

LEGENDARY KINETICISTS II

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SPECIAL THANKS: Erik Mona, Lisa Stevens, James Jacobs, Jason Bulmahn and the Paizo staff for their excellent *Pathfinder Roleplaying Game Occult Adventures* rulebook, and to Aaron Hollingsworth, Jonathan Dingle, Alex King, Craig Bice, Troy Gordon, Jesse Spohn, Russell Young for their assistance with reviewing and playtesting this material.

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ACG = Pathfinder Roleplaying Game Advanced Class Guide ^{GMG} = Pathfinder Roleplaying Game Gamemastery Guide APG = Pathfinder Roleplaying Game Advanced Player's ^{ISB} = Softcover guide bestiary of monsters native to the inland sea in the official Pathfinder campaign Guide ARG = Pathfinder Roleplaying Game Advanced Race Guide setting B_1 = Pathfinder Roleplaying Game Bestiary ^{OA} = Pathfinder Roleplaying Game Occult Adventures B_2 = Pathfinder Roleplaying Game Bestiary 2 ^{PU} = Pathfinder Roleplaying Game Pathfinder Unchained B_3 = Pathfinder Roleplaying Game Bestiary 3 ^{UCam} = Pathfinder Roleplaying Game Ultimate Campaign ^{UC} = Pathfinder Roleplaying Game Ultimate Combat B_4 = Pathfinder Roleplaying Game Bestiary 4 ^{B5} = Pathfinder Roleplaying Game Bestiary 5 ^{UE} = Pathfinder Roleplaying Game Ultimate Equipment ^{BoB} = Softcover companion dealing with characters ^{UI} = Pathfinder Roleplaying Game Ultimate Intrigue with beasts in their bloodlines ^{UM} = Pathfinder Roleplaying Game Ultimate Magic ^{DEP} = Softcover primer to the far eastern empires of the official Pathfinder campaign setting

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WHAT YOU WILL FIND IN LEGENDARY KINETICISTS 11

Legendary Kineticists II unleashes the true potential of the kineticist class with a vast array of new kinetic options, starting with 8 amazing archetypes for both kineticists, like the **onslaught blaster** and **telekinetic bladeshifter**, as well as for other classes like the **planar custodian** druid and **order of the scion** cavalier. You'll also find dozens of new infusions, wild talents, and kinetic feats and spells to enhance your kineticists of every specialty. In addition, you can expand the bounds of kinetics like never before with the **kinetic mystic** prestige class, variant multiclassing for kineticists, and a complete 20-level rebuild of the core kinetic class, the **legendary kineticist!** On top of everything else, you will also find **Trueno**, herald of the White Sky, a richly detailed kineticist master complete with combat tactics and a compelling history and personality, to show how these powers play at the table in a ready-to-use character you can drop right into an existing game or even build an entire campaign around. Add **Legendary Kineticists II** to your Pathfinder campaign today and **Make Your Game Legendary!**

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





"Remember those who lived their lives for you, who dedicated themselves to your happiness; they're always the first to go."

- Trueno, herald of the White Sky

The base kineticist class is different from every other class in the Pathfinder Roleplaying Game in that it runs off of the concept of an 'all day' magical character, one whose powers aren't innately tied to a resource system. While this is only partially true due to burn, it does mark a large shift in how magical powers are accessed. A large variety of its talents are always accessible regardless of resources, making it a very reliable class in practice. While some people may consider the class too powerful due to this lack of restrictions, it tends to perform as well as any other class in most situations. From flinging fire to blasting bolts of electricity, the kineticist allows you to feel like a force of nature, and that is only further enhanced by the content of this product. Legendary Kineticists II includes a variety of new options to allow you to further explore this class, as well as a new legendary version of the class for those whom have had issues with the mechanics of the original version.

KINETICIST ARCHETYPES

"I don't trust those elemental types; they recreate the elements with their mind and not through nature. It's unclean power, and not anything I would allow in my forest."

- Jade Fox, warden of the Sueldo Woods

Due to the poorly understood reasons for kinetic power's manifestation, there is quite a large amount of room for variance, often times leading to entirely new strains of power. Kinetic power has no set form, being an extension of its wielder and taking on whatever concept best suits those using it. The following archetypes explore new specialties for kineticists themselves, as well as archetypes for other classes that enable them to delve into the power of mind of over matter and esoteric energies that are the hallmark of the kineticist.

For more information on using and selecting archetypes, see Chapter 2 in Pathfinder Roleplaying Game Advanced Class Guide.

BESTIAL KINETICIST (ANIMAL COMPANION ARCHETYPE)

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

Wild Tricks: In addition to the standard animal companion feats, a bestial kineticist can select any feat which requires kineticist levels, using its hit dice as its kineticist level. If both the bestial kineticist and its master possess kinetic blasts of the same element and the Interweave Composite Blast^{OA} feat, they can use Interweave Composite Blast to create a composite blast which requires that element as its primary and expanded elements (such as ice blast) in addition to its normal effects; if that element is wood, they can instead use Interweave Composite Blast to create a wood blast that deals damage as and counts as a composite blast. A bestial kineticist can choose to gain an infusion or utility wild talent for which it would qualify instead of a trick (including its starting tricks based on Intelligence); it can never know more than 2 more utility wild talents than it knows infusions, and vice versa. Learning a wild talent this way functions the same as learning a trick and requires a Handle Animal check with DC equal to 15 + the wild talent's level; this DC is reduced by 5 if the bestial kineticist's master possesses the wild talent's element or by 10 if they possess the wild talent itself. Bestial kineticists can never select the Extra Wild Talent feat.

This ability alters feats and tricks.

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

This ability replaces Str/Dex bonus.

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

This ability replaces evasion and improved evasion.



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

Air blast - air subtype Cold blast - cold subtype Earth blast - earth subtype Electric blast - air or electricity^{ToHC} subtype Fire blast - fire subtype Gravity blast - aether or gravity^{ToHC} subtype Mental blast - aether or psionic^{ToHC} subtype Negative blast - aether or unbreathing^{ToHC} subtype Telekinetic blast - aether or psionic subtype Water blast - water subtype Wood blast - earth subtype

Unlisted simple blasts' associated subtypes are also available at GM discretion. The bestial kineticist does not gain vulnerabilities from its elemental subtype (though it retains any vulnerabilities it had as part of its original creature type). If it possesses 5 or more burn, it is also treated as having the elemental subtype.

Bounding Blast (Su): At 9th level a bestial kineticist can imbue its master with its simple kinetic blast as a standard



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

This ability replaces multiattack.

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

This replaces the bonus trick learned at 12th level.

METAKINETIC SAVANT (KINETICIST ARCHETYPE)

While most kineticists who possess the gift of metakinesis will only use it to emulate certain techniques, the metakinetic savant has learned how to morph their kinetic blasts in more unique and often unexpected ways.

Metakinetic Feats: At 5th level and every 4 levels thereafter, the metakinetic savant can choose a metamagic feat as a bonus feat in place of learning the metakinesis they would normally gain at that level; this metamagic feat cannot increase the level of a spell by more than the amount of burn they would have spent on the metakinesis (for example, they cannot replace metakinesis (empower) with a metamagic feat which increases a spell's level by more than 1), and they must still meet its prerequisites as normal. They can apply this metamagic feat to any kinetic blast as if the blast was a spell by increasing the kinetic blast's burn cost by the amount by which the metamagic would increase a spell's level. For this purpose, they treat their kinetic blasts as the following schools, subschools, and descriptors to determine if a metamagic feat could affect it:

Air - Conjuration (creation) [air] Autumn - Conjuration (creation) [earth] Blizzard - Conjuration (creation) [air, cold] Blue Flame - Evocation [fire] Charged Water - Conjuration (creation) [electricity, water] Cold - Evocation [cold] Earth - Conjuration (creation) [earth] Electric - Evocation [electricity] Encephalon - Divination [mind-affecting] Fire - Evocation [fire] Force - Evocation [force]



Gravity - Conjuration (creation) [darkness] *Ice* - Conjuration (creation) [cold] Magma - Conjuration (creation) [earth, fire] Mental - Divination [mind-affecting] Metal - Conjuration (creation) [earth] Mud - Conjuration (creation) [earth, water] Negative - Necromancy Plasma - Conjuration (creation) [air, fire] Sandstorm - Conjuration (creation) [air, earth] Spring - Conjuration (creation) [air] Steam - Conjuration (creation) [fire, water] Summer - Conjuration (creation) [fire] Telekinetic - Transmutation Thunderstorm - Conjuration (creation) [air, electricity] Water - Conjuration (creation) [water] Void - Conjuration (creation) [darkness] Winter - Conjuration (creation) [cold] Wood - Transmutation

Unlisted kinetic blasts' equivalent schools, subschools, and descriptors are up to GM fiat, though the general rule is that physical composite blasts are considered conjuration (creation) spells with their component blasts' descriptors and energy composite blasts are considered evocation spells of their component blasts' descriptors.

This ability cannot be used to select the following metamagic feats to replace metakinesis: Consecrate Spell^{PPC:BOA}, Echoing Spell^{UM}, Empower Spell, Enlarge Spell, Intuitive Spell^{OA}, Intensified Spell^{APG}, Logical Spell^{OA}, Maximize Spell, Quicken Spell, Reach Spell^{APG}, Scouting Summons^{PPC:MSH}, Silent Spell, Solid Shadows^{PPC:MSH}. Metamagic feats chosen this way cannot affect spells as normal; they can only affect kinetic blasts.

This ability alters and replaces metakinesis.

Metakinetic Expansion (Ex): A metakinetic savant can select Expanded Metakinesis^{PPC:MTT} starting at 1st level, ignoring its prerequisites. Starting from 5th level, the metakinetic savant can select any metamagic feat for Expanded Metakinesis that increases a spell's effective level by 1 or less in addition to the metamagic feats normally available for Expanded Metakinesis when gaining this feat. They cannot select a metamagic feat through it that they've selected with their metakinetic feats class ability or vice versa, nor can they select any metamagic feat which cannot be selected through their metakinetic feats ability.

Metakinetic Buffer (Su): A metakinetic savant's internal buffer is doubled in size and multiple points can be spent per round from it on the same wild talent, but points from their internal buffer can only be spent to avoid accepting burn added to a kinetic blast's cost from applying metakinesis or a metakinetic feat.

This ability alters internal buffer.

Advanced Metakinetic Master (Su): At 16th level, the metakinetic savant's metakinesis and metakinetic feats increase the burn cost of kinetic blasts they are applied to by 1 less burn. If multiple metakinesis and/or metakinetic feats are applied to a single blast, this effect does not stack.

This ability replaces metakinetic master.

Special: This archetype can be taken in conjunction with other archetypes which alter or replace metakinesis, but cannot replace a metakinesis which the other archetype(s) alter or replace. (For example this archetype can be taken with the telekinetic bladeshifter archetype, but a character doing so will not gain access to the metakinetic feats ability at 9th or 17th levels as the telekinetic bladeshifter archetype replaces metakinesis normally gained on those levels.) A legendary kineticist with this archetype can take the Maximize Spell feat for their metakinetic feats class feature, but cannot take Persistent Spell^{APG}.

NIHILICIST (KINETICIST ARCHETYPE)

Sometimes a kineticist's powers come from a source so obscure that they never find the very matter they were born to manipulate. Rather than waste their lives seeking out whatever impossibly rare substance they were meant to manipulate, they simply use... nothing. Some find this nothingness a place of calm in their minds, while for others this emptiness serves only to echo screams of psychological trauma.

Alignment: A nihilicist must be within one step of Neutral. A nihilicist who becomes an alignment two steps from Neutral loses their nihilicist class features and must return to within one step of Neutral, requiring an *atonement* spell to regain their lost class features.

Unfound Element: A nihilicist can never be forced to gain any element, kinetic blast, or wild talent. If the nihilicist ever willingly gains a primary element or any non-universal wild talent (with the exception of those associated with empty blast or zero blast), they permanently lose this archetype, becoming a normal kineticist and gaining any kineticist class features this archetype replaced. Only divine intervention can reverse this effect.

Null Element (Su): A nihilicist does not gain a particular element to control, granting them an unusual ability to control nothingness, gaining unique kinetic blast wild talents to this end.

At 1st level, a nihilicist gains the following kinetic blast:

Empty Blast

Element(s) none; Type simple blast (Sp); Level --; Burn o Blast Type special; Damage untyped



You drain a small portion of your target's existence away from it, dealing nihil damage. You can decide if this is an energy or physical blast each time you use this blast.

At 7th level, a nihilicist gains the following kinetic blast:

Zero Blast

Element(s) none; Type composite blast (Sp); Level --; Burn 2 Prerequisite(s) empty blast

Blast Type special; Damage untyped

You leave those affected by your blast with gaping holes of nothingness within them, dealing nihil damage. You can decide if this is an energy or physical blast each time you use this blast.

A nihilicist can learn and apply any universal infusion to their empty blast and zero blast, as well as the following: bowling, chain, cloud, cyclone, disintegrating, enervating, explosion, grappling, pulling, pushing, singularity, torrent, and unraveling. Chain infusion used with zero blast reduces its damage dice by 2 each time it chains to a new target, explosion deals ½ damage when applied to a physical blast, and singularity deals ¼ damage when applied to a physical blast or ½ when applied to an energy blast. Their kinetic blasts benefit from the crushing blast or keen blast infusion wild talents despite not dealing a physical damage type, but the kinetic blast must still be physical to have these infusions applied. Nihilicists can only select universal utility wild talents.

In addition, at 1st level, a nihilicist receives empty infusion as a bonus infusion wild talent.

At 7th and 15th level, the nihilicist is granted a bonus feat, infusion, or utility wild talent of their choice for which they qualify.

This ability replaces the basic utility wild talent, elemental focus and expanded element, and alters utility wild talents.

Nihil Damage (Ex): A nihilicist's kinetic blast deals nihil damage; treat nihil damage as nonlethal damage for how it is cured, except it affects creatures normally immune to nonlethal damage. A creature normally immune to nonlethal damage which possess an amount of nihil damage equal to their current hit points becomes staggered, even if they would normally be unable to be staggered. Nihil damage ignores hardness, and if an object takes an amount of nihil damage equal to its hit points, it is destroyed as though it was affected by a *disintegrate* spell.

Nihilistic Curse (Su): A nihilicist can select up to one creature up to 60 ft. away plus an additional one creature per three nihilicist levels they possess, converting all nihil damage those creatures possess into lethal damage as a standard action. This can be done while gathering power as a full-round action by decreasing the burn reduction it

provides by 1 (but cannot be done while gathering power as a move action).

When a nihilicist is converting damage to lethal damage, they can choose to convert an amount of that nihil damage into a condition instead, its duration being a number of rounds equal to their Constitution modifier (minimum 1). These effects can be avoided with a Fort save with DC equal to 10 + 1/2 their nihilicist level + their Constitution modifier:

- 5 damage: dazzled, deafened, fatigued, or sickened
- 10 damage: staggered or blinded
- 20 *damage*: dazed, exhausted, or silenced (as per *respectful* quiet^{ISR})

30 damage: paralyzed or stunned

The nihilicist must convert all damage at once when using this ability, whether they apply a condition or not. They can only apply a condition if their nihilicist level is at least half the amount of nihil damage they'd need to convert.

This ability replaces the infusions gained at 1st, 9th, and 17th levels.

Nullify Wounds (Sp): At 2nd level a nihilicist can convert an amount of lethal damage they've sustained equal to their Constitution modifier into nonlethal damage once per day as a full-round action. They can use this ability an additional time per day at 5th level and every 3 levels thereafter (up to 7 times at 20th). Whenever they accept burn to use a wild talent, they gain damage resistance equal to their nihilicist level + their Constitution modifier against nonlethal damage for 1 round; this damage resistance does not prevent damage from burn, nor does it affect nonlethal damage converted from lethal damage by this ability.

This ability replaces elemental defense.

Reduced Existence (Ex): At 2nd level a nihilicist is constantly under the effects of *negate aroma*^{APG}, only needs to consume 1/4 as much food and water to survive, and only needs to sleep 2 hours per day. At 6th level they are constantly under the effects of *nondetection* with a caster level equal to their nihilicist level and no longer need to breath or sleep, gaining immunity to sleep effects (though they still must rest 2 hours to recover from burn).

At 12th level, the nihilcist is also constantly under the effects of *mind blank*. In addition, anyone whom the nihilicist has met will slowly forget them; one will forget their name after 1 day, finer details of their interactions and appearance after 3 days, general details of their interactions and appearance after 5 days, and will completely forget their existence after 1 week. At will, the nihilicist can, with a touch, cause a creature to be permanently immune to



this effect (though this does not restore any memories lost regarding the nihilicist); they can accept 1 point of burn to attempt a touch attack as a standard action to remove this immunity (subject to a Will save against DC 10 + the nihilicist's class level; this save even applies to willing and unconscious targets).

This ability replaces the utility wild talents gained at 2nd, 6th, and 12th levels.

Nihilistic Infusion (Su): At 3rd level, the nihilicist can increase the burn cost of a kinetic blast which deals nihil damage by 1 to immediately apply the effects of their nihilistic curse on creatures damaged by their blast; however, this effect only allows them to convert the damage their blast would have normally dealt, not any nihil damage the target is currently suffering from, and reduces any lethal damage converted to 1/2. At 7th level they can instead increase the burn cost by 2 to convert nihil damage into lethal damage as normal, and at 15th they can increase the burn cost by 3 to also be able to convert nihil damage the affected foe is currently suffering from. This effect is treated as applying a 2nd level substance infusion to a kinetic blast.

This ability replaces the infusion gained at 3rd level.

Terminus (Sp): At 20th level, the amount of nihil damage which must be converted to apply a condition to a creature is reduced by 1/5.

A nihilicist can accept 6 points of burn to create an area of all-consuming nothingness. This first affects a sphere with a 15 ft. radius centered on them and everything within it (including themselves), and the area increases exponentially each round to 30 ft. on the second round, 60 ft. on the third, 120 ft. on the fourth, and 240 ft. on the fifth and final round. Everything in this space is consumed into oblivion, leaving nothing behind except for a sphere of annihilation^{UE} where the nihilicist once stood. All memory of the nihilicist's existence is lost (even to those made immune to the effects of reduced dependence), though those who knew them will feel as if they've forgotten something vital. Those the nihilicist was especially close to in life can control the remaining sphere of annihilation as if they were an arcane spellcaster in possession of a talisman of the sphere^{UE} regardless of actual spellcasting ability. A miracle or wish can revive any one other creature that was within this area or reverse the effects of this ability on a 10 ft. cube of the space it left behind, but its effects are otherwise permanent.

This ability replaces omnikinesis.

ONSLAUGHT BLASTER (KINETICIST ARCHETYPE)

Sometimes the tide of enemies refuses to recede, and one has no choice but to meet barrage with barrage. Onslaught blasters are an often skittish and paranoid breed of blaster, preferring widespread accuracy over a single path of destruction. Adepts at sending their blasts out in volleys, they ensure that no enemies draw too near without severe risk.

Onslaught Blast (Sp): At 1st level, whenever the onslaught blaster uses their kinetic blast, they fire multiple blasts. The damage of these blasts is equal to 1d6+1 for physical and 1d6 for energy blasts. They can fire an additional blast for every 2 kineticist levels past 1st. Each unique target hit takes additional damage equal to the onslaught blaster's Constitution modifier for physical blasts and 1/2 their Constitution modifier for energy blasts. The targets of each attack are decided before any attack roll is made. If the onslaught blaster applies a substance or form infusion to their blast, it applies to all blasts.

Against a single target, they pool together their attacks into a stronger blast. Each successive blast in the attack sequence is treated as a single attack. They do not roll multiple attack rolls and any effect such as spell resistance, damage resistance, and effects from feats such as Deadly Aim is only calculated once. For every two blasts beyond the first which target the same creature, the target takes an additional +3 damage for physical blasts and +1 damage for energy blasts.

An onslaught blast cannot have any form infusion which reduces the range of a blast, emulates a melee attack, increases the amount of kinetic blasts you can make (such as flurry of blasts), or the many throw infusion applied to it. If an onslaught sniper chooses to throw an object with telekinetic blast, they can only throw a single object.

This ability alters kinetic blast.

Focused Blaster (Ex): Whenever an onslaught blaster uses their onslaught blast, they can use it as a full attack, reducing the burn cost of the blast by 1. At 11th level, they instead reduce the burn cost of the blast by 2 or by 1 if using their onslaught blast as a standard action. At 19th level, they instead reduce the burn cost of the blast by 3 or by 2 if using their onslaught blast as a standard action.

This ability replaces gather power, supercharge, and metakinesis master.

Burned Blaster (Ex): At 3rd level, whenever an onslaught blaster uses their focused blaster ability while they possess at least 1 point of burn, they create one additional blast. At 9th level if the onslaught blaster possesses at least 3 points of burn, they create two additional blasts, and at 15th level if they possess at least 5 points of burn, they create three additional blasts.

Weakened Overflow (Su): An onslaught blaster's elemental overflow does not provide a bonus on damage.

This ability alters elemental overflow.



Excessive Blaster (Su): At 5th level, the onslaught blaster can increase the burn cost of their onslaught blast by 1 to create one additional blast. At 7th level they instead create two additional blasts, plus one more for every 4 onslaught blaster levels beyond 7th. Each blast the onslaught blaster creates deals +1 additional damage.

This ability replaces metakinesis (empower).

Targeted Strike (Su): At 9th level, whenever the onslaught blaster uses their onslaught blast, for every five blasts that successfully hit the same creature, that creature takes a -1 penalty to their AC until the beginning of their next round. This penalty cannot exceed the onslaught blaster's Constitution modifier. Each blast you create deals +1 additional damage.

This ability replaces metakinesis (maximize).

Extreme Blaster (Su): At 13th level, the onslaught blaster can increase the burn cost of their onslaught blast by 3 to

create seven additional blasts. At 15th level they instead create eight additional blasts, plus one more for every 2 onslaught blaster levels beyond 15th. Each blast the onslaught blaster creates deals +1 additional damage.

This ability replaces metakinesis (quicken).

Omni Strike (Su): At 17th level, the onslaught blaster can increase the burn cost of their onslaught blast by 4 to double the number of blasts they create. Each blast the onslaught blaster creates deals +1 additional damage. This ability cannot be used with excessive blaster or extreme blaster.

This ability replaces metakinesis (twice).

ORDER OF THE SCION (CAVALIER ORDER)

A caste of cavaliers that exist to keep the world in balance, individuals of the order of the scion revere the power bestowed upon beings of the Material Plane from other planes. Although individual cavaliers of this order focus on certain elemental abilities, the order's ultimate goal isn't the domination of one element over the others, but rather to keep them on equal standing with one another.

Edicts: An order of the scion cavalier must perform a 1-hour-long ritual each day to allow them to access their challenge and order abilities for the day; this ritual varies between individuals, but involves revering their chosen element in some way. A member of the order of the scion who has an individual amid their travelling companions with strong ties to their chosen element must protect that individual above all others, even themselves and other companions. Unless that companion threats the balance of the elements. The balance is always an order of the scion's first duty.

Challenge: Whenever the order of the scion cavalier issues a challenge, they and their allies receive a +1 bonus on attack rolls for abilities associated with the cavalier's chosen element (as described below) against the target of that challenge. This bonus increases by +1 for every 4 levels the cavalier possesses.

Skills: An order of the scion cavalier gains the same class skills as a kineticist would gain had they picked the cavalier s chosen element as their elemental focus. In addition, they gain a bonus to Knowledge (planes) checks associated with their chosen element equal to ½ their cavalier levels and can make Knowledge (planes) checks untrained.

Order Abilities: An order of the scion cavalier gains the following abilities as they increase in level:



Chosen Element: At 1st level the cavalier selects a kineticist element and gains the basic utility wild talent associated with that element. The various schools, domains, bloodlines, descriptors, etc. that their edicts and challenge are affected by depend upon this choice, as well as their class skills gained.

Aether - Abjuration school; Magic and Protection domains; arcane and psychic bloodlines; Occult mystery; Dimensions and Ethereal patrons; force descriptor

Air - Air school; Air and Weather domains; Djinni, Draconic (blue or bronze), Elemental (air), and Stormborn bloodlines; Dragon (electric) and Wind mysteries; Storms patron; Wind spirit; air and electricity descriptors

Earth - Earth and Metal schools; Earth and Mountain domains; Deep Earth, Draconic (black, copper, or green), Elemental (earth), and Shaitan bloodlines; Dragon (acid), Metal, and Stone mysteries; Mountain patron; Stone spirit; acid and earth descriptors

Fire - Fire school; Fire and Sun domains; Draconic (brass, gold, or red), Efreeti, Elemental (fire), and Orc bloodlines; Dragon (fire), Flame, Sun, and Volcano mysteries; Summer patron; Flame spirit; fire descriptor

Mind - Divination and Enchantment school; Charm, Knowledge, and Madness domains; Dreamspun and Maestro bloodlines; Lore mystery; Enchantment, Insanity, and Mind patrons; Lore spirit; mind-affecting descriptor

Void - Necromancy and Void schools; Darkness, Death, and Void domains; Accursed, Ghoul Sorcerer, Shadow, Starsoul, and Undead bloodlines; Bones, Dark Tapestry, and Shadow mysteries; Death patron; Bones spirit; darkness and shadow descriptors

Water - Water school; Water domain; Aquatic, Boreal, Draconic (silver or white), Elemental (water), and Marid bloodlines; Dragon (cold), Waves, and Winter mysteries; Water and Winter patrons; Waves spirit; cold and water descriptors

Wood - Wood school; Plant domain; Sylvan and Verdant bloodlines; Wood mystery; Plant and Thorns patrons; Wood spirit

Other abilities or class features can be included in the above lists at GM discretion.

Kinetic Joust (Sp) At 2nd level, the cavalier gains a simple kinetic blast, treating their chosen element as their elemental focus to determine what blasts they can choose from. They can use this blast at will for no burn cost, dealing damage as if from a 1st level kineticist and treating it as if affected by the kinetic whip infusion. At 7th level they can expend one use of their challenge to have it deal damage as if from a 3rd level kineticist against the target of their challenge. Their kinetic blast counts as a lance to

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determine its damage when making a charge. This counts as possessing the kinetic blade infusion for the purpose of qualifying for feats.

At 15th level, the cavalier gains one composite blast of their choice; it must either include their simple blast as a prerequisite (such as magma blast with earth and fire blasts) or require their chosen element as both its primary and expanded elements (such as blue flame blast), and it cannot have a burn cost greater than 2. By expending two uses of their challenge, they can use this composite blast instead of the simple blast, otherwise functioning the same as having used their simple blast. If a composite blast which modifies another blast is chosen this way (such as aetheric boost), it cannot be used to modify a composite blast.

Elemental Parapet (Su): At 8th level, the cavalier gains their chosen element's defense wild talent, treating their kineticist level as 1/2 their cavalier level to determine its effects. In addition, they can grant this defense wild talent to their allies as if they were granting a teamwork feat through their tactician ability (they must possess tactician to do so).

Planar Overflow (Sp): At 15th level, the cavalier is rewarded for their devotion to their element with the power to overcharge themselves with power, gaining the kineticist's elemental overflow class feature. Rather than spending burn, they can erupt with their element's power as a full-round action, treating themselves as if they'd accepted any amount of burn up to 1/2 their cavalier levels to determine their elemental overflow's effects for 1 minute. Unlike a kineticist, they cannot suppress this ability once it's been activated. After the duration ends, the cavalier becomes exhausted for a number of minutes equal to the amount of simulated burn they chose to accept, they are now treated as having accepted o points of burn to determine their elemental overflow's effects, and they cannot use their kinetic joust or planar overflow abilities until the exhaustion wears off. This exhaustion ignores any effect which would normally cure it or make the cavalier immune to it.

PLANAR CUSTODIAN (DRUID ARCHETYPE)

While most druids are tasked with protecting the natural aspects of the Material Plane, a number designate themselves as conduits of the elemental planes, mortal beings brought into the world to guard the gateways into these extraplanar dimensions. Spending time in and around elemental saturations has granted them a semblance of kinetic powers.

Nature Bond (Ex): If the planar custodian selects an animal companion as their nature bond, it must possess the bestial kineticist archetype and select air, earth, fire, water, or wood as its elemental focus (this limitation does





not affect a bestial kineticist's expanded element); they can instead take a plant companion, as the treesinger^{ARG} druid archetype's plant bond, also applying the bestial kineticist archetype. If they select a domain as their nature bond, they must choose from the following: Air, Aquatic, Arctic, Cave, Desert, Earth, Fire, Jungle, Mountain, Plains, Plant, Sun, Swamp, Water, or Weather (subdomains can be selected, although limitations on kinetic blast might be imposed by GM fiat). A planar custodian with Shade of the Uskwood^{ISWG} cannot select an animal or plant companion with the fire element or the Desert, Fire, or Sun domains as their nature bond.

This ability alters nature bond.

Planar Domain (Ex): The planar custodian gains the elemental focus class feature of the kineticist class. If they chose a domain as their nature bond, it determines what elements they can select, as well as which simple blast becomes available to them (if that element includes more than one):

Air - Air, Plains (air blast), Weather Earth - Badlands, Cave, Desert, Earth, Mountain Fire - Desert, Fire, Sun Water - Aquatic (water blast), Arctic (cold blast), Swamp

(water blast), Water, Weather

Wood - Jungle, Plant, Plains, Swamp

If they chose an animal companion or plant companion as their nature bond, they instead select the same element as its primary element. If its primary element is associated with more than one simple blast, they must select a different simple blast from that of their companion.

In addition, the planar custodian can treat their class level -2 as kineticist levels to meet the prerequisites of feats.

This ability replaces wild empathy.

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Languages: The planar custodian gains a bonus language depending upon their primary element: air gains Auran, earth gains Terran, fire gains Ignan, water gains Aquan, and wood gains Sylvan. This is in addition to Druidic and any other bonus languages they gain through their race, Intelligence modifier, or ranks in Linguistics.

Planar Blast (Sp): The planar custodian can gather the energy of their primary element into a kinetic blast, fueled in part by their magic. They use the kinetic blast learned through their planar domain class feature at will as if from a 1st level kineticist, adding their Wisdom modifier in place of their Constitution modifier. In addition, they can sacrifice a prepared druid spell as part of using their kinetic blast; doing so treats their kineticist level as 1 + twice the level of the spell sacrificed to determine the kinetic blast's

damage. oth-level spells cannot be sacrificed in this manner.

This ability replaces spontaneous casting.

Elemental Warding: At 2nd level, the planar custodian gains their primary element's defense wild talent. Starting at 6th level, they can consume a use of their wild shape ability as a full-round action to treat their defense wild talent as if they'd accepted 2 points of burn to improve it until they have a full night's rest.

This ability replaces woodland stride and venom immunity. If the planar custodian has chosen the Badlands domain as their nature bond, this replaces wasteland stride and venom immunity instead.

Planar Talent (Ex): At 4th level, the planar custodian can choose a single 1st level infusion wild talent to which their kinetic blast is associated. At 8th level and every 2 levels thereafter (up to 18th), they can choose to replace gaining an additional use of their wild shape ability with learning a new infusion, treating their druid level -2 as their kineticist level to determine which infusions they can select and using their Wisdom modifier instead of their Constitution modifier to determine the DCs and Constitution-dependent effects of their wild talents.

They can apply an infusion to their blast by treating it as coming from a kineticist two levels lower for each point of burn it would normally cost, reducing the infusion's cost to o in the process. If this would lower their effective kineticist level to o or lower for that blast, they cannot use the kinetic blast.

A planar custodian with Shade of the Uskwood can never learn fire wild talents (even those associated with different elements; this does not affect universal wild talents).

This ability replaces the use of wild shape at 4th level.

Elemental Shape (Su): At 6th level the planar custodian gains the ability to use their wild shape ability once per day, plus an additional time per day for each 2 planar custodian levels they possess (up to 7 times at 18th level). However, they are limited in what they can shapeshift into depending upon their elemental focus.

At 6th level, a planar custodian who has chosen air, earth, fire, or water gains the ability to change into a Small elemental of their type as per elemental body I. At 8th they can become a Medium elemental as per elemental body II, at 10th level they can become a Large elemental as per elemental body III, and at 12th level they can become a Huge elemental as per elemental body IV.

At 6th level, a planar custodian who has chosen wood gains the ability to change into a Small plant as per plant shape I (but not Medium). At 8th they can become a Medium plant as per plant shape I, at 10th level they can become a Large plant as per plant shape II, and at 12th level they can



become a Huge plant as per plant shape III.

The planar custodian does not qualify for the Planar Wild Shape^{UC} feat, and treats their effective druid level as their planar custodian level -2 to qualify for feats which require both druid levels and the wild shape class feature.

This ability alters, but otherwise functions as and counts as wild shape.

Planar Gift (Sp): At 20th level, the planar custodian treats each infusion they possess as costing 1 less point of burn, and they can use their wild shape an additional 3 times per day.

This replaces the ability to use wild shape at will.

PLANESTOUCHED ORACLE

(ORACLE ARCHETYPE)

An oracle touched by the planes is a mystery to the world, but never to themselves. They know what this power is, the gift that balances their curse, the weapon that allows them to make a mark upon the world in exchange for their unwilling sacrifices.

Planar Conduit (Su): At 1st level, the planestouched oracle selects an element from those available to a kineticist, gaining one simple blast associated with that element.

At 2nd level and every 2 levels thereafter, they can select an infusion or wild talent associated with their simple blast and element, treating their oracle level as their kineticist level for the purposes of these abilities. The planestouched oracle qualifies for the Extra Wild Talent feat as a kineticist of their oracle level. The planestouched oracle cannot willingly accept burn beyond the amount reduced by the stable conduit class feature. Levels in other classes which grant kinetic blasts or emulate kineticist abilities stack to determine their effective kineticist level to determine the damage and DCs of these abilities and the wild talents they may select, but not for the purposes of granting additional talents or the burn reduced by the stable conduit class feature. The planestouched oracle uses Charisma to determine the DCs of substance infusions and for the bonus damage to kinetic blast.

This replaces the mystery class feature.

Stable Conduit (Su): At 1st level, by using their simple blast as a full-round action, a planestouched oracle can reduce the total burn cost of infusions applied to that blast by 1 (to a minimum of o) as per the infusion specialization class feature. At 3rd level, and every four levels thereafter (7th, 11th, and so on), this reduction increases by 1. This burn cost reduction overlaps, but does not stack with, other sources of burn reduction. At 5th level, a planestouched oracle can choose to empower this blast if they do not use infusions, as the Empower Spell metamagic feat. At 13th

level, they must only forgo a form or substance infusion to empower this blast. At 17 they can empower their simple blast even when only using a standard action. At 20th level, they can empower this blast even if they use both a form and substance infusion, and reduce the infusion cost of all blasts by an additional 1 burn even if not using a fullattack action.

This replaces the revelations class feature.

TELEKINETIC BLADESHIFTER (KINETICIST ARCHETYPE)

While many kineticists rely on the ability to transform their elemental powers into weapons, few can truly claim to have mastered their kinetic blades, using them as a sort of back-up weapon rather than their primary means of fighting. A telekinetic bladeshifter pours all of their focus into mastering the ability to telekinetically form weaponry, giving up some of their ranged prowess but becoming deadly with weapons formed from their force power in the process.

Weapon and Armor Proficiencies: Telekinetic bladeshifters are proficient in all simple melee weapons and all light and one-handed martial weapons, as well as all simple and martial thrown weapons (but not projectile weapons). They are proficient with light and medium armor and shields (but not tower shields).

This replaces the kineticist's normal weapon and armor proficiencies.

Telekinetic Focus: The telekinetic bladeshifter must select aether as their primary element and telekinetic blast as their kinetic blast. This ability does not count as altering or replacing the elemental focus ability for the purpose of taking additional archetypes.

Base Attack Bonus and Base Saves: The telekinetic bladeshifter's base attack bonus is equal to their class level, and their base Reflex save is equal to 1/3 their class level.

This alters the kineticist's base attack bonus and saves.

Telekinetic Blade (Sp): At 1st level, the telekinetic bladeshifter chooses one light melee, one-handed melee, or thrown weapon they are proficient with that is not an unarmed strike, natural weapon, or projectile weapon. Whenever they use telekinetic blast, rather than functioning as normal for a kinetic blast, it transforms the object used for this blast into the chosen weapon, and is a free action usable once per turn. The telekinetic bladeshifter is treated in all ways as if wielding the chosen weapon except it deals damage as a warpriest's sacred weapon (using their telekinetic bladeshifter level as their effective warpriest level) and it can be affected by feats and abilities which affect





kinetic blasts. Substance infusions and metakinesis applied to telekinetic blasts used this way work the same as if used in conjunction with the kinetic whip infusion. This effect lasts until the beginning of the telekinetic bladeshifter's next turn or until they choose to end it as a free action.

At 5th level and every 4 levels thereafter, the telekinetic bladeshifter can choose an additional light melee, onehanded melee, or thrown weapon they are proficient with (other than unarmed strikes, natural weapons, or projectile weapons), allowing them to form any one weapon they've chosen with this ability whenever they use their telekinetic blast. Beginning at 9th level, they can instead choose an advanced weapon training PPC:WMH option or advanced armor training^{PPC:AMH} option (as per the fighter class feature), except it functions only with weapons created with their telekinetic blast rather than weapons from a specific fighter weapon group. Any ability that uses a weapon's weapon training bonus uses the telekinetic bladeshifter's bonus to attack rolls from elemental overflow instead, and their advanced weapon training and advanced armor training options use telekinetic bladeshifter levels in place of fighter levels.

Kinetic blasts other than telekinetic blast used by the telekinetic bladeshifter function as normal, except they deal damage as a sacred weapon of a warpriest 1/2 their level

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and are treated as having an effective spell level ¹/₃ their telekinetic bladeshifter level (maximum 6th). The telekinetic bladeshifter's elemental overflow does not provide bonuses to attack rolls, and provides a bonus to damage rolls equal to the number of points of burn they currently possess (up to +1 per 3 telekinetic bladeshifter levels). Telekinetic bladeshifters can never learn form infusions, and cannot apply form infusions to any kinetic blast.

This alters elemental overflow, kinetic blast, and infusions, and replaces the infusions learned at 1st, 5th, 9th, 13th, and 17th levels.

Bonus Feats: Whenever a telekinetic bladeshifter could gain a utility wild talent, they can choose to instead gain a combat feat as a bonus feat. They treat their telekinetic bladeshifter levels as fighter levels to determine if they qualify for a feat. Starting from 5th level they can choose to gain a substance infusion instead of a utility wild talent, treating their telekinetic bladeshifter level as if 4 levels lower for this purpose; this reduced effective level also applies to infusions chosen as part of the expanded element class feature.

This alters wild talents.

Forcewoven Shield (Su): At 2nd level, a telekinetic bladeshifter can accept one point of burn to increase the enhancement bonus of a shield they are using by +1 (or, if it has no enhancement bonus, give it a +1 enhancement bonus) until the next time they recover from burn. If they change shields, the increase in bonus applies to their new shield instead, and it does not apply to a shield they are no longer holding. They can accept an additional point of burn this way for every four levels beyond 2nd (up to five at 18th level). This added enhancement bonus cannot be used to provide a shield with magic abilities, but can increase its enhancement bonus beyond +10 (to a maximum of +15). In addition, if a shield has its enhancement bonus increased this way, it does not interfere with the telekinetic bladeshifter's ability to use gather power or kinetic blast. If the telekinetic bladeshifter is not wielding a shield and is receiving a shield bonus to their AC from any other ability, feat, or effect (such as from a *shield* spell, the shroud of water defense wild talent, or the Snapping Turtle Style^{UC} feat), this ability provides this enhancement bonus to those shield bonuses instead.

If the telekinetic bladeshifter gains the expanded defense utility wild talent, they can choose to gain force ward through it even if their expanded element is not aether.

This ability replaces elemental defense.

Forcewoven Weapon (Su): At 3rd level, whenever a telekinetic bladeshifter uses their telekinetic blast, they can choose to create a weapon entirely out of force. A telekinetic blast used this way deals force damage and targets touch



AC, but deals half its normal damage and is subject to spell resistance. If they possess force blast, they can accept an additional 2 points of burn when using their telekinetic blast; doing so allows the weapon to deal its full damage and is treated as applying a substance infusion.

In addition, as a swift action, they can accept 1 point of burn to provide any weapon they create from a telekinetic blast for the next 1 minute with an enhancement bonus equal to $1 + \frac{1}{4}$ their kineticist level. This enhancement bonus can be applied to the weapon, stacking with existing enhancement bonuses to a maximum of +5, or they can be used to add any of the following weapon properties so long as they are appropriate to the manifested weapon: agile^{PAP:ASoS}, cyclonic^{PPC:RTT}, impact^{UE}, interfering^{PPC:RTT}, keen^{UE}, nullifying^{UE}, planar^{UE}, sharding^{PPC:WMH}, speed^{UE}, veering^{PPC:RTT}, or vicious^{UE}. Adding these special abilities consumes enhancement bonus from this ability equal to the property's cost. They choose which weapon qualities to apply when using this ability, and it can only be used once per minute. If the telekinetic bladeshifter possesses the battle burn class feature, they can accept battle burn in place of burn for this effect, reducing its duration to 1 round per 3 telekinetic bladeshifter levels they possess (minimum 1).

This ability replaces the infusions granted at 3rd, 11th, and 19th levels.

Bladeshifter's Specialty (Ex): At 9th level, the telekinetic bladeshifter chooses a specialty from the following:

Armored Specialty: When the telekinetic bladeshifter is wearing armor, it gains an enhancement bonus equal to the bonus their shield receives from forcewoven shield (or what it would receive, should they not be using a shield). This enhancement bonus stacks with any enhancement bonus the armor already has (up to +10), and they can spend ten minutes in meditation to convert this bonus into any one of the following armor qualities until the next time they recover burn: bolstering^{UE}, brawling^{UE}, deathless^{UE}, fortification (light)^{UE}, glamered^{UE}, grinding^{UE}, shadow^{UE}, stanching^{UE}, or vouchsafing^{ACG} (for this purpose, glamered and shadow are treated as if they have a price and cost of +1 enhancement bonus); they can only convert this bonus into one quality at a time, and only to an armor type to which it can normally be applied. This limit increases to two at 13th level and three at 17th. The telekinetic bladeshifter must possess Heavy Armor Proficiency to select this specialty.

Shielded Specialty: When the telekinetic bladeshifter attacks with a one-handed weapon created from a telekinetic blast, so long as they are also wielding a shield, they receive a bonus to damage rolls with that weapon equal to 1/2 their shield bonus to their AC. The telekinetic bladeshifter also gains proficiency with tower shields and exotic one-handed weapons. The telekinetic bladeshifter must possess Improved Shield Bash or Shield Focus to select this specialty. Thrown Specialty: When the telekinetic bladeshifter attacks with a thrown weapon created from a telekinetic blast, they can control its movements through their telekinetic powers. Its range increment is increased by 10 ft. and they can perform full attacks with it. In addition, such weapons are reinforced, preventing them from shattering or breaking on contact if they normally would do so. The telekinetic bladeshifter also gains proficiency with exotic thrown weapons (but not projectile weapons). The telekinetic bladeshifter must possess Deadly Aim or Point-Blank Shot to select this specialty.

Two-Handed Specialty: A telekinetic bladeshifter can select two-handed melee weapons for the telekinetic blade ability, and they also gain proficiency with all such weapons except double weapons. They increase the damage they deal with two-handed weapons created from telekinetic blasts by one step. The telekinetic bladeshifter must possess Power Attack to select this specialty.

Two-Weapon Specialty: When a telekinetic bladeshifter creates a light melee weapon with a telekinetic blast, they can create a second light melee weapon in their offhand (these do not need to be identical). When applying an enhancement bonus from their forcewoven weapon ability, they split that bonus as they see fit between these two weapons. They can also select double melee weapons for the telekinetic blade ability, and they also gain proficiency with exotic light melee weapons and weapons with the double quality. The telekinetic bladeshifter must possess Two-Weapon Fighting to select this specialty.

If the telekinetic bladeshifter does not qualify for a specialty at 9th level, they instead gain a +1 competence bonus to attack rolls with their kinetic blasts. They must thereafter select a specialty as soon as they qualify for one, and lose this bonus as soon as they gain a specialty. Whenever they gain a specialty, the telekinetic bladeshifter can immediately exchange one weapon they've selected through their telekinetic blade class feature for another weapon. If they qualify for multiple specialties, they can choose only one; once this choice is made it cannot be changed.

At 17th level, the telekinetic bladeshifter gains a second specialization; if they do not qualify for a second specialization, they instead gain a +1 competence bonus to attack rolls with their kinetic blasts; this increases to a +3 competence bonus if they don't qualify for any specialization.

This ability replaces composite specialization, infusion specialization gained at 5th, 11th, and 17th levels, and metakinesis (maximize and twice).

Telekinetic Weapon Mastery (Ex): At 20th level, the telekinetic bladeshifter's kinetic blast automatically confirms critical threats and its critical multiplier is



increased by 1. In addition, if the telekinetic bladeshifter has accepted burn on their forcewoven shield ability, they gain DR/- equal to the enhancement bonus gained from forcewoven shield; this damage reduction stacks with that provided by wild talents they possess, but not with other forms of damage reduction.

This ability replaces omnikinesis.

KINETICIST TALENTS

"Loss is a part of life, and it's important to realize that; it's simply one part of a person's life. It's what you do with the rest of it that makes life worth living."

- Trueno, forgotten holder of the White Light

Through constant study and intense effort, kineticists are able to shape their kinetic blasts into a myriad of forms, each one increasing its its destructive power. Wielding this energy with precision, a kineticist can turn the tide of combat with a single blast, leaving foes decimated in the blink of an eye.

The following wild talents are examples of the multitude of ways that a kineticists can manifest their gifts, using them to both modify their devastating kinetic blast to debilitate foes or in more subtle ways. The only thing that one can know for certain about about a kineticist's powers is that their power is limitless, making for a terrifying foe in combat.

GENERAL INFUSIONS

Countering Infusion

Element(s) universal; Type substance infusion; Level 1; Burn 1

Associated blasts any

You strengthen your blast's ability to blot out opposing magic. The infused blast is treated as one spell level higher when used to counter spells, and can be used to counter activated extraordinary, supernatural, or spell-like abilities which share its element or descriptor. You can increase this by an additional one effective spell level for every 2 burn by which you increase this infusion's cost. This infusion can only be used as part of a blast prepared as a readied action.

Dehydrating Blast

Element(s) water; **Type** form infusion; **Level** 3; **Burn** 2 **Associated blasts** charged water, steam, water **Saving Throw** Fort partial; **Spell Resistance** yes

You sap vital water out of a creature's body, causing it to suffer from dehydration. The damage die size of the infused blast is reduced 1 step and the damage is nonlethal, but the blast appears directly in the target's square rather than traveling to it and its damage is untyped. This damage causes the foe to become fatigued and cannot be recovered from until the creature drinks water, even from magical healing that restores hit points. Creatures who succeed their save against this infusion take half damage and are not fatigued. Creatures who do not need to drink to survive are immune to the infused blast's damage and effects, but creatures of the water subtype are always susceptible to it regardless of the need to drink or lack thereof. Blood kineticists cannot use this infusion with blood blast.

Dehydrating Blast, Greater

Element(s) water; **Type** form infusion; **Level** 6; **Burn** 4 **Prerequisite(s)** dehydrating blast **Associated blasts** charged water, steam, water **Saving Throw** Fort partial; **Spell Resistance** yes

This functions as dehydrating blast, except it can be used with blood blast and causes its target to suffer severe cramps, giving it a -4 penalty to Dexterity for as long as it suffers the damage caused by the infused blast. In addition, if the infused blast damages a creature, it creates a globe of the sapped-away water which you can use as an immediate action to attack with a water blast or any blast for which water blast is a prerequisite (but not blood unless the original blast was a blood blast). The second blast treats the globe of water as its point of origin, costs an additional 1 burn, and cannot use dehydrating blast, greater dehydrating blast, or wrack. If you possess the tundra's wrath wild talent, you can instead make the second blast as a cold blast, ice blast, or any composite blast you possess for which cold blast is a prerequisite. If you do not make this second blast, the globe of water falls down harmlessly.

Lingering Darkness

Element(s) void; **Type** substance infusion; **Level** 4; **Burn** 3 **Associated blasts** negative, void

Saving Throw Will negates; Ref partial; Spell Resistance yes

Your blast transforms itself into a baneful shadow that clings to the target. If your blast deals negative energy damage to a target, treat that target as if affected by masochistic shadow^{PPC:BOS}. If this blast affects more than one creature, you choose which one creature is affected by this infusion.

Ricochet

Element(s) universal; **Type** form infusion; **Level** 2; **Burn** 2 **Associated blasts** any bludgeoning **Saving Throw** none

You can cause your blast to ricochet off of your target into another. When you hit your target with your infused blast, you can attempt a ranged attack against one additional target within 15 feet of the first. This attack originates from the infused blast's original target and is identical to the original blast except that it does not replicate the effects of the ricochet infusion.



Spellturning Infusion Element(s) universal; Type form infusion; Level 6; Burn 3 Associated blasts any Prerequisite(s) countering infusion

Your blast can envelop and overpower incoming spells. Treat this as countering infusion, except when the infused blast is readied against a spell or activated extraordinary, supernatural, or spell-like ability which it can counter, rather than counterspelling it, you can cause the ability to affect its caster or target an area which includes its caster, adding the effects of the infused blast to the spell's normal effects. Abilities that target a line or cone or that emanate from their caster can only be counterspelled as normal. This infusion can only be used as part of a blast prepared as a readied action.

KINETICIST WILD TALENTS

"Thank the gods she was here. My poor Lufien wouldda been a char-broiled crab cake if she ain't grabbed him on th' way out! Poor thang was shakin' all over though. Can't blame her none; I was burnt in a housefire myself as a kid. That mess's scary. Anyway, I'd like to meet 'er again one day, thank 'er proper-like. Maybe th' three o' us can share some fish n' chips an' talk about our scars." Shelby Evans, water witch and seafood enthusiast

The forms that a kineticist's power take many shapes, bound only by their talent and elemental power. The following wild talents add a wealth of new options for kineticists.

Basic Cryokinesis

Element(s) water; Level 1; Type utility (Su); Burn --Requirement(s) cold blast

You focus more strongly on your ability to manipulate ice and snow than water in its liquid state. You receive a bonus to your natural armor equal to 1 + your kineticist level and can use create water at will, but it instead conjures an equivalent amount of ice. You also receive a circumstance bonus on damage rolls equal to 1 + your kineticist level on your cold blast, ice blast, and any composite blast for which cold blast or ice blast is a prerequisite when using them against creatures of the fire subtype and when used in cold temperatures and frigid environments. You cannot learn basic hydrokinesis without possessing water blast, and if you possess basic hydrokinesis at the time you gain this wild talent, you lose it and any wild talents for which basic hydrokinesis is a prerequisite. You also cannot learn water blast unless you already possess cold blast, and if you already possess water blast when you gain this wild talent, it is replaced by cold blast (this could also affect which composite blasts you have access to). You can select this talent in place of basic hydrokinesis.

Basic Electrokinesis

Element(s) air; Level 1; Type utility (Su); Burn --Requirement(s) electric blast



Unlike the typical aerokineticist, you focus much more on your control over electricity. You receive a competence bonus equal to 3 + 1/2 your kineticist level on Disable Device checks against technological objects, and a circumstance bonus on damage rolls equal to 1 + 1/5 your kineticist level on your electric blast, thunderstorm blast, and any composite blast for which electric blast or thunderstorm blast is a prerequisite when using them against creatures of the aquatic or water subtypes or creatures equipped with metal armor or holding metal objects. You cannot learn basic aerokinesis without possessing air blast, and **1**



if you possess basic aerokinesis at the time you gain this wild talent, you lose it and any wild talents for which basic aerokinesis is a prerequisite. You also cannot learn air blast unless you already possess electric blast, and if you already possess air blast when you gain this wild talent, it is replaced by electric blast (this could affect which composite blasts you have access to). You can select this talent in place of basic aerokinesis.

Brutal Club

Element(s) wood; Level 1; Type utility (Sp); Burn o

You can enhance the power of a club or quarterstaff you possess. This functions as shillelagh, except it only lasts 1 minute, can only affect a weapon made entirely of wood or plant matter, and wielding this weapon does not interfere with your ability to use gather power or kinetic blasts. At 9th level, you can accept 1 additional point of burn to give the affected weapon the *conductive* weapon ability, but this only functions with wood blasts and composite blasts that include wood; you can also accept 1 additional point of burn to treat the weapon as an additional size category larger, or accept 2 burn to have both of these effects occur at once.

Celerity, Improved

Element(s) air; **Level** 4; **Type** utility (Su); **Burn** -- **Prerequisite(s)** celerity^{OA}

While you are under the effects of your own celerity, you treat your BAB as equal to your character level when making ranged attacks. This only affects you, not any other allies affected by celerity.

Death Energy

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

You can treat the corpse of a creature you have killed with a void wild talent within 120 ft. as the point of origin of another void wild talent. Once it has been used as the point of origin for a void wild talent or 10 minutes per kineticist level you possess have passed since its death, the corpse can no longer be used this way.

Dyslexia

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Element(s) mind; **Level** 2; **Type** utility (Sp); **Burn** o **Saving Throw** Will negates; **Spell Resistance** yes

The target creature's mind muddles written language. For the next 24 hours, the affected creature cannot read written language (this prevents spellcasters which rely on a spellbook from being able to prepare spells). By accepting an additional point of burn, you can make this effect permanent. This effect can be ended if the affected creature gains any ranks in Linguistics, and creatures under the effects of read magic (or similar effects) can make an Intelligence check against this wild talent's DC to ignore the effects of this ability for 1 minute; otherwise it can be removed by remove curse or similar effects.

Empowered Chain

Element(s) air; Level 7; Type utility (Su); Burn --Prerequisite(s) chain infusion

Each time you make a ranged attack roll against a target of chain infusion beyond the first, you can accept 1 point of burn. If you do and you hit the new target, you do not reduce the number of damage dice as normal against that target. This ability cannot be used if the number of damage dice has already been reduced by chain infusion.

Guided Ricochet

Element(s) universal; Level 4; Type utility (Su); Burn --Prerequisite(s) ricochet or chain infusion

Each time you choose an additional target for a kinetic blast with the ricochet or chain infusion, the blast receives a +1 bonus to its attack roll against the new target; this bonus is cumulative with the chain infusion (for example, you receive a +2 bonus against the third target of the blast, a +3 bonus against the fourth, etc.).

Historical Erasure

Element(s) mind; **Level** 9; **Type** utility (Sp); **Burn** 1 **Saving Throw** Will negates; **Spell Resistance** yes

You can wipe all memory of an individual or event from the minds of others. This functions as damnation of memory^{ISR} except you can choose a number of creatures up to your Constitution modifier to be unaffected, and the memories are stored within your own mind (being returned to affected creatures only if you die). Only one use of this ability can be in effect at a time; if you use this wild talent again, all memories lost from the previous use of the ability will return to each affected target within 1d4 hours.

Kinetic Lich

Element(s) void; **Level** 9; **Type** utility (Sp); **Burn** see text **Prerequisite(s)** living humanoid of an evil alignment

You can perform a ritual that transfers your soul into a separate vessel. To begin this you must first imbue an appropriate container (costing 9,000 gp per kineticist level) with your kinetic power, accepting 5 burn and sacrificing a newborn humanoid in the process. After this, you must concentrate on the vessel without resting, accepting 1 additional burn every 12 hours spent to do so. If you remain conscious for 3 days while doing this, kinetic energy surges from you into the vessel, turning it into a phylactery and killing you in the process. Make a DC 30 Will save at this time; succeeding revives you in the form of a kinetic lich. A kinetic lich gains undead traits and loses their Constitution score, instead adding that amount -10 to their Charisma; in addition they substitute Charisma for any kineticist class features requiring Constitution, and when they are reduced to o hit points, they are instantly teleported to a space adjacent to their phylactery and revived with 1 hit point. Failing the Will save causes your body to rot into ash, and your consciousness to be trapped inside the vessel. You cannot be revived in this form through any means unless



the phylactery is destroyed by transporting it to the positive energy plane, whereupon the negative energy used in its creation is neutralized. You cannot replace this wild talent in any way once it is gained.

Life After Undeath

Element(s) aether or mind; **Level** 1; **Type** utility (Su); **Burn** -- **Prerequisite(s)** undead type with humanoid shape

Your kinetic power awakened just a little bit later than it does in most. You count as humanoid with a subtype of your choice or as outsider (native) for the purpose of how spells and abilities affect you (though options are at GM discretion) and can change your alignment to any one of your choosing at the time this wild talent is gained, but retain your undead type (as well as any decomposition you suffered during your undeath) permanently, being treated as a positive energy powered undead. You lose all of your undead traits except for immunity to bleed, disease, and sleep, and you do not need to breathe, eat, or sleep. You are healed by both positive and negative energy. If you had no Intelligence score before taking this wild talent, you gain 2d6+6 Intelligence. You do not gain a Constitution score if you didn't have one, instead using your Charisma in its place to calculate your hit points, Fortitude save, and any abilities to which Constitution would normally apply (such as kinetic blast damage); if you did have a Constitution score, you still use it as normal. You can choose to gain this wild talent in place of basic neurokinesis or basic telekinesis, but can only gain it at 1st character level and cannot replace it in any way once it is gained.

Lingering Energy

Element(s) aether, air, fire, mind, void, or water; Level 5; Type utility (Sp); Burn 1

Prerequisite(s) any energy blast

As an immediate action when you reduce a creature's hit points to o or lower with an energy kinetic blast, you can have your blast's energy linger around them until the end of your next turn. During that time, the next creature that touches it is treated as if it was hit by the same kinetic blast (without form infusions applied), receiving a Reflex save to avoid the blast outright as well as a +5 bonus to saves against any infusions that were applied to that blast if it hits them. This wild talent can only affect one creature at a time.

Magnetic Chain

Element(s) air; Level 7; Type utility (Su); Burn --Prerequisite(s) chain, magnetic infusion Saving Throw Fort negates

Each time you choose an additional target for a kinetic blast with the chain infusion and the attack hits, the creature becomes linked to the previously hit target by a lingering rope of electricity. Once you've finished selecting targets, each target beyond the first must succeed a Fort save against the blast's DC or else is drawn toward the object or creature it was linked to in the order the targets were hit, moving them up to 5 feet per 5 kineticist levels you possess.

KINETICIST FEATS

"Haven't found her yet, have you? That's probably for the best. Anyone with that much control over the forces of nature just can't be from the natural world. I'm not trying to suggest she's a lightning elemental in disguise, but you know, rumors do fly..." Gerteia Lornwicke, local seamstress

The following feats are designed especially to work with kineticists and their unique abilities, though other creatures or characters able to duplicate a kineticist's blasts, infusions, or wild talents also may take these feats.

Autobuffer

"All that extra energy has to go somewhere."

Prerequisites: Burn and internal buffer class features.

Benefit: Whenever you accept burn on a wild talent, you have a 20% chance to gain a point in your internal buffer at the beginning of your next turn. Each time you fail at this chance, it increases by 20% the next time you accept burn on a wild talent, up to a maximum of 100%. If the chance succeeds, the success rate is reset to 20% for the next time you accept burn on a wild talent. This feat has no effect if you already possess the maximum number of points in your internal buffer, and can only add 1 point to your internal buffer per round.

Special: If you possess battle burn, this feat does not trigger when accepting points of battle burn.

Bestial Elementalist

"C'mon, boy, wanna play a game of fetch the fireball?"

Prerequisite: Must possess an animal companion with the bounding blast class feature.

Benefit: When your animal companion imbues you with a blast through its bounding blast ability, you can deliver that blast within a number of rounds equal to your animal companion's Constitution modifier.

Normal: You must deliver a blast imbued to you by the bounding blast ability by the end of your next turn.

Special: If you possess a kinetic blast, you gain the bounding blast class feature. This functions the same as the bestial kineticist archetype's bounding blast, except you imbue your animal companion with a kinetic blast you possess instead and it can use that blast within a number of rounds equal to your Constitution modifier.

Burning Arcana

"My power is limitless!"

Prerequisites: Burn and arcane pool or arcane reservoir class features.

Benefit: Whenever you would spend 1 point from your arcane pool or arcane reservoir, you can instead accept 1 point of burn.

Burning Ki

"My hand glows with an awesome power..."

Prerequisites: Burn and *ki* pool class features. **Benefit**: Whenever you would spend 1 point from your *ki* pool, you can instead accept 1 point of burn.

Enhanced Composite Boost

"I like to put just a little more time into my blasts."

Prerequisite: Must possess a composite blast which modifies and is treated as another blast.

Benefit: When you use a composite blast to modify another blast (such as aetheric boost), you can apply substance infusions of the composite blast's element (for example, a gravitic boost fire blast could use all void substance infusions in addition to those normally associated with fire blast).

Normal: When using a composite blast to modify another blast, the composite blast is treated as the modified blast, and as such is only associated with infusions normally associated with the modified blast.

Kinetic Disruption

"It's all about the right application of energy."

Prerequisite: Kinetic blast class feature.

Benefit: Energy blasts can be readied to counterspell any evocation spell of their effective spell level or lower, and physical blasts can be readied to counterspell any conjuration (creation) spell of their effective spell level or lower.

Special: Negative blast can counterspell necromancy spells rather than evocation, and telekinetic blast can counterspell transmutation and conjuration (teleportation) spells rather than conjuration (creation).

Kinetic Railgun

"Just wait until I get going ... "

Prerequisite: Excessive blaster class feature.

Benefit: Whenever you are affected by a *haste* spell or effect, you can fire 1 additional blast while using your onslaught blast. In addition, when you use Focused Blaster while affected by *haste* spell or effect, you can reduce the cost of a blast's burn by an additional 1 point of burn.

Mental Bastion

"The voices told me not to listen to you."

Prerequisite: Psychokineticist 1st.

Benefit: Choose either charm, compulsion, or emotion effects. When you've accepted burn, you ignore the penalty to Will saves against the chosen type of effect, and you can now retain your kineticist class features even if you gain immunity to the chosen type of effect or a related subtype thereof.

Metakinetic Trick

"She's a smart girl; she learned how to do this just from watching me do it!"

Prerequisites: Animal companion with the bestial



kineticist archetype, metakinesis class feature.

Benefit: When you gain this feat, select a metakinesis you possess. Your animal companion can apply that metakinesis to its kinetic blasts.

Special: You can select any metamagic feat you possess through Extended Metakinesis for this feat. If you possess the metakinetic savant archetype, you can select any metamagic feat you possess through your metakinetic feats class feature for this feat.

Soul Feast

"I love the taste of freshly squeezed terror in the morning."

Prerequisite: Dark elementalist 7th.

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

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mental ability score of your choice and a +2 alchemical bonus to each of the remaining mental ability scores; if you've wracked seven or more souls and you are at least a 16th level dark elementalist, you receive a +6 alchemical bonus to one mental ability score, a +4 alchemical bonus to another, and a +2 alchemical bonus to the third.

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

Soul Tormentor

"They always said she was an old soul, but I still wanted her." **Prerequisite**: Dark elementalist 7th.

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

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

KINETIC SPELLS

"She decimated half of my forces with just a few well-placed needles and some electrical bursts before I could finally talk some sense into her head. Gotta say, I admire her pluck, and that needle trick of hers is stylish. At least she didn't manage to kill any of the 'pets' I'm fond of..." Senra, aasimar slaver

Burning Agony

School necromancy [pain]; Level antipaladin 3, cleric 4, psychic 5, shaman 4, sorcerer/wizard 5, witch 4 Casting Time 1 standard action Components V, S, M (a scrap of burnt meat) Range touch Target one living creature Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes The target is formed to account a point of hum (or non

The target is forced to accept 1 point of burn (as per the kineticist's burn class feature) and the effects that accompany it, plus 1 additional point of burn for every 4 caster levels. The penalties suffered from this burn are based on the caster's Hit Dice rather than the target's. A creature that possesses the burn class feature (or a class feature which alters or replaces burn) and uses an ability score other than Constitution as the key ability score of wild talents uses that ability score's modifier in place of their Constitution modifier to determine their Fort saving throw against this spell.

Burning Prohibition

School enchantment (compulsion) [mind-affecting]; Level bard 3, inquisitor 3, psychic 4, mesmerist 3 Casting Time 1 minute Components V, S Range touch Target one creature Duration permanent Saving Throw Will negates; Spell Resistance yes

The target is forbidden from attempting a specific action or working towards a certain goal chosen by the caster. Attempting to take the action or pursue the goal requires them to succeed a Will save, or else the action is wasted. Regardless of the success or failure, the target takes one point of burn (as per the kineticist's burn class feature) and the effects that accompany it, each time they attempt the action.

Delayed Burn

School transmutation; **Level** alchemist 3, cleric 2, magus 2, occultist 2, paladin 3, shaman 2, sorcerer/wizard 2, spiritualist 3

Casting Time 1 standard action

Components S

Range touch

Target one creature

Duration 1 round/level (see text)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

If the target is subjected to taking burn (whether they are forced to or do so willingly), the effects that normally accompany it are delayed until the end of this spell's duration, at which time all such effects occur at once. This spell forces the target to accept 1 point of burn (with its effects also delayed) unless they succeed an additional Fortitude save. A creature affected by this spell can choose to end its duration early as a swift action. This effect ignores the normal inability for a creature with the kineticist's burn class feature to benefit from an effect which allows them to ignore or alter nonlethal damage, as well as any other similar effect from a kineticist class feature.

Exacerbate Pain

School necromancy [pain]; Level antipaladin 3, cleric 4, psychic 5, shaman 4, sorcerer/wizard 5, witch 4 Casting Casting Time 1 standard action

Components V, S, M (a miniature obsidian dagger) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 minute/level Saving Throw Fortitude negates: Spell Resistance of

Saving Throw Fortitude negates; Spell Resistance yes

All non-lethal damage currently suffered by the target is treated as lethal damage for the duration of the effect (this damage cannot be healed). This damage returns to non-lethal damage at the end of the duration, though this does not return a deceased character back to life. This effect ignores the normal inability for a creature with the kineticist's burn class feature to benefit from an effect which allows them to ignore or alter nonlethal damage.



PRESTIGE CLASS: KINETIC MYSTIC

"And here I thought I knew my stuff; that woman did more with one arm than I could with two! I hope she doesn't mind me copying a few of her moves..." Valerie Jette, kinetic shinobi and Trueno fan

The powers of a kineticist have long been considered a form of magic, and in many ways, that line of thought is correct. Kinetic mystics take this ideology to a new level. Many started off on some other path, only to have their powers awaken, sending them down a whole other road they never knew existed before. Those brave enough to walk down this new, mysterious path can learn to interweave their magical skills with the more unusual power of kinesis, allowing them to twist their spells in ways never known to other mages, and infusing a wide variety of effects into their kinetic blasts that less magic-focused kineticists could only dream of.

Role: Kinetic mystics function much the same way as magi, combining their arcane and kinetic powers into powerful and versatile blasts that have a far greater range of effects than most kineticists' do, making them highly effective combatants. They aren't often front-line fighters, preferring to stay at mid-range, but some kinetic mystics favor melee infusions or long-range infusions, allowing them to charge into the enemy's ranks or snipe safely from behind their allies. Though versatile, their powers are generally geared more toward their great offensive prowess than providing passive forms of support.

Alignment: Kinetic mystics come from a wide variety of backgrounds, and their abilities can manifest from a number of sources, as well as coming to them instinctively or through rigorous training. Regardless, kinetic mystics tend to achieve or develop their powers because of a powerful devotion to a cause, meaning it's fairly less common for a kinetic mystic to be of a Neutral alignment, and even rarer for one to be true Neutral.

Hit Die: d8

Requirements: The qualify to become a kinetic mystic, a character must fulfill all the following criteria.

Skills: Spellcraft 5 and Knowledge (nature or planes) 5. **Spells:** Able to cast 2nd level arcane or psychic spells.

Special: Must have the kinetic blast class feature.

Special: Must have at least one of the following class features: fetish^{MC}, harrowing spellstrike^{PPC:THH}, ranged spellstrike^{UC}, spell conduit^{ACG}, spell deck^{PPC:THH}, spellstrike^{UM}, spiritual combat^{OA}, unarmed spellstrike^{OA}; or the spell strike^{ACG} arcanist exploit.

Class Skills

The kinetic mystic's class skills (and the key ability scores for each) are Acrobatics (Dex), Craft (Int), Disable Device (Dex), Knowledge (Arcana) (Int), Knowledge (Nature) (Int), Knowledge (Planes) (Int), Perception (Wis), Profession (Wis), Stealth (Dex), Spellcraft (Int), and Use Magic Device (Cha). **Skill Ranks per Level** 4 + Int modifier.

Weapon and Armor Proficiency Kinetic mystics are proficient in all simple weapons, light armor, and bucklers.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day	
ıst	+0	+1	+0	+1	Kineticist focus, Kinetic conduit (1/5)		
2nd	+1	+1	+1	+1	Conductive blast	+1 level of existing spellcasting class	
3rd	+2	+2	+1	+2	Bonus feature, Kinetic conduit (2/5)	+1 level of existing spellcasting class	
4th	+3	+2	+1	+2	Hold charge		
5th	+3	+3	+2	+3	Kinetic conduit (3/5)	+1 level of existing spellcasting class	
6th	+4	+3	+2	+3	Bonus feature	+1 level of existing spellcasting class	
7th	+5	+4	+2	+4	Kinetic conduit (4/5)		
8th	+6	+4	+3	+4	Greater conductive blast	+1 level of existing spellcasting class	
9th	+6	+5	+3	+5	Bonus feature, Kinetic conduit (full)	+1 level of existing spellcasting class	
10th	+7	+5	+3	+5	Kinetic caster		





Spells per Day At the indicated levels, a kinetic mystic gains new spells per day as if they had gained a level in an arcane or psychic spellcasting class they belonged to before adding the prestige class. They do not, however, gain any other benefit a character of that class would have gained, except for additional spells per day, spells known (if they are a spontaneous spellcaster), and an increased effective level of casting. If a character had more than one arcane or psychic spellcasting class before becoming a kinetic mystic, they must decide to which class they add the new level for purposes of determining spells per day.

Kineticist Focus: At 1st level, select one class in which the kinetic mystic possessed levels before adding the prestige class and which provides a kinetic blast through one of its class features. The kinetic mystic gains all class features of that class as if their kinetic mystic levels were also levels in that class. However, if that class provides spells, they do not gain spells per day, spells known, or increased effective levels of casting in this way (although they can still select the same class for the kinetic mystic's spells per day).

Kinetic Conduit (Su): At 1st level, the kinetic mystic can treat their kinetic blast as if it was either a spell with a range of "touch" or a spell that requires a ranged touch attack for the purpose of abilities that allow such spells to be delivered through a means other than succeeding a melee or ranged touch attack (such as the magus's spellstrike class feature). When delivered in this manner, a kinetic blast cannot have a form infusion applied to it and deals its normal damage; it can only be used once per round in this manner. In addition, kinetic blasts can be delivered via a weapon with the conductive^{UE} quality regardless of whether it is a ranged or melee weapon, but with the same limitations otherwise. At 3rd level and every 2 levels thereafter, kinetic blasts's normal damage (dealing full damage at 9th level).

Conductive Blast (Sp): At 2nd level the kinetic mystic gains the following infusion as a bonus wild talent:

Conductive Infusion

Element(s) universal; Type substance infusion (Sp); Level 1; Burn varies (see text) Associated blasts any simple

Save as delivered spell; Spell Resistance as delivered spell

You've learned to wrap your kinetic power around a spell's charge. As part of casting a spell with a range of "touch" you can use a simple kinetic blast to deliver it in place of a melee touch attack. If your kinetic blast hits, it delivers the effects of the spell cast, using the kinetic blast's critical threat range. If the kinetic blast hits multiple targets, it only delivers a single charge to the first creature hit (or the closest creature to you if multiple targets are hit simultaneously), and if the spell has multiple charges, it delivers each charge to a different target (for example, if the spell used gives you three touch attacks normally, and your kinetic blast

hits multiple targets, this infusion delivers the effects of that spell to the first three creatures hit or the three closest creatures to you). Spells used this way cannot be modified by any metamagic feats that would alter the spell's range or area. Any charges your spell provides that are not delivered with this infusion are immediately harmlessly discharged. This infusion's burn cost is equal to the 1 + 1/2 the level of the spell it delivers, but can be reduced to 0 by reducing the blast's damage to 0 as well; you cannot reduce this infusion's burn cost or the infused blast's damage this way if the spell is harmless. This infusion cannot be applied to a kinetic blast being used via kinetic conduit, and because it is part of another action (casting a spell), it cannot be used in conjunction with infusions that would make a blast part of another action (such as kinetic blade).

Bonus Features: At 3rd, 6th, and 9th levels, the kinetic mystic gains either Extra Wild Talent^{OA} (treating their levels in kinetic mystic and the class chosen for their kineticist focus class feature as kineticist levels for this purpose) or a metamagic feat for which they qualify as a bonus feat. In addition, at 3rd level, they must choose one of the following class features: arcanist exploits^{ACG}, bloodline, ectoplasmic lash^{OA}, hex^{APG}, or magus arcana^{UM}; once this choice is made, it cannot be changed. If they have access to arcane exploits, hexes, or magus arcana and chose that class feature for this ability, they can learn one of those respective abilities for which they qualify in place of their bonus feat. Alternately, if they have access to the bloodline or ectoplasmic lash class features and chose one of them for this ability, they can treat their level in the class which grants it as 3 higher for the purposes of determining their abilities provided by that class feature rather than take a bonus feat, up to a maximum effective level equal to their character level (this effect stacks, meaning a kinetic mystic with the bloodline class feature who chooses to give up two bonus feats will be treated as 6 class levels higher to determine the effects of their bloodline, and if they give up three bonus feats they will be treated as 9 levels higher for this purpose).

Hold Charge (Su): At 4th level, a kinetic mystic can choose to hold any charge from a spell that requires a melee or ranged touch attack rather than delivering it as part of casting. Unlike normal, they do not automatically deliver their charge when they touch or are touched by something. They can cast spells while holding this charge, but spells that require a touch attack that are cast while holding a charge from another spell must be immediately used or the previously held charge is harmlessly dispelled, and both the held charge and the spell being cast must be of the same range to deliver both the cast spell and held charge simultaneously. This effect cannot be used with kinetic blasts.

Greater Conductive Blast (Sp)" At 8th level the kinetic mystic can access the following infusions, learning one of their choice instantly:



Conductive Infusion, Greater

Element(s) universal; **Type** substance infusion; **Level** 3; **Burn** varies (see text)

Prerequisite(s) conductive blast

Associated blasts any

Save as delivered spell; **Spell Resistance** as delivered spell You have become more adept at delivering your touch spells through your blasts. This functions as the conductive blast infusion, except it can be applied to composite blasts, can be used with spells that can be delivered with a ranged touch attack, and when using a blast that hits multiple creatures at once, you can choose which of those creatures your spell affects, regardless of distance from you. This infusion s burn cost is equal to 3 + ½ the level of the spell it delivers, but can be reduced to 2 by reducing the blast s damage to o as well; you cannot reduce this infusion s burn cost or the infused blast s damage this way if the spell is harmless.

Conductive Infusion, Harmless

Element(s) universal; **Type** substance infusion; **Level** 3; **Burn** varies (see text)

Prerequisite(s) conductive blast

Associated blasts any simple

Save as delivered spell (see text); Spell Resistance as delivered spell

You can hold back your power when using a kinetic blast to deliver your magic. This functions as the conductive blast infusion, except it reduces the blast s damage to o by default. This infusion s burn cost is equal to the level of the spell it delivers, but can be reduced to o by forcing each creature affected by it to accept an amount of burn equal to $1 + \frac{1}{2}$ the spell s level (Will save against the blast s DC negates both the burn and the spell s effect). Spells that are not harmless do not allow the infusion s burn cost to be reduced this way, and this infusion cannot be used to force an enemy to accept burn.

In addition, by increasing the burn cost of conductive infusion, greater conductive infusion, or harmless conductive infusion by 1, the kinetic mystic uses the effective spell level of their kinetic blast in place of the spell's actual level for the purpose of it being dispelled or countered.

Kinetic Caster (Sp): At 10th level, the line between magical and kinetic powers has blurred to the point that it s hard to tell one from the other in the kinetic mystic s hands. They can now cast any spell they had prepared since the last time they prepared spells (or any spell they know, if they are spontaneous spellcasters) by accepting an amount of burn equal to $1 + \frac{1}{2}$ the spell s level rather than expending a spell slot. They can reduce the cost of a spell cast this way using gather power, supercharge, and/or internal buffer.

They can also prepare a kinetic blast in a spell slot of a level equal to or greater than the kinetic blast's total burn cost (including the costs of infusions and metakinesis, but not including infusion specialization or other effects which reduce burn cost) to use it without paying its burn cost (spontaneous casters must use the blast as a full-round action unless the quicken metakinesis is added to the blast).

Spells and kinetic blasts used this way cannot be used with conductive infusion, greater conductive infusion, or harmless conductive infusion.

VARIANT CLASS: Legendary Kineticist

"Throws lighting around around, bit of an attitude, cute smile? Yeah, I know who that is; you're looking for Trueno. You won't find her, but that's who you're looking for." Trepe Esttse, local bard and layabout

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

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

Legendary Class: Although much of the legendary kineticist will be familiar to those who have played the original kineticist, there are quite a few changes, such as alterations to how burn functions, the inclusion of battle burn to allow a more dynamic combat experience, and an improvement on how internal buffer is utilized. Legendary kineticists are now more capable of functioning in combat

Legendary Kineticists and Archetypes

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



without the worry of overtaxing themselves, making for a more versatile experience. The legendary kineticist also comes with a rewrite of the Extra Wild Talent feat.

Alignment: Any.

Hit Die: d8.

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

Class Skills

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

Skill Ranks per Level: 4 + Int modifier.

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

Elemental Focus (Su): At 1st level, a kineticist chooses one primary element on which to focus. This element determines how they access the raw power of the Ethereal Plane, and grants them access to specific wild talents (see below) and additional class skills. They can select any element normally available to a kineticist^{OA}. They gain their selected element's basic utility wild talent (such as basic telekinesis, basic aerokinesis, basic geokinesis, basic pyrokinesis, or basic hydrokinesis) as a bonus wild talent. See Elements for the specific abilities granted by each element.

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

Every wild talent has an effective spell level. A kineticist can always select 1st-level wild talents, but they can select a wild talent of a higher level only if their kineticist level is at least double the wild talent's effective spell level. Wild talents are always considered to have an effective spell level equal to ½ the kineticist's class level (to a maximum effective spell level of 9th at kineticist level 18th).

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

In addition to the wild talents they gain from their other class features, at 2nd level and every 2 levels thereafter, a



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

kineticist selects a new utility wild talent from the list of options available to them. A kineticist can select only universal wild talents or those that match their element (see Elemental Focus above). At 6th level and every 4 levels afterwards, a kineticist can replace one of their utility wild talents with another wild talent of the same level or lower. They can't replace a wild talent that they used to qualify for another of their wild talents.

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



Kinetic Blast (Sp): At 1st level, a kineticist gains a kinetic blast wild talent of their choice. This kinetic blast must be a simple blast that matches their element.

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

Gather Power (Su): If they have one hand free (or all of their prehensile appendages free, a kineticist can gather energy or elemental matter as a move action. Gathering power creates an extremely loud, visible display in a 20-foot radius centered on the kineticist, as the energy or matter swirls around them. Gathering power in this way allows the kineticist to reduce the total burn cost of kinetic blast (including metakinesis) they use in the same round by 1 point. The kineticist can instead gather power for 1 full round in order to reduce the total burn cost of a blast wild talent used on their next turn by 2 points (to a minimum of o points). If they do so, they can also gather power as a move action during their next turn to reduce the burn cost by a total of 3 points. If the kineticist takes damage during or after gathering power and before using the kinetic blast that releases it, they must succeed at a concentration check (DC = 10 + damage taken + effective spell level of their kinetic blast) or lose the energy in a wild surge that forces them to accept a number of points of burn equal to the number of points by which their gathered power would have reduced the burn cost. This ability can never reduce the burn cost of a wild talent below o points.

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

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uses one of their kinetic blast wild talents, they can apply up to one associated form infusion and up to one associated substance infusion.

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

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

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

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

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

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

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

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





bonuses increase to a +4 size bonus to one physical ability score of their choice and a +2 size bonus to each of their other two physical ability scores.

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

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

Infusion Specialization (Ex): At 5th level, whenever a kineticist uses one or more infusions with a blast, they reduce the combined burn cost of the infusions by 1. This can't reduce the total cost of the infusions used below o.

They reduce the burn cost by 1 additional point at 8th, 11th, 14th, 17th, and 20th levels.

Metakinesis (Su): At 5th level, a kineticist gains the ability to alter their kinetic blasts as if with metamagic feats by accepting burn. By accepting 1 point of burn, they can empower their kinetic blast (as if using Empower Spell). At 9th level, by accepting 2 points of burn, if a foe makes a successful save against their kinetic blast, they can force their foe to make a second save against their kinetic blast as if using Persistent Spell. At 13th level, by accepting 3 points of burn, they can quicken their kinetic blast as if using Quicken Spell.

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

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

Expanded Element (Su): At 6th level, a kineticist learns to use another element or expands their understanding of their own element. They can choose any element, including their primary element. They gain one of that

element's simple blast wild talents that they do not already possess, if any. They also gain all composite blast wild talents whose prerequisites they meet, as well as the basic wild talent of their chosen expanded element (for instance, basic aerokinesis if they choose air). See Composite Blasts for additional rules for and descriptions of composite blasts. They don't gain the defense wild talent of the expanded element.

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

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

Internal Buffer (Su): At 7th level, a kineticist's study of their body and the elemental forces that course through it allow them to form an internal buffer to store extra energy. The buffer starts at 1 and replenishes each day. When they would otherwise accept burn, a kineticist can spend 1 point from their buffer to avoid accepting 1 point of burn. This buffer can reduce the burn cost of any wild talent without affecting its duration unlike battle burn.

They cannot spend more than 1 point from their buffer in this way for a single wild talent. Points spent from the internal buffer don't activate elemental overflow or add to its effects. Similarly, this buffer can be used to exceed the limit on the number of points of burn the kineticist can accept in a single turn, but cannot be used with battle burn.

This buffer increases to 2 points at 11th level and to 3 points at 16th level.

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

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



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

Omnikinesis (Su): At 20th level, a kineticist transcends the distinction between the different elements and can bend all creation to their will. By accepting 1 point of burn (in addition to any burn requirement of the kinetic blast they choose), they can use any blast wild talent they don't know.

By accepting 1 point of burn as a standard action (except for battle burn), they can change any of their wild talents into any other wild talent of the same category (such as simple blasts or defense) for 24 hours, ignoring any elemental requirements or restrictions (but not any other requirements or restrictions).

Along with the Legendary Kineticists, the following feat has been rewritten to better fit the changes made.

Legendary Extra Wild Talent

You gain an additional wild talent.

Prerequisite: Legendary kineticist level 1st or elemental focus class feature.

Benefit: You gain an additional wild talent. You can select an infusion or a non-infusion wild talent, but not a blast or defense wild talent. If you have the expanded element class feature, you can select a wild talent from any of your elements.

Special: You can take this feat multiple times. Each time, you must choose a different wild talent.

VARIANT MULTICLASSING: KINETICIST

"Yeah, she came through here! I thought she'd be mean at first, but she's a nice lady, helped us get rid of the bandits. I hope she comes back soon!" Laddy Johns, apprentice blacksmith and lovestruck youth

This optional system allows a character to trade out half their feats in order to gain the benefits of a secondary class. These rules enable characters to gain many of the benefits of multiclassing without sacrificing advancement in their primary classes, and creates opportunities to explore novel character concepts, such as a barbarian whose rage stems from being afflicted by the gods with an oracle's curse and revelations. Under the standard rules, multiclassing can lead to a wide disparity in character ability. With this system, each character can choose a secondary class at 1st level that they train in throughout their career, without giving up levels in their primary class. Once selected, this choice is permanent (though if using the retraining rules, the secondary class can be retrained by paying half the cost of retraining all their class levels). A character who selects this option doesn't gain feats at 3rd, 7th, 11th, 15th, and 19th levels, but instead gains class features from their secondary class as described on Table: Multiclass Character Advancement. It is probably a good idea to use either this variant system or normal multiclassing, but it's possible for the two systems to be used together. In a game using both systems, a character can't take levels in the secondary class she gains from this variant. See *Pathfinder Roleplaying Game Pathfinder Unchained* for more details on variant multiclassing^{PU}.

KINETICIST

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

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

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

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

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

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

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



Sample Legendary Kineticist:



TRUENO, HERALD OF THE WHITE SKY

"I don't need to explain myself to you, simply to myself. If you wish to hire me, please do it quickly, as I have much to do today."

XP 4,800

Middle-aged half-elf onslaught blaster 8 (legendary kineticist)

NG Medium humanoid (elf, human)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 19, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 deflection) hp 52 (8d8+16) (8 temporary hit points)

Fort +9, Ref +10, Will +5; +2 vs. enchantment

Defensive Abilities 25% miss chance vs. non-massive physical ranged weapons

Immune magical sleep

OFFENSE

Speed 30 ft.

Melee dagger +7 (1d4-1; 19-20;x2)

Ranged onslaught blast (electric blast) +9 (1d6 per blast +3 electric; 20/x2), excessive blaster (1d6 per blast +7 electric; 20/x2) or onslaught blast (telekinetic blast) +9 (1d6 per blast +3 bludgeoning/piercing/slashing; 20/x2), excessive blaster (1d6 per blast +8 bludgeoning/piercing/slashing; 20/x2)

Special Attacks burned blaster (1 blast), excessive blaster (2 blasts), focused blaster, onslaught blast (4 blasts), weakened overflow

Kineticist Wild Talents Known

Defense—enveloping winds, force ward

Infusions—extended range, magnetizing infusion, pushing infusion (DC 16), snake

Kinetic Blasts—electric blast, telekinetic blast

Composite Blasts—aetheric boost

Utility— basic electrokinesis, basic telekinesis, air's leap, celerity, expanded defense (force ward), telekinetic invisibility, wings of air

TACTICS

Before Combat

At the start of each day, Trueno accepts 5 burn to empower her force ward, altering her abilities in the following ways:

Initiative +4

AC 20, touch 15, flat-footed 16

hp 60 (28 temporary hit points)

Defensive Abilities 25% chance to ignore critical hit or

sneak attack damage, 25% miss chance vs. non-massive physical ranged weapons

Fort +10, Ref +11, Will +5

Ranged onslaught blast (electric blast) +12 (1d6 per blast +3 electric; 20/x2), excessive blaster (1d6 per blast +7 electric; 20/x2) or onslaught blast (telekinetic blast) +12 (1d6 per blast +3 bludgeoning/piercing/slashing; 20/x2), excessive blaster (1d6 per blast +8 bludgeoning/piercing/slashing; 20/x2)

Infusions—pushing infusion (DC 17)

Str 9, **Dex** 18, **Con** 16, **Int** 14, **Wis** 14, **Cha** 9 **SQ** burn (2/round, 6 maximum)

CMD 23

Skills Acrobatics +9, Fly +10, Stealth +9

If she can get the drop on an opponent, she'll hide herself with her *telekinetic invisibility*, spending her battle burn on *celerity* before engaging a foe.

During Combat

Trueno prefers to focus on a single opponent at a time, beginning battles with a magnetizing infusion against any target that appears dangerous, firing a volley of needles with her onslaught blast once she manages to magnetize a foe. She's rarely one to waste effort, aiming to finish off each opponent she encounters as quickly as possible, alternating between magnetizing them and pelting them with needles.

Morale

If reduced to 10 or fewer hit points and outside of her opponent's melee range, she'll use her telekinetic invisibility to attempt to escape, otherwise surrendering. Trueno is honorable at heart, accepting the terms of surrender if given, although if they are broken, she will fight to the death.

STATISTICS

Str 9, Dex 16, Con 14, Int 14, Wis 14, Cha 9 Base Atk +6; CMB +9; CMD 22

Feats Kinetic Railgun, Legendary Extra Wild Talent (celerity), Point-Blank Shot, Precise Shot, Skill Focus (Perception)

Skills Acrobatics +14, Heal +13, Fly +15, Perception +18, Stealth +14, Use Magic Device +10

Languages Common, Dwarven, Elven, Giant

- **SQ** battle burn 1, blended view^{PPC:BOS}, burn (2/round, 5 maximum), elf blood, elemental focus (air), expanded element (aether), infusion specialization 1, internal buffer 1
- **Combat Gear** robe of needles^{UE}, wand of cure light wounds (50 charges); **Other Gear** +1 chain shirt, cloak of resistance +1, ring of protection +1, talisman (lesser) (protection from flames) ^{OA}, 350 gp

Most people would assume Trueno was born from a bolt of lightning, fully formed and ready to adventure. They'd be half right, as the young girl was born during one of the most devastating storms to hit the southern lands in generations. Most people you'd talk to would say that

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she was half lightning herself, the girl's thick black hair marked with a long white streak along it. She was as wild as a thunderbolt and twice as unpredictable, leaving home at an early age to seek her fortune among the world at large, never giving anything much thought.

Due to her wild behavior, Trueno's reputation spread fast, as did her list of enemies. A bounty soon spread for the girl, posted by a slaver known only as Black Chains who wished to control the wild fury that Trueno possessed. While rumors of the slaver's cruelty were widely known, Trueno gave little thought to them, instead simply continuing to travel. Upon a trip to a city close to her family's home, she was given a warning that those close to her were to pay if Trueno didn't give herself up. Not taking it seriously, Trueno finished up her business in town before returning home to check on her family.

The only thing waiting for her at her former home was a roaring inferno, the sounds of screams being heard as a massive figure with a torch and set of pitch black chains wrapped around his body smiled at her before heading off. Desperate to save who she could, Trueno dove into the flames, searching about for anyone she could find. The flames soon consumed one of her arms, her right eye seared by the flames as she managed to pull her mother out, watching the last breath of life leave the woman before passing away.

That was 10 years ago, and Trueno still carries those scars with her, having grown far more calm and respectful of familial bonds. While she attempts to help others, the only thing she really cares about is breaking up the slave trade. Working loosely with another woman, a neurokineticist by the name of Mindfang, the two have helped to free over 100 slaves. But Trueno knows that she won't be able to rest until she saves the southlands from Black Chains and Mindfang's brother, pledging herself to this singular goal.

Using Trueno in your games: While she works as a mercenary, she can't always gauge those who hire her perfectly. Having her appear as an enemy can work well, although be sure to have her speak to the party during combat, possibly explaining why she's attacking them. If she has been tricked into attacking them, allow a party member to make a DC 25 Diplomacy check as a swift action to convince her otherwise. Once two successful Diplomacy checks have been made, Trueno will surrender (award experience points as though she has been defeated), and is willing to discuss the situation with the party. Alternatively, the party can hire Trueno if they wish, allowing her to work as a cohort for a small fee (100 gp), although she will not

work for obviously evil characters or if she learns any party member owns slaves.

Boon: Despite her past, Trueno still has faith in others, requiring a DC 20 Diplomacy check to make her friendly. Those who can prove they have freed slaves gain a +5 circumstance bonus, while those that bring up her missing eye or arm suffer a -10 penalty on this check. Those who manage to make Trueno friendly can train with her for a month, gaining electricity resistance 5.



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Legendary Kineticists II unleashes the true potential of the kineticist class with a vast array of new kinetic options, starting with 8 amazing archetypes for both kineticists, like the **onslaught blaster** and **telekinetic bladeshifter**, as well as for other classes like the **planar custodian** druid and **order of the scion** cavalier. You'll also find dozens of new infusions, wild talents, and kinetic feats and spells to enhance your kineticists of every specialty. In addition, you can expand the bounds of kinetics like never before with the **kinetic mystic** prestige class, variant multiclassing for kineticists, and a complete 20-level rebuild of the core kinetic class, the **legendary kineticist**! On top of everything else, you will also find Trueno, herald of the White Sky, a richly detailed kineticist master complete with combat tactics and a compelling history and personality, to show how these powers play at the table in a ready-to-use character you can drop right into an existing game or even build an entire campaign around. Add this 38-page class expansion to your Pathfinder campaign today and **Make Your Game Legendary**!