast with a draining infusion.

Wood

Plant creatures are affected by wood blast with a draining infusion.

New Wild Talents

Kinetic Charge

Element universal; **Type** form infusion; **Level** 3; **Burn** 2

Prerequisites kinetic fist or kinetic blade

Saving Throw Reflex half (see text)

As a full-round action, you charge your foe, leaving elemental energy in your wake. This functions in all ways as the standard charge action, but at the end you may deliver a kinetic fist or kinetic blade attack. Additionally, any creatures adjacent to you at any time during your movement take minimum kinetic blast damage; creatures that succeed on a Reflex save take half damage.

Elemental Aura

Element universal; **Type** utility (Sp); **Level** 4; **Burn** 0

Saving Throw Reflex half

You shroud yourself in elemental matter. Any creatures adjacent to you at the beginning of their turn takes minimum kinetic blast damage; creatures that succeed on a Reflex save take half damage. This ability lasts for 1 round; if you accept 1 point of burn, it lasts a number of rounds equal to your kineticist level.

Elemental Body

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

Opening yourself fully to the elemental planes, you temporarily transform into an elemental of your size. This ability functions in all other ways as *elemental body I*. At 10th level, it functions as *elemental body II*. At 12th level, it functions as *elemental body III*. At 14th level, it functions as *elemental body IV*.

New Feats

Bolster Kinetic Defense

You have learned how to use your elemental powers to effortlessly protect you.

Prerequisite: elemental defense class feature

Benefit: Choose one of your elemental defense wild talents. Treat your kinetic defense power as if you had spent one burn to improve its abilities. You may not also spend burn to improve the power beyond what is allowed based on your level. The increase from this feat does not count as burn for counting the amount of burn you can take each day, for calculating elemental overflow, or any other purpose of counting burn. You may choose this feat multiple times.

Elemental Ambassador

You are in tune with the nature of your element, understanding its ways and means.

Prerequisite: elemental focus (air, earth, fire, water, wood), elemental overflow

Benefit: You learn the language associated with your element and can speak as a native speaker: auran (air), terran (earth), ignan (fire), aquan (water), sylvan (wood). When dealing with other native speakers of this language, you gain a circumstance bonus on Charisma based skill checks equal to your elemental overflow bonus; this does not function while elemental overflow is being suppressed.

Kinetic Crafting

You learn to better harness your element and infuse its powers into magical items.

Prerequisite: kineticist

Benefit: You treat your kineticist level as your caster level for the purposes of item creation feats. Additionally, if a spell required for crafting an item has a descriptor that matches your elemental focus or expanded element, you may ignore that creation requirement. For purposes of this feat, the dream element functions for mind-affecting spells, wood functions for



spells with plants or poison in the description, and aether functions for all force spells. When making the required skill roll to create the item, you must also accept an amount of burn equal to half the caster level of the item.

Normal: Kineticists do not have a caster level for item creation purposes.

Kinetic Synergy

Your familiarity with your associated element strengthens your spell casting.

Prerequisite: ability to cast 2nd level spells, kineticist level 2nd

Benefit: When casting a spell with a descriptor that matches your elemental focus or expanded element, you can accept 1 point of burn to increase the damage of that spell by +1 per damage die or increase the DC by 1. If you accept 2 points of burn you can do both. This does not work with spell-like abilities or supernatural abilities that mimic spells. For purposes of this feat, the dream element effects mind-affecting spells, wood effects spells with plants or poison in the description, and aether effects all force spells.

Kinetic Understanding

You have an innate comprehension of magic associated with your element.

Prerequisite: kineticist

Benefit: You can use spell-trigger and spell-completion magic items which have a spell descriptor matching your elemental focus or expanded element as if that spell was on your spell list. For purposes of this feat, the dream element functions for mind-affecting spells, wood functions for spells with plants or poison in the description, and aether functions for all force spells.

Normal: Kineticists do not have a spell list.

Merciful Blast

You can easily restrict the elemental energy in your kinetic blasts.

Prerequisite: kinetic blast class feature

Benefit: You can deal lethal or nonlethal damage with your kinetic blast without taking a -4 penalty on attack rolls.

Furthermore, you can calculate your kinetic blast damage as if your kineticist level were lower than your actual kineticist level (minimum 1).

Signature Infusion

After repeatedly using an infusion, it became less taxing for you.

Prerequisite: infusion specialization class feature

Benefit: Select an infusion whose level is lower than the highest level infusion you can use. You can use that infusion with 1 fewer point of burn (minimum 0).

Special: This feat may be taken twice, once for a form infusion and once for a substance infusion.





New Magic Items

Athame Ignus

Aura moderate evocation; **CL** 5th

Slot none; **Price** 8,302 gp **Weight** 1 lb.

Description

This +1 *silversheen dagger* has an ebony hilt inlaid at the middle of the grip with stylized flames, formed from silver. An *athame ignus* functions as a focus for pyrokinetic power and does not prevent a pyrokineticist from using gather power while wielding it. If you have the elemental focus (fire) ability the *athame ignus* grants you a +1 enhancement bonus to damage for each damage die of the blast. This bonus applies to all fire based kinetic and composite blasts that you have access to. Additionally the *athame ignus* increases the DC of any saving throw that must be made by a target of your kinetic or composite fire blast by 1.

Also, as a swift action you may choose to accept 1 point of burn to grant an *athame ignus* the *flaming* property for a number of rounds equal to your Constitution modifier.

Construction

Requirements Craft Magic Arms and Armor, *fire ball* or *produce flame*, *magic weapon*; **Cost** 4,302 gp

Condensed Elemental Energy

Aura strong transmutation; **CL** 17th

Slot none; **Price** 200 gp (1st), 800 gp (2nd), 1,800 gp (3rd), 3,200 gp (4th), 5,000 gp (5th), 7,200 gp (6th), 9,800 gp (7th), 12,800 gp (8th), 16,200 gp (9th) **Weight** 1/2 lb.

Description

These stones appear to be highly polished gemstones, but cause the flesh of kineticists to tingle when touched. While holding one of these stones, a kineticist can ignore a single point burn when using a kineticist wild talent, infusion, or composite blast. The stone's level must be equal to or greater than the highest level wild talent or infusion used. Once the stone absorbs a point of burn, it crumbles to dust. Holding the stone does not interfere with using gather power.

Construction

Requirements Craft Wondrous Item, creator must be able to use kineticist wild talents of the appropriate level; **Cost** 100 gp (1st), 400 gp (2nd), 900 gp (3rd), 1,600 gp (4th), 2,500 gp (5th), 3,600 gp (6th), 4,900 gp (7th), 6,400 gp (8th), 8,100 gp (9th)

Focus Gauntlets

Aura faint evocation; **CL** 3rd

Slot hands; **Price** 2500 gp **Weight** 1/2 lb.

Description

These supple gloves often contain small gems or embroidery made from fine precious metal wire. When in use, the gems or embroidery glow with a soft light. A kineticist can use the gloves to focus their kinetic blasts and to aid in gathering energy. When making an attack with a kinetic blast, the kineticist gains a +1 enhancement bonus to attack rolls. The kineticist also gains a +2 bonus on concentration checks made to gather power or maintain kineticist wild talents.

Construction

Requirements Craft Wondrous Item, *guidance*; **Cost** 1250 gp



Nexus Aloe Oil

Aura faint illusion; **CL** 3rd

Slot none; **Price** 300 gp **Weight** 1/2 lb.

Description

Nexus aloe oil is a special blend that assists kineticists in recovering from the strain of using their more potent powers.

Nexus aloe oil, when applied, removes 1 point of burn. *Nexus aloe oil* cannot reduce your amount of burn to less than 1 point. You may not use *nexus aloe oil* more than once per day to reduce your burn amount; using more than 1 dose in a 24 hour period causes you to gain the sickened condition, as your body and mind are pushed beyond their normal limits. The sickened condition lasts for 24 hours and cannot be removed by any means other than a full 8 hours of uninterrupted rest or potent magic such as the *wish* spell.

Construction

Requirements Brew Potion, *invigorate*; **Cost** 150 gp

Third Eye of Elemental Accuracy

Aura faint divination and enchantment; **CL** 3rd

Slot headband; **Price** 2,000 gp **Weight** -

Description

This small gem is found in many colors, each of which corresponds to a kineticist element (alabaster for bone, moonstone for aether, diamond for air, citrine for earth, amber for wood, ruby for fire, sapphire for water, onyx for void, quartz for crystal, amethyst for dream, fluorite for chaos, and pearl for time). All *third eyes of elemental accuracy* do however share the trait that each will always have an inclusion or flaw that causes it to strongly resemble an eye.

A *third eye of elemental accuracy* is placed over your third eye (middle of the forehead above and between the eyes) and will adhere without any need for a circlet or other aid. The *third eye of elemental accuracy* grants a kineticist who has access to the associated element of the eye a +1 enhancement bonus on all attack and damage rolls when using that element's kinetic or composite blast powers.

The *third eye of elemental accuracy* provides no bonus to any kinetic or composite blast that does not require an attack roll. Members of other classes with access to spells or abilities that deal elemental damage of the eye's same type may use and gain the benefits of a *third eye of elemental accuracy* if they possess one or more psychic feats or can cast psychic spells.

Construction

Requirements Craft Wondrous Item, *augury*, *tactical acumen*; **Cost** 1,000 gp

Whistling Arrow

Aura moderate transmutation; **CL** 9th

Slot ammunition; **Price** 780 gp **Weight** 1/2 lb.

Description

This +1 *returning adamantite arrow* is specifically designed to work with certain kinetic blasts. When used as ammunition with a telekinetic blast or air blast that requires an attack roll, the blast deals an additional 1d8+1 points of damage and all damage becomes adamantite piercing damage. Telekinetic blasts deal no damage to a *whistling arrow* when used as ammunition.

Construction

Requirements Craft Arms and Armor, *telekinesis*; **Cost** 420 gp



New Mundane Items

Item	Cost	Weight
Amber Encased Insect	300 gp	-
Ancient Knapped Obsidian Arrowhead	300 gp	-
Flawless Amethyst Crystal	300 gp	-
Flawless Freshwater Pearl	300 gp	-
Infinite Spiral Nautiloid Fossil	300 gp	-
Meteorite	300 gp	-
Perfect Terminated Quartz Crystal	300 gp	-
Perfect Terminated Fluorite Crystal	300 gp	-
Petrified Dragon Knuckle Bone	300 gp	-
River Polished Fire Agate	300 gp	-
Starred Topaz	300 gp	-
Water-born Opal	300 gp	-

Amber Encased Insect: An amber encased insect has a strong connection to phytokinesis. Any phytokineticist in possession of one gains a +1 insight bonus to Handle Animal and Knowledge (nature) skill checks, and a +1 insight bonus on saves vs. poison.

Ancient Knapped Obsidian Arrowhead: An ancient knapped obsidian arrowhead has a strong connection to krýskinesis. Any krýskinetikist in possession of one gains a +1 insight bonus to Diplomacy and Knowledge (arcana) skill checks, and a +1 insight bonus to AC vs. critical hit confirmation attempts.

Flawless Amethyst Crystal: A flawless amethyst crystal has a strong connection to dreamweaving. Any dreamweaver in possession of one gains a +1 insight bonus to Diplomacy and Knowledge (arcana) skill checks, and a +1 insight bonus to saves vs. *sleep* effects.

Flawless Freshwater Pearl: A flawless freshwater pearl has a strong connection to chrononetics. Any chrononeticist in possession of one gains a +1 insight bonus to Escape Artist and Knowledge (history) skill checks, and a +1 insight bonus to AC vs. attacks of opportunity.

Infinite Spiral Nautiloid Fossil: A complete spiral nautiloid fossil has a strong connection to geokinesis. Any geokineticist in possession of one gains a +1 insight bonus to Climb and Knowledge (dungeoneering) skill checks, and a +1 insight bonus to CMD vs. the reposition and trip maneuvers.

Meteorite: A meteorite has a strong connection to chaokinesis. Any chaokineticist in possession of one gains a +1 insight bonus to Escape Artist and Knowledge (dungeoneering) skill checks, and a +1 insight bonus to saves vs. negative energy effects.

Perfect Terminated Quartz Crystal: A perfect terminated quartz crystal has a strong connection to telekinesis. Any telekineticist in possession of one gains a +1 insight bonus to Knowledge (engineering) and Sleight of Hand skill checks, and a +1 insight bonus to CMD vs. the grapple maneuver.



Perfect Terminated Fluorite Crystal: A perfect terminated fluorite crystal has a strong connection to anarchinetics. Any anarchineticist in possession of one gains a +1 insight bonus to Disable Device and Knowledge (arcana) skill checks, and a +1 insight bonus to CMD vs. the steal maneuver.

Petrified Dragon Knuckle Bone: A petrified dragon knuckle bone has a strong connection to osteokinesis. Any osteokineticist in possession of one gains a +1 insight bonus to Escape Artist and Knowledge (religion) skill checks, and a +1 insight bonus to saves vs. negative energy effects.

River Polished Fire Agate: A river polished fire agate has a strong connection to pyrokinesis. Any pyrokineticist in possession of one gains a +1 insight bonus to Escape Artist and Knowledge (nature) skill checks, and a +1 insight bonus to saves vs. fire.

Starred Topaz: A starred topaz has a strong connection to aerokinesis. Any aerokineticist in possession of one gains a +1 insight bonus to Fly and Knowledge (nature) skill checks, and a +1 insight bonus to saves vs. electricity.

Water-born Opal: A water-born opal has a strong connection to hydrokinesis. Any hydrokineticist in possession of one gains a +1 insight bonus to Knowledge (nature) and Swim skill checks, and a +1 insight bonus to saves vs. cold.



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