



LEGENDARY KINETICISTS

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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 Team KOP for their assistance with reading and testing the manuscript.

Legendary Kineticists © 2016, Legendary Games; Author Brian Jolly. ISBN-13: 978-1533433664 ISBN-10: 1533433666 First printing June 2016. Printed in USA



Legendary Games 3734 SW 99th St. Seattle, WA 98126-4026 makeyourgamelegendary.com



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- ACG = Pathfinder Roleplaying Game Advanced Class Guide
- ^{APG} = Pathfinder Roleplaying Game Advanced Player's Guide
- ARG = Pathfinder Roleplaying Game Advanced Race Guide
- B_1 = Pathfinder Roleplaying Game Bestiary
- ^{B2} = Pathfinder Roleplaying Game Bestiary 2
- ^{B3} = Pathfinder Roleplaying Game Bestiary 3
- ^{B4} = Pathfinder Roleplaying Game Bestiary 4

^{CoB} = Softcover companion for players exploring champions dedicated to serving the balance

^{GMG} = Pathfinder Roleplaying Game Gamemastery Guide

^{ISR} = Softcover guide to intrigue campaigns in the inland sea in the official Pathfinder campaign setting

^{ISR} = Softcover guide to races of the inland sea in the

official Pathfinder campaign setting

^{MA} = Pathfinder Roleplaying Game Mythic Adventures

 MO = Softcover companion for players exploring the origins of mythic characters

 NLS = Softcover guide to the land of super-science in the official Pathfinder campaign setting

^{NPCC} = Pathfinder Roleplaying Game NPC Codex

^{OA} = Pathfinder Roleplaying Game Occult Adventures

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PU = Pathfinder Roleplaying Game Pathfinder Unchained

^{UCam} = Pathfinder Roleplaying Game Ultimate Campaign

^{UC} = Pathfinder Roleplaying Game Ultimate Combat

^{UE} = Pathfinder Roleplaying Game Ultimate Equipment

^{UI} = Pathfinder Roleplaying Game Ultimate Intrigue

^{UM} = Pathfinder Roleplaying Game Ultimate Magic



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We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d2oPFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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Go beyond mind over matter with this encyclopedic accessory for kineticist characters! *Legendary Kineticists* brings you **150** brand-new kineticist blasts, defenses, infusions, and wild talents for existing elements from earth to water to wood, or explore an entirely new type of kineticist for the Pathfinder Roleplaying Game, the **neurokineticist**, wielding and weaving psychic energies like a surgeon to demonstrate your mental mastery. We also bring you 7 new archetypes, both for kineticists themselves and for other classes wishing to dabble in the kinetic arts, plus new feats, magic items, and masterpieces of sight, sound, and psyche, and a fully developed 12th-level sample neurokineticist, 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* to your Pathfinder campaign today and **Make Your Game Legendary!**

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- Jason Nelson



INTRODUCTION

Kineticists are an unusual class in the Pathfinder Roleplaying Game, as they represent a class with the ability to wield magical energies and manipulate matter on an unlimited basis. Spellcasters may have unlimited use of minor magics like cantrips and orisons, but only kineticists can unleash their powers over and over again, all day long, with the only limits being their degree of control and how much potential burn they are willing to accept. Their options are much more limited than a traditional spellcaster, even more so than a spontaneous spellcaster with a limited list of spells known, and their powers scale differently than powers also scale differently other classes. In some ways their thematics draw more on superhero tropes and those of classical fantasy, and the mechanics they use require an interesting balance between arithmetic and artistry to get the most out of your kineticist character at the table. At the same time, that difference in genre and structure a benefit as well as a challenge, and gives you the opportunity to play a class that is really something different. The options provided in Legendary Kineticists offer a wealth of new choices and directions for your kineticist and bridge the genre gaps between kineticists and other classes in some fun and innovative ways while really standing on its own as something unique in the Pathfinder game.



The powers of a kineticist are hard to understand, and there are many who attempt to tap into what they see as limitless power. Birthed from esoteric origins and rarely understood, powers such as these are often misunderstood, and present themselves in ways that normal people fail to comprehend. These powers as wild and free as those who wield them, manifesting in strange and exotic ways among both kineticist and their less elementally inclined brethren. 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.

ARTISTIC SUMMONER (KINETICIST ARCHETYPE)

Some kineticists consider what they do to be art, forming the elements however they wish in a beautiful combination of raw power and elegant design. But others wish to take this further, creating art with every attack they attempt, their skills and abilities with intricate designs beyond all that their fellows can accomplish, even summoning forth incredible creations to do so. **Elemental Focus (Ex)** An artistic summoner must select water or wood as their elemental focus.

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

This ability alters kinetic blast and replaces the basic utility wild talent a kineticist would normally gain upon selecting their elemental focus.

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

This ability replaces the infusion gained at 1st level.

Sculpting Talent (Ex) The artistic summoner treats fire sculptor^{OA}, gravity sculptor, ice sculptor^{OA}, shape wood^{OO}, and stone sculptor^{OA} as universal wild talents.

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

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

This ability replaces the utility wild talent gained at 2nd, 8th, and 14th level and the expanded element gained at 7th and 15th level.

Creative Genius (Su) At 7th level, an artistic summoner gains wood blast or water blast (whichever is not connected to their primary element), although they can only use wood blast as a paper blast and water blast as an ink blast; they do not gain any composite blast from possessing these blasts. As a swift action, they can choose to include a drawing with their kinetic blast. If they do so, treat this as though it had the oil infusion applied to it, as well as allowing the artistic summoner to use their art summoner ability on the target's square.

This ability replaces the infusion gained at 7th level.

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

This ability replaces the wild talent gained at 10th level.



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

SCULPTURE BLAST

Element(s) universal; Type composite blast (Sp); Level --;

Burn 2

Prerequisite(s) water blast and wood blast

Blast Type physical; Damage bludgeoning

When a creature is hit by this blast, you can produce a duplicate of the target in a space adjacent to the target. This duplicate is a *lesser simulacrum*^{UM} of the target, except that it remains for 1 minute per kineticist level and is loyal only to you.

Your sculpture can take one of the following forms.

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

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

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

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

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

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

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

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

Your sculpture must be produced entirely from one substance. You can only have one Sculpture Blast at a time, attempting to produce another will cause the first to collapse and fade. This blast deals damage as a simple blast and is only associated with universal infusions.

AWAKENED (BLOODRAGER^{ACG} ARCHETYPE)

Though kinetic powers are still ill understood, it is fairly common for members of the same lineage to manifest similar kinetic powers. In some cases it seems these gifts are dampened through time, only for them to manifest in individuals during moments of dire need. The awakened's kinetic powers are buried under their past generations, their family's gifts thought long dead until they bring them to the fore in a frightening rage.

Weapon and Armor Proficiency An awakened is proficient with all simple and martial weapons and light armor, but not with medium armor or shields. They do not incur arcane spell failure chance when casting bloodrager spells while wearing light armor, but incur it as normal while wearing medium or heavy armor or while using shields if the spell has somatic components.

This alters a bloodrager's normal weapon and armor proficiencies.

Kinetic Blood (Su) Like other bloodragers, the awakened draws their powers from an ancestor, usually an outsider, fey, undead, or aberration. However, while a typical bloodrager would manifest sorcerous powers, an awakened's power manifests as elemental control.

At 1st level, they choose an element and gain a simple kinetic blast and basic utility wild talent as if gaining the kineticist's elemental focus class feature. However, abilities accessed through their elemental powers are only available and active for them while bloodraging.

They also receive their choice of either extended range or kinetic blade as a bonus wild talent, and reduce its burn cost to o (whichever is not chosen can be learned later with its normal burn cost intact). Kinetic blasts used by an awakened must be used with a form infusion, and increase in damage at 4th level and every 3rd level thereafter (so a simple blast increases to 2d6 at 4th, 3d6 at 7th, and so on).

At 4th level and every 4 levels thereafter, an awakened gains an infusion wild talent, and at 3rd level and every 3 levels thereafter they gain their choice of a kineticist's utility wild talent, a barbarian's rage power, or a feat for which kineticist levels are a prerequisite. They treat their awakened level as their barbarian or kineticist level for this purpose, and must still meet any other prerequisites for wild talents, rage powers, or feats.

If an awakened takes levels as a kineticist or another class that grants an elemental focus, they must choose the same element for this purpose. Subject to GM discretion, the awakened can change their former elemental focus to conform.

This ability replaces bloodline.

Elemental Bloodrage (Su) Unlike most bloodragers, an awakened can use any spell-like or supernatural ability granted to them through their kinetic blood class feature (such as kinetic blasts and utility wild talents) during their bloodrage. Utility wild talents with a constant effect or an effect which lasts until they would recover burn will only affect the awakened during an elemental rage, and for those that require a choice to be made upon learning them (such as greater skilled kineticist), the awakened makes those choices when they enter their elemental bloodrage. Whenever an awakened would accept burn to use any wild talent, they instead must expend an equal amount of rounds of rage; they cannot use a wild talent if they would have to accept more burn than they have remaining rounds of rage or if it costs more than 1 + ¹/₃ their awakened level in burn. Otherwise, this ability functions and counts as the bloodrage class feature.

This ability alters bloodrage.

Fast Movement (Ex) An awakened does not gain the benefits of this ability while wearing medium armor.

The alters fast movement.



Elemental Defense (Su) At 2nd level, an awakened gains their element's defense wild talent, but it can only be active while in bloodraging. They cannot increase its effects by accepting burn; instead, it is treated as if they'd accepted 1 point of burn for every 3 awakened levels they possess. They cannot have more than one elemental defense active at a time, and do not qualify for the expanded defense utility wild talent.

This ability replaces improved uncanny dodge.

Elemental Manifestation (Su) At 4th level, an awakened can use basic utility wild talents even when not bloodraging. In addition, they gain access to the kineticist's gather charge class feature during their bloodrage, and can affect their own kinetic blasts with any bloodrager spell cast during a bloodrage that normally affects manufactured weapons until their bloodrage ends (or for the spell's normal duration, whichever is shorter).

This ability replaces eschew materials.

Uncanny Dodge (Ex) This class feature is gained at 5th level rather than 2nd.

This alters uncanny dodge.

Infusion Specialization (Su) At 7th level, whenever an awakened uses one or more infusions with a kinetic blast, they reduce the combined burn cost of the infusions by 1.

This cannot reduce the total cost of the infusions below o. They reduce the burn cost by an additional 1 at 10th level and every 3 levels thereafter.

This ability replaces damage reduction.

Greater Elemental Rage (Su) At 11th and 20th levels, the awakened gains the kineticist's expanded element class feature, as well as any additional simple or composite kinetic blasts and bonus wild talents that could be gained this way. However, they must choose the same element as their elemental focus for this purpose.

EVOKER MINSTREL (BARD ARCHETYPE)

Bards are well known to blend martial skill with arcane talents. The evoker minstrel brings some of skills gleaned from the newly-discovered kineticists to the table, as well. Though their elemental manipulation is far more limited, it is enough to allow them some extra knowledge most bards haven't access to.

Mindful Musician An evoker minstrel uses their Intelligence modifier in place of their Charisma to determine what spells they can learn and cast, as well as spells per day, DCs, and any effects of spells they cast from the bard spell list. They also receive 4 skill ranks plus their Intelligence modifier when gaining a level.



This ability alters the bard's skill ranks per level and key ability score.

Mystic Knowledge At 1st level, the evoker minstrel gains the cantikinesis and improved cantikinesis kineticist wild talents, treating their evoker minstrel levels as kineticist levels to determine their effects. In addition, they treat the kinetic blast gained through improved cantikinesis as though they were a kineticist of ¹/₂ their evoker minstrel level (minimum 1) and use their Intelligence modifier instead of their Constitution modifier to determine their blast's damage, and can apply the benefits of cantikinesis to it. Kinetic blasts used by an evoker minstrel are subject to arcane spell failure and treated as having somatic and verbal components for effects which would affect abilities with such components.

In addition, an evoker minstrel adds half their class level to Knowledge (arcana), Knowledge (nature), Knowledge (planes), Spellcraft, and Use Magic Device checks (minimum 1), and can make checks with those skills untrained.

This ability replaces bardic knowledge.

Mystic Concert When an evoker minstrel uses a kinetic blast during a bardic performance, they receive a circumstance bonus to damage equal to twice the bonus to attack rolls they receive from cantikinesis.

At 1st level, the evoker minstrel gains the *fitting scenery* bardic performance from the soundweaver kineticist archetype, and gains the *distraction* bardic performance at 6th level instead of 1st.

At 18th level, an evoker minstrel automatically gains The Consequence of the Harmonious Convergence as a bonus masterpiece without having to meet its requirements, and only needs one instrument manifested to use it.

This ability alters bardic performance and replaces the suggestion and mass suggestion bardic performances.

Mystic Defense (Ex) At 2nd level, an evoker minstrel gains the defense wild talent of the same element of the kinetic blast taken with improved cantikinesis. An evoker minstrel can spend 2 minutes and 2 rounds of bardic performance to treat their defense wild talent as though they had accepted 1 point of burn for the purposes of its effects until they next refresh their bardic performance rounds. After doing this, they can expend an additional 2 rounds as a standard action to increase the effective burn for the effects of their defense wild talent. An evoker bard is treated as having spent burn on a wild talent of that element whenever they use their kinetic blast while using their bardic performance.

This ability replaces well-versed.

Bardic Masterpieces Starting at 10th level, the evoker minstrel can select the following bardic masterpieces from the soundweaver kineticist archetype: *The Gossamer Parapet, Heart of the Planes, Elements Awaken, The Foolish Soul,* and *Fey From Afar.* They do not need the kinetic concert class feature, but must learn them in place of either a feat gained by achieving a higher character level or a spell slot of 4th level or higher gained by achieving a higher evoker minstrel level.

SOUNDWEAVER (KINETICIST ARCHETYPE)

Kinetic powers manifest themselves not only from unusual sources, but in many unique ways. In the case of some kineticists, their personal histories factor into the form their abilities take; this is the case with soundweavers. Almost invariably, a soundweaver descends from a long lineage of minstrels and bards, and often began life training to become one before fate had other plans for them.

Minstrel Training (Ex) A soundweaver uses their Charisma modifier in place of their Constitution modifier to determine any effects from their kineticist class features and wild talents which would normally be determined by their Constitution (such as determining maximum burn per day, damage from kinetic blasts, or DCs associated with infusion wild talents).

Soundweavers gain Perform (keyboard instruments), Perform (percussion), Perform (sing), Perform (string), and Perform (wind) as class skills, but lose Craft and Stealth. In addition, they gain 6 + their Intelligence modifier in skill ranks per level, their base Fort save is equal to $\frac{1}{5}$ their soundweaver level, and their base Ref and Will saves are each equal to $2 + \frac{1}{2}$ their soundweaver level.

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

Born Talented (Su) At 1st level, the soundweaver gains the cantikinesis, improved cantikinesis, and greater cantikinesis utility wild talents without needing to meet their prerequisites.

When a soundweaver succeeds a Perform check with cantikinesis, rather than the normal competence bonus cantikinesis grants, they gain +1 to their attack rolls, increasing this amount by an additional +1 for every 4 kineticist levels they possess. They can choose their voice as their instrument for cantikinesis; doing so will either manifest an object that would amplify their voice (such as a microphone or megaphone), a glowing orb which duplicates their voice (but does not alter light levels in any way), or a soft glow in the back of their throat, but it otherwise functions as normal for cantikinesis. They do not gain composite blasts through greater cantikinesis until 7th level. A soundweaver must use their instrument to perform kinetic blasts and as part of using utility wild talents and the gather power class feature.

This ability replaces the basic utility wild talent gained from elemental focus, elemental overflow, and the infusion gained at 1st level, and alters kinetic blast.

Burning Passion (Ex) At 1st level, the soundweaver gains a reservoir of planar energy from which they can draw to tap into their powers without the need to expend their own life force. This burn pool has a number of points equal to their soulweaver level times their Charisma modifier. When the soundweaver accepts burn from a kinetic blast used with their cantikinesis or from a defense wild talent, any damage caused to them from burn can be prevented by expending an equal amount of points from their burn pool as a part of using the wild talent. Once the points from this burn pool



are expended, further damage caused by burn functions as normal for the burn class feature. The points in this pool are replenished in full whenever the soundweaver removes their burn.

If a creature with this class feature has immunity to nonlethal damage, they can still accept burn, instead taking one point of Charisma drain per point of burn they accept, ignoring any effect which grants immunity to Charisma drain. This ability drain is removed whenever burn is recovered, and cannot be removed any other way. Their burn pool is limited to a number of points equal to their Charisma modifier and is used to prevent Charisma drain from burn instead of damage.

This ability alters burn.

Musical Infusion (Ex) At 3rd level, the soundweaver learns both a substance and a form infusion for which they qualify. They learn an additional substance and form infusion at 7th and 15th levels; this is in addition to any bonus wild talents they learn when selecting their elemental focus as an expanded element.

At 6th level and every 3 levels thereafter, they can replace one of their infusions for a new one. This can be any infusion they qualify for at the time they make the trade, so long as it's the same type (they cannot learn a form infusion in place of a substance infusion, or vice versa). They cannot replace an infusion which is a prerequisite for another infusion they possess in this way.

This ability replaces the infusion gained at 3rd level.

Kinetic Concert (Su) At 5th level, a soundweaver can make a bardic performance as a bard of their soundweaver level -4. While performing a kinetic concert, any kinetic blast they use that receives a bonus from cantikinesis receives a competence bonus to damage equal to twice that bonus. They can expend 2 rounds of bardic performance as a swift action to reduce the burn cost of a utility wild talent by 1 during a kinetic concert, to a minimum of o. This ability counts as bardic performance for the purpose of qualifying for feats and masterpieces and for effects which affect bardic performances.

If the soundweaver can manifest multiple instruments, they all manifest simultaneously during a kinetic concert, floating in the soundweaver's space and following them closely. These instruments cannot be damaged and are unaffected by any effects happening within an area of effect, but they can be dispelled. The soundweaver can use any of these instruments' associated Perform skill for cantikinesis.

Soundweavers also gain the following bardic performances:

Fitting Scenery (Su): At 5th level, a soundweaver's kinetic concert covers the area around them with effects pertaining to their element (such as flames rising from the ground for fire or an overgrowth of plants for wood). Choose a simple kinetic blast you possess; creatures within 30 ft. of you take 1d6 damage per round of this blast's type (Ref save to negate, DC equal to that of your kinetic blast). You can designate a number

of creatures up to your Charisma modifier to be immune to this effect. Because this damage follows the rhythm of your performance, creatures that can hear you or can sense vibrations (such as through tremorsense) gain a +2 circumstance bonus to their Ref save. This replaces the distraction bardic performance.

One-Man Band (Su): At 10th level you gain greater benefits from using multiple instruments during your kinetic concert. For each instrument beyond the first, reduce the DC of the Perform check for cantikinesis by 2. In addition, if you surpass your Perform check by 10 or more, increase the competence bonus applied to attack rolls by +1 for every 10 by which you surpass the DC. This replaces the suggestion bardic performance.

This ability replaces internal buffer and the infusions gained at 5th, 9th, 13th, and 17th levels.

Advanced Cantikinesis (Su) At 8th level, the soundweaver chooses a second instrument for cantikinesis. This instrument cannot be one associated with the same Perform skill as their first (for example, a soundweaver who manifests a sitar can select a drum, but cannot select a mandolin). At 16th level, they choose a third instrument, which cannot be associated with the same Perform skill as either of the instruments they can manifest. Each time they select a new instrument this way, they gain a simple kinetic blast as per improved cantikinesis, but do not gain composite blasts with it, and it can only be performed with the instrument with which it is associated. Only one instrument can be manifested at a time unless the soundweaver is performing a kinetic concert.

When using a kinetic blast from their primary element with multiple instruments manifested, the soundweaver can accept 1 burn as an immediate action to increase the damage it deals by one die per manifested instrument beyond the first (for example, an 8th level soundweaver with blue flame blast would deal 8d6 with it normally, but would deal 9d6 if used during a kinetic concert with both instruments manifested).

In addition, if they choose their elemental focus as an expanded element, they can choose to forgo the bonus wild talent they would learn to instead manifest an additional instrument. An instrument manifested this way cannot be associated with the same type of Perform skill as any other instrument they can manifest and can only be used with blasts of the soundweaver's primary element.

If they earn the ability to manifest a new instrument through this ability while they can already do so for instruments associated with all types of Perform they can choose for cantikinesis (including Perform (Sing)), they instead gain a bonus wild talent of their choice.

This ability replaces the utility wild talents gained at 8th and 16th levels and alters expanded element.

Kinetic Masterpiece (Su) At 11th and 19th levels, soundweavers learn a bardic masterpiece^{UM}, treating their soundweaver level as their effective bard level to determine its effects. They must be able to manifest an instrument with a Perform check associated with a masterpiece to select it. Soundweavers cannot learn masterpieces in place of feats (though those with bard levels can qualify for and learn masterpieces as a bard).

This replaces the infusions gained at 11th and 19th levels.

Harmonious Convergence (Sp) At 20th level, the soundweaver has mastered their ability to command the elements with their music. During a kinetic concert, they can use gather power as a swift action to reduce the cost of a kinetic blast by 1 (to a minimum of o). This cannot be done on the same turn they use gather power as a move or full-round action. This ability replaces omnikinesis. In addition, they gain the following bardic masterpiece:

The Consequence of the Harmonious Convergence

Requirements: Kinetic concert, soundweaver 20th

Effect: The soundweaver sings or plays a song telling the story of two powerful kinetic avatars who battled for the fate of the elemental planes, with the winner ultimately opening the gates between them and the Material Plane and heralding a new generation of kineticists. Any allies within 30 ft. who sit and listen to the whole song temporarily gain access to the powers of kinesis themselves; each learns one simple blast of their choice which they can use as a kineticist half their character level. Those who already possess a kinetic blast that listen to this (including the soundweaver performing this masterpiece) instead choose any simple blast they don't know to learn, as well as gain the composite blasts associated with it and any other kinetic blasts they possess; these characters must use their kineticist level for these blasts, even if it is less than half their character level. Any simple or composite blasts learned in this way fade from memory after 12 hours. You must have at least three instruments manifested to use this masterpiece, and it relies upon audio components.

Use: 10 rounds of bardic performance

Activation: 5 minutes



Soundweavers add the following masterpieces to the list of those they can learn:

The Gossamer Parapet

Requirements: Perform (Keyboard Instrument) 10, kinetic concert

Effect: This soft, haunting aria reminds those who hear it of lost love and the value of a cautious heart. Choose a single defense wild talent you know when you begin this masterpiece; you can allow a number of creatures up to your Charisma modifier within 120 ft. to benefit as if they had the wild talent you've chosen. If you spend or have spent burn to increase its effect, those affected are treated as if they had spent the same amount of burn, and if you gain the effect from spending burn on a wild talent of the defense wild talent's element, all those affected gain this effect as well for the same duration. This masterpiece relies on audio and visual components, and the effect lasts until you end your kinetic concert plus an additional round for every 2 additional bardic performance rounds spent.

Use: 2 bardic performance rounds + 2 per additional round of duration

Activation: 1 full round



Heart of the Planes

Requirements: Perform (Percussion) 10, kinetic concert

Effect: Everything in existence can be thought to have its own rhythm, and the planes are no different. This ability causes those in the area to feel the "heartbeat" of a plane to which the performer has the elemental powers of. Treat every creature within 60 ft. as if attuned to one element of your choosing; you can treat that creature as the source of a blast of that element so long as they remain within the area of this effect (if they leave, the effect resumes if they reenter the area). Creatures must be able to hear you or sense you through *tremorsense* or a similar effect to be affected. This masterpiece relies on audio components, and the effect lasts until you end your kinetic concert.

Use: 1 bardic performance round per round

Activation: 1 move action

Elements Awaken

Requirements: Perform (Sing) 10, kinetic concert

Effect: The soundweaver sings an ode to the might of the elementals, causing them to work themselves into the effects they can manifest around them. Treat this as the fitting scenery bardic performance, except it affects a radius of 30 ft. plus 5 ft. per 6 soundweaver levels you possess, and creatures affected by it treat this area as difficult terrain. In addition, creatures within the area are made especially vulnerable to damage of the type manifested; all damage dealt to them of that type increases by 1d4 for each instrument you have manifested beyond the first. This effect lasts until you end your kinetic concert.

Use: 3 bardic performance rounds per round

Activation: 1 full round

The Foolish Soul

Requirements: Perform (Strings) 10, kinetic concert

Effects: This sorrowful piece tells the story of a man who entered an elemental plane in hopes to become a kineticist, only to find himself trapped for all eternity. Those who can see and hear your performance within 90 ft. are tethered to the performer's location, as if affected by *dimensional anchor* for its duration. This masterpiece relies on audio and visual components, and this effect lasts until you end your kinetic concert.

Use: 1 bardic performance round per round

Activation: 1 standard action

Fey From Afar

Requirements: Perform (Wind) 10, kinetic concert

Effect: This lilting harmony was inspired by fey met while dreaming of time spent in an elemental plane, and causes elemental power to coalesce in a whirling sphere that attacks alongside you. Treat this as if it was a simple blast you possess

with the improved mobile blast infusion, except it manifests in a square adjacent to you, has no maximum duration, and it does not count toward the limit of one mobile blast being active at a time. This effect lasts until you end your kinetic concert or when the sphere dissipates as per improved mobile blast.

Use: 2 bardic performance rounds per round

Activation: 1 standard action

The Ghosts of Unrealized Power

Requirements: Any three of the following: Perform (Keyboard Instruments) 10, Perform (Percussion) 10, Perform (Sing) 10, Perform (Strings) 10, or Perform (Wind) 10; kinetic concert

Effect: A complex song that normally would require several people to perform, this fills the soul with sorrow for your minstrel ancestors who hadn't experienced the awakening of kinetic powers, and seeks to mend this travesty by utilizing the power they would have gained. Choose two form infusions and two substance infusions you do not possess and for which you qualify; you can apply these to your kinetic blasts as if you knew them. You can use one infusion gained this way to qualify for another (such as gaining extended range and extreme range). You must have at least three instruments manifested to use this masterpiece (for each of which you must have 10 ranks in the instrument's associated Perform skill), and this effect lasts until you end your kinetic concert.

Use: 3 bardic performance rounds per round **Activation:** 1 standard action

SURGE FIST MONK

(UNCHAINED MONK^{PU} ARCHETYPE)

Many martial artists have trained to channel their *ki* into concussive projectiles in one form or another. The surge fist monk has mastered one such technique, combining their inner might with threads of elemental power lingering in their blood to unleash great bursts of energy. Although not as versatile as kineticists, surge fist monks still have the ability to shape their *ki* energy to adapt to the current fight.

Kinetic Talent Although they haven't the skill to fully manipulate the elements, surge fist monks have a degree of control that allows them to benefit from some of the same techniques. They can use their surge fist monk levels in place of kineticist levels to meet the prerequisites for feats.

Surge Fist (Ex) The surge fist monk's signature technique involves drawing threads of latent elemental energy from the world around them and infusing it into concussive blasts. At 1st level, the surge fist monk selects an element, as per the kineticist's elemental focus class feature, and learns one simple blast from this element. Unlike a kineticist's kinetic blast, the surge fist monk deals damage with this blast as if using an unarmed strike (adding their Wisdom modifier in place of Strength) and it always targets normal AC and ignores spell resistance regardless of what type of damage it deals. Telekinetic blast cannot be used in this way; a surge first monk that chooses aether instead gains force blast and reduces its burn cost to o, treating it as a simple blast. Blasts which deal untyped damage instead deal force damage when used this way.

A surge fist requires two free hands to use and can be used in place of any attack in a full attack or flurry of blows. In addition, the surge fist monk's kinetic blast is treated as having the monk weapon property and being in the monk fighter weapon group for effects which affect such weapons, and counts as an unarmed strike for any feat which requires unarmed strikes. If the surge fist monk has levels in any other class which provides a kinetic blast, this ability alters the kinetic blasts provided by that class as well. Kinetic blasts used this way can only have substance infusions applied to them. A surge fist monk uses their Wisdom modifier in place of their Constitution modifier to determine the effects of substance infusions.

This ability replaces the bonus feats learned at 1st and 2nd levels.

Wild Ki (Su) A surge fist monk can alter their surge fists the same way kineticists can bend their kinetic blasts. At 4th level, they select a 1st level substance infusion of their surge fist's element (or a 1st level universal substance infusion). By spending an amount of *ki* points equal to the infusion's burn cost as a free action, they can apply that infusion to their surge fist. The surge fist monk can learn additional substance infusions in place of *ki* powers; they use their surge fist monk levels -4 to determine their effective kineticist level to meet the infusion's prerequisites (kineticist levels stack with this), and must expend an amount of *ki* points equal to the infusion's burn cost as a free action to apply it to a surge fist they use. If they select the extra wild talent feat, it can only be used to select substance infusions unless they have levels as a kineticist.

In addition, a surge fist monk can select from the following *ki* powers:

Devastation Wave (Su): By spending 2 additional points from their ki pool when using shinku surge, a surge fist monk can add 1d6 to it for each point remaining in their ki pool (calculated after ki has been spent). A surge fist monk must have the shinku surge ki power to select this ki power.

Expanded Infusion (Su): Select one substance infusion the surge fist monk possesses. By spending 1 point from their *ki* pool plus the infusion's burn cost as a swift action, they can apply its effects to all unarmed strikes and surge fists they use until the beginning of their next turn. A surge fist monk can select this *ki* power multiple times, choosing a different substance infusion each time.

Extended Range Surge Fist (Ex): By spending 1 point from their ki pool as a swift action, a surge fist monk can

increase the range of surge fists they use this turn to 120 ft.

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Extreme Range Surge Fist (Ex): By spending 2 points from their *ki* pool as a swift action, a surge fist monk can increase the range of surge fists they use this turn to 480 ft. A surge fist monk must have the extended range surge fist *ki* power and be 6th level to select this *ki* power.

Ki Infusion Specialization (Su): Whenever the surge fist monk applies one or more infusions to their surge fist, reduce the combined *ki* point cost of those infusions by 1 (to a minimum ki point cost of o). This *ki* power can be selected up to 3 times; its effects stack. A surge fist monk must be 8th level to select this *ki* power, and select it a second and third time at 12th and 16th level respectively.

Ki Surge (Sp): By spending 1 point from their *ki* pool as a move action, a surge fist monk can temporarily enhance their physical power. Until the end of their next round, they receive a +2 size bonus to each of their physical ability scores and to Intimidate checks. Activating this ability produces a loud, highly visible effect, and changes the user's appearance slightly (such as gaining animalistic qualities, a different hair or eye color, or exuding an aura). Whenever this effect would expire they can spend an additional 1 *ki* point as a free action to extend it for 1 additional round. A surge fist monk must be 6th level to select this *ki* power.

Ki Surge, Improved (Sp): When using ki surge, the surge fist monk can instead spend up to 1 point from their ki pool per 4 surge fist monk levels, receiving a size bonus equal to twice the ki points spent to each physical ability score and to Intimidate checks and lasting an additional number of rounds for each 2 ki points spent beyond the first. Spending 2 ki points to activate this is a standard action, and spending 3 or more is a full-round action. They must spend the same amount of ki points used to activate this ability to extend the duration of these bonuses. The more ki points spent on this, the more drastically their appearance changes, though they are always recognizable as themselves unless subjected to other effects which would alter their physical appearance or others' perception of them. A surge fist monk must be 8th level and have ki surge to select this ki power.

Ki Surge, Greater (Su): A surge fist monk spends 1 less point from their ki pool to activate and maintain their improved ki surge. This reduction does not stack with any other effects which reduce the cost of a ki power, nor does it affect the ability's duration. If the activation cost is 0 ki points, the ability is maintained passively, even when the surge fist monk is unconscious, and allows the alterations to one's appearance to be activated or deactivated as a free action. A surge fist monk must have improved ki surge to select this ki power, and can select it up to 3 times: once at 12th level and once more for every 4 surge fist monk levels thereafter.

Rising Dragon Strike (Su): As long as the surge fist monk has at least 1 point in their *ki* pool, they apply an additional 1d6 damage of the same type as the simple kinetic blast gained through surge fist to attacks made with unarmed strikes and monk weapons they are wielding. Surge fists do not count as unarmed strikes or monk weapons for this ability. A surge fist monk must be 8th level to select this *ki* power. Stunning Surge Fist (Ex): By spending 1 point from their ki pool as a swift action, a surge fist monk can use their stunning fist ability with a surge fist. A surge fist monk cannot apply the effects of a substance infusion to a surge fist used this way.

Shinku Surge (Su): By spending 2 points from their ki pool, a surge fist monk can make a single surge fist attack as a fullround action. When using a surge fist in this way, it deals damage as a kinetic blast used by a kineticist of the surge fist monk's level, using their Wisdom modifier in place of Constitution modifier. If the surge fist monk has levels as a kineticist, they stack for the purpose of determining this damage. A surge fist monk must have the surging strike ki power and be 12th level to select this ki power.

Surging Quarter-Circle Kick (Ex): A surge fist can be used with one's feet. A surge fist performed in this manner does not require open hands to use, but has its range reduced to 5 ft. and cannot have extended range surge fist or extreme range surge fist applied to it. Style strikes involving kicks can be used with a surge fist made this way, but not those involving fists.

Surging Strike (Su): A surge fist monk can make ki strikes with their surge fist. A surge fist monk must be 8th level to select this ki power.

A surge fist monk cannot select the following ki powers: elemental burst, elemental fury, ki range, qinggong power. When they use the ki blocker ki power, it also increases the burn cost of any wild talent used by the affected creature by 1 for its duration.

This ability replaces the *ki* power gained at 4th level and alters *ki* power.

Style Strike (Ex) A surge fist monk can apply style strikes that can be used with attacks made with one's fists to surge fist.

This alters style strike.

Great Surge Fist (Ex) At 10th level, the surge fist monk selects an element, as per the kineticist's expanded element. If it is different from their primary element, they gain one of that element's simple blasts; if it is the same element and has multiple associated simple blasts, they learn whichever they did not know beforehand. They also gain the composite blast for which their two simple blasts are prerequisites, or if they chose the same element, gain the composite blast for which elemental focus and expanded element of that element are prerequisites (for example, a surge fist monk who takes earth twice will gain metal blast).

A surge fist monk's composite blast deals damage as unarmed strikes made by a monk one size category larger. They must spend 1 point from their *ki* pool as a free action to use a composite blast in place of a simple blast. A surge fist monk who chooses aether twice can apply this effect to their force blast, treating it as a composite blast for this purpose. They must spend an additional 1 point from their *ki* pool to apply the effects of a composite blast that modifies another blast (such as aetheric boost) to a composite blast used this way.

This ability replaces the *ki* power gained at 10th level.



TRUE PSYCHIC (KINETICIST ARCHETYPE)

While telekineticists and neurokineticists both draw on the powers of the mind, a true psychic masters these techniques, melding them in ways beyond their lesser kin. Gifted in ways thought impossible to others, a true psychic is a marvel to behold, altering both matter and minds with but a thought.

Psionic Focus (Ex) A true psychic gains both aether and mind as their primary element. They must select either telekinetic blast or mind blast; they do not gain both.

This ability alters the elemental focus class feature and replaces the infusion gained at 1st level.

Psionic Defense (Sp) At 2nd level, a true psychic must choose between gaining either force ward or numbness.

This ability alters elemental defense.

Psychic Residue (Su) At 7th level, a true psychic gains either telekinetic blast or mind blast (whichever they did not select at 1st level). They can also infuse a telekinetic blast with mental energy, allowing the true psychic to use mind substance infusions with their telekinetic blast (mind substance infusions are still mind-affecting effects).

This ability replaces the expanded element gained at 7th level.

Mindscape Traveler (Su) At 8th level, a true psychic gains the mindscape architect wild talent. In addition, all creatures inside of a mindscape take a -1 to will saves against a true psychic's mind wild talents. A true psychic is always aware of if they are inside of a mindscape as well as the locations of exits to it and can lead others to them, and their mind blast is considered a psychic attack for the purposes of dealing damage inside of a mindscape.

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

Psychic Composites (Sp) At 9th level, a true psychic gains access to both force blast and encephalon blast.

This ability replaces metakinesis (maximize).

Mindscape Savant (Su) At 15th level, a true psychic gains the improved mindscape architect wild talent and you can treat your elemental defense as having accepted 2 more burn for its effects inside of a mindscape.

This ability replaces the expanded element gained at 15th level.

Mindscape Master (Su) At 20th level, a true psychic cain maintain 2 permanent mindscapes and reduces the burn cost of all infusions used inside of a mindscape by 1, as well as receiving a +2 to attack rolls, damage rolls, and save DCs for their mind wild talents while inside of a mindscape.

This ability replaces omnikinesis.

WAR KINETICIST (KINETICIST ARCHETYPE)

While some kineticists manage to create more long-lasting effects, war kineticists thrive in the moment, only caring for victory. Their powers are far more robust for short periods of time, but quickly fade into nothingness, leaving only a lust for combat in their hearts. They are the destroyers of armies, their power never waning, always ready to fight at a moment's notice. **Burn (Ex)** A war kineticist can accept an amount of burn per day equal to their Constitution modifier (minimum 1).

This ability modifies burn.

Battle Burn (Ex) At 3rd level, a war kineticist gains the ability to accept 1 point of battle burn. Battle burn does not deal nonlethal damage, and you can accept a point of battle burn in place of burn when using an infusion wild talent or utility wild talent with a duration measured in rounds (such as celerity or tremorsense), but they must have a duration longer than 1 round. Whenever a war kineticist accepts a point of battle burn when using a wild talent, the effects of that wild talent only last for 5 minutes or their normal duration (whichever is less). Resting for 5 minutes removes all battle burn a war kineticist possesses and immediately ends any effects on which battle burn was spent. At 9th and 15th level, a war kineticist can accept an additional point of battle burn.





Battle burn counts as burn for the purpose of activating elemental overflow.

A war kineticist gains elemental overflow +1 at 6th level, increasing this bonus by +1 for every 6 war kineticist levels they possess past 6th level.

This ability alters elemental overflow.

Battle Buffer (Su) A war kineticist's internal buffer is twice the size as normal but can only be used for composite blasts, metakinesis, and infusions. Treat the effects of a wild talent for which burn has been prevented by internal buffer as if the war kineticist had accepted battle burn to use it. Battle burn cannot be used to add points to internal buffer.

This ability alters internal buffer.



The kineticist lives and dies by their talents, forming the building blocks of how they interact with the world around them. From creating elemental matter from nothing to mentally enslaving others, rare are those who completely understand the true scope of a kineticist's power.

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

ARBITRATING INFUSION

Element(s) universal; Type substance infusion; Level 7; Burn 4

Associated blasts any

Saving Throw none or Will negates; see text

This infusion treats those hit as if affected by *arbitrament*^{CoB}, as the spell, using the kineticist's level as their caster level. This infusion costs double for kineticists of an alignment other than neutral, and chaotic evil, chaotic good, lawful evil, and lawful good kineticists are sickened for 1d4 rounds after using this infusion.

CRUSHING BLAST

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

Associated blasts any physical

Saving Throw none

You can add incredible density to your kinetic blasts. Blasts you use that deal bludgeoning damage have their critical multiplier increased by 1 (normally to 3x). You can accept an additional 1 point of burn when using this infusion to increase their critical multiplier by 2 instead (normally to 4x). These benefits only apply to blasts that deal bludgeoning damage, and do not stack with other effects that increase critical multiplier. This does not count toward your normal limit of substance infusions per kinetic blast, but cannot be used in conjunction with keen blast.

EMPTY INFUSION

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

Associated Blasts any

Saving Throw none

You know how to remove trauma from your blast. This blast deals no damage, but increases the DC of the kinetic blast by +1 as well as treating the opponent as if they had taken damage for the purpose of being affected by an infusion if they are hit by it. At 5th level, and every 5 levels thereafter, increase the DC by an additional +1. This infusion does not count against the limit of one substance infusion per kinetic blast.

KEEN BLAST

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

Associated blasts any physical

Saving Throw none

You shape your blast so that its edge is incredibly sharp. Blasts you use that deal piercing and/or slashing damage have their critical range doubled (normally to 19-20). You can increase the burn cost of this infusion by 1 to triple their critical range instead (normally to 18-20). These benefits do not apply to blasts that don't deal either piercing or slashing damage, and do not stack with other effects that increase critical range (such as the improved critical feat). This does not count toward your normal limit of substance infusions per kinetic blast, but cannot be used in conjunction with crushing blast.

MOBILE BLAST, IMPROVED

Element(s) universal; Type form infusion; Level 5; Burn 3

Associated blasts any

Prerequisite(s) extended range^{OA}, mobile blast^{OA}

Saving Throw Reflex negates

This functions as mobile blast^{OA} except it can travel as far as 120 ft. from you before dissipating and can be moved up to 30 ft. as a free action once per turn; this is in addition to moving it with a move action, and it cannot move more than your base speed per round. In addition, if you move it with your move action, you can also have it fire the kinetic blast of which it is composed as an immediate action, dealing damage as a 1st level kineticist (if it stops in the same square as another creature, this blast cannot target that creature and happens before they receive damage from it). Doing so reduces its damage by 1 die if it was composed of a composite blast, and its duration ends if it is reduced to o damage dice this way.

NEBULOUS SHAPE

Element(s) universal; Type form infusion; Level 4; Burn 2

Associated blasts any physical blast that deals at least two types of damage

Saving Throw none

The matter your blasts create is amorphous, sometimes even intangible. When applying this infusion to a blast, choose between bludgeoning, piercing, or slashing. If the infused blast would deal that type of damage, all of its damage is dealt as whatever other type(s) the blast could normally do instead. You can accept an additional 1 point of burn to remove a second type of physical damage. If this infusion would remove all damage types from a blast, it deals nonlethal untyped damage. If a blast deals only energy damage as a result of this infusion, it is still considered a physical blast for all purposes.

OIL INFUSION

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

Associated Blast charged water blast, water blast

Saving Throw none

Instead of simple water, your blast is made up of flammable oil. A foe damaged by this infusion who is dealt fire damage erupts into flames, and the DC to remove this condition is increased by 5. Water cannot help put out someone affected by this infusion, instead dealing an additional 1d6 damage. This oil last for 1 minute per kineticist level you possess or until it is washed off. Attacks made against a creature under the surface of water with this infusion suffer a -1 penalty to attack rolls for every 5 ft. it travels (even if the attacker is also underwater), and persistent matter created with this infusion (such as with mobile blast) floats atop the water's surface.

PERSISTENT INFUSION

Element(s) earth, water, or wood; Type substance infusion; Level 1; Burn 1

Associated Blast autumn, blizzard, cold, earth, ice, magma, metal, mud, sandstorm, spring, summer, winter, wood

Saving Throw none

Your blasts leave behind chunks of whatever matter from which they were composed along the path of a ranged attack kinetic blast, the targeted square of a melee attack kinetic blast, or all squares targeted by the kinetic blast. This matter remains until the next time you recover burn as unattended objects, each blast creating 1 lbs. of matter per kineticist level you possess. You cannot create more than 5 lbs. of matter per kineticist level you possess, and any excess matter you create disappears. You can increase the burn cost of this infusion by 1 to subtly alter the shape of these objects, treating the matter as caltrops,.

KINETICIST WILD TALENTS

The following wild talents add a wealth of new options for kineticists. The majority of the wild talents listed below are specific to the mind element, though it also includes an array of options for earth, water, wood, and other kineticist elements.

AETHERIC SNIPER

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

Prerequisite(s) telekinetic invisibility^{OA}

When using your kinetic blast while under the effects of your telekinetic invisibility^{OA} wild talent, you can remain invisible for 1 additional round before your invisibility ends. When sniping while invisible, you only suffer a -10 to your stealth roll instead of -20.

ARMORED FORM

Element(s) universal; Level 6; Type utility (Su); Burn --

Prerequisite(s) kinetic form^{OA}

While your kinetic form^{OA} wild talent is active, you gain a +1 bonus to your natural armor. This natural armor bonus increases by 1 for every 2 burn you possess.

BRIARTHORN OVERGROWTH

Element(s) wood; Level 5; Type utility (Su); Burn --

Prerequisite(s) verdant overgrowth

Saving Throw Reflex negates; Spell Resistance no

Creatures affected by your verdant overgrowth or grasping overgrowth are also dealt damage equal to ¹/₄ the damage of your wood blast at the end each turn during which they are entangled or grappled by it. You can designate a number of creatures up to your Constitution modifier to be immune to this effect, and each such creature is treated as having greensight 30 ft., as the universal monster ability.

CANTIKINESIS

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

Your kinetic ability has manifested in such a way that you can easily be mistaken for a bard. You can manifest a musical instrument out of kinetic energy or matter at will, as the summon musical instrument spell, remaining permanently until you dismiss it as a free action; you must choose the form this instrument takes when you learn this wild talent, and you cannot change its form afterward. You can use kinetic blasts by playing this instrument, even if it requires two hands to play, and the instrument does not interfere with using gather power. When using kinetic blasts with this instrument, make a Perform



check appropriate to the instrument (DC $_{25} + \frac{1}{2}$ your kineticist level). If you succeed, your kinetic blast gets a +1 competence bonus to attack rolls; this bonus increases to +2 at 8th level, and to +3 at 16th. Failing the check by 5 or more instead applies a -1 penalty to attack rolls with the blast for each 5 by which you fail the check. Kinetic blasts made with an instrument manifested through cantikinesis are treated as having the performance weapon quality, and are treated as being wielded for the purpose of applying effects related to the performance weapon quality. You can choose to gain this wild talent in place of a basic utility wild talent.

CANTIKINESIS, IMPROVED

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

Requirement(s) cantikinesis

Choose a simple kinetic blast from an element you do not possess when you select this wild talent. You can use this kinetic blast so long as you're using a musical instrument manifested through cantikinesis to do so, but it cannot benefit from making a Perform check. You do not learn composite blasts with the chosen simple blast as a requirement. If you ever gain access to the chosen blast's element (such as through expanded element), immediately choose a new simple blast for an element you do not possess for this wild talent to provide.



CANTIKINESIS, GREATER

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

Requirement(s) improved cantikinesis

You learn the composite blasts associated with the simple kinetic blast gained through improved cantikinesis and any kinetic blasts you possess, and any blasts learned through this wild talent or through improved cantikinesis can receive the benefits of a Perform check made with their use, providing a maximum competence bonus of +2. When used to perform a blast of your primary element or a composite blast which includes your primary element, instead reduce the DC of cantikinesis's effect by 5 and double its competence bonus.

CELERITY, IMPROVED

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.

COMPOSITE VERSATILITY

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

You pour extra power into your composite blasts, allowing them to act in unusual ways. When you select this wild talent, choose a composite blast you possess; until the next time you recover burn, you can use any infusion with that composite blast that could be used with its prerequisite blasts (for example, burning infusion^{OA} with summer blast^{OO}). If that blast instead requires a particular expanded element (such as ice blast^{OA}) it can instead use any infusion of its element(s).

COMPOSITE VERSATILITY, IMPROVED

Element(s) universal; Level 7; Type utility (Sp); Burn o

Prerequisite(s) composite versatility

You expand one of your composite blasts' potential to unseen levels. Choose a composite blast you possess to which you've applied composite versatility; for 1 round per 5 kineticist levels you possess, you can use that blast with any infusion you know, increasing the blast's burn cost by 1 for each infusion it couldn't ordinarily take to do so. This wild talent can only be used once per day.

CONTINUOUS REGROWTH

Element(s) wood; Level 5; Type utility (Su); Burn --

Prerequisite(s) flesh of wood^{oo}

While your flesh of wood^{∞} is active, you have fast healing 1. This increases by 1 for each point of burn you possess. If you receive fire, cold, negative energy, or slashing damage, this ability is negated for 1 minute. This ability can only heal you up to $\frac{1}{2}$ of your total hit points.



DESOLATE

Element(s) earth, void, or wood; Level 3; Type utility (Sp); Burn 1

You know how to destroy fertile soil, either by removing the nutrients from it, salting it, or damning it with negative energy. You can target up to 100 square ft. of land to render infertile permanently.

DUAL TELEKINETIC CONTROL

Element(s) aether; Level 1; Type utility (Su); Burn --

Prerequisite(s) telekinetic blast^{OA}

You can use your telekinetic blast^{OA} with two objects simultaneously. This has no effect on the blast's damage, and their combined weight cannot exceed the normal weight limit for telekinetic blast. The objects must remain within the same space as one another for the duration of the blast, and if thrown, must be thrown at the same target. You can choose to gain this wild talent in place of basic telekinesis^{OA}.

DURABLE FORM

Element(s) universal; Level 6; Type utility (Su); Burn --

Prerequisite(s) kinetic form^{OA}

When you first activate your kinetic form^{OA} wild talent, you gain 2 temporary hit points per kineticist level you possess. You can accept 1 burn to replenish these temporary hit points as a swift action.

ELEMENTAL AIRSTRIKE

Element(s) air, earth, fire, or water; Level 7; Type utility (Sp);

Burn 1

You can summon a number of elementals from the sky as per *elemental bombardment*^{MO}, although the elementals you summon must match your element (air or electric for air, earth for earth, fire for fire, and ice or water for water).

ENHANCED FIST

Element(s) universal; Level 1; Type utility (Su); Burn --

Prerequisite(s) kinetic fist^{OA}

You have mastered the art of the kinetic fist. Treat your kinetic blast as if you were a kineticist four levels higher when determining how much damage your kinetic fist^{OA} wild talent deals (a 7th level kineticist with this feat would deal 2d6 with their kinetic fist, as their kinetic blast would be treated as 6d6).

FAST FALL

Element(s) void; Level 2; Type utility (Sp); Burn o

Saving Throw reflex negates; Spell Resistance yes

As an immediate action, you can increase the fall damage a falling foe would take by 1d6 per 3 kineticist levels you possess, to a maximum of 26d6 total fall damage. You can accept 1 point of burn to also force them to make a fortitude save or become stunned for 1 round.

FEATHERWEIGHT

Element(s) void; Level 2; Type utility (Sp); Burn o

You can reduce the effects of gravity upon yourself for 1 minute per kineticist level you possess, treating yourself as though you were 1/10th your weight and under the effects of ½ gravity. You also treat any distance you fall as half as far for the purpose of determining falling damage.

FEATHERWEIGHT, IMPROVED

Element(s) void; Level 5; Type utility (Sp); Burn o

Prerequisite(s) featherweight

Treat this as featherweight, except you can also affect a number of allies within 60 ft. equal to your Constitution modifier.



GRASPING OVERGROWTH

Element(s) wood; Level 6; Type utility (Sp); Burn o

Prerequisite(s) verdant overgrowth

Saving Throw Reflex negates; Spell Resistance no

Treat this as verdant overgrowth except that at the end of each round a creature spends inside the area of your verdant overgrowth, they must make a Reflex save or be treated as grappled by the plant life as per *black tentacles*. A creature can end this grapple by dealing 2 points of slashing or energy damage per kineticist level you possess to the plant life in their square (AC 5).

GRAVITIC ADAPTATION

Element(s) void; Level 2; Type utility (Su); Burn --

You are able to adapt to any gravity, being able to treat it as normal gravity.

GRAVITIC DENSITY

Element(s) void; Level 2; Type utility (Su); Burn --

Your own size is effectively increased due to the compression of gravity upon you, treating you as a creature of one size larger than yourself for the purpose of your CMB, CMD, and how wind affects you. At 10th level, you can treat yourself as a creature of two sizes larger than yourself, up to a maximum of Colossal.

GRAVITIC FREEDOM

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

You can control how gravity affects you, treating yourself as though under the effects of a subjective gravity plane.

GRAVITIC FREEDOM, IMPROVED

Element(s) void; Level 6; Type utility (Sp); Burn o

Prerequisite(s) gravitic freedom

This works as gravitic freedom, except you can affect a number of allies within 60 ft. equal to your Constitution modifier, and it only lasts for 1 minute per kineticist level you possess.

GRAVITY SCULPTOR

Element(s) void; Level 5; Type utility (Sp); Burn o

Saving Throw none; Spell Resistance no

You can create up to five 5 ft. cubes of space, treating them as though they were affected by the no gravity, heavy gravity^{NLS}, light gravity^{NLS}, or objective directional gravity^{NLS} planar trait, lasting for 1 minute per kineticist level you possess. These cubes can be arranged any way you wish, but each cube must be adjacent to another and must share the same gravitational trait. At 12th level and every 2 levels thereafter, you can create an additional 5 ft. cube.

HEAVY HAND

Element(s) void; Level 2; Type utility (Sp); Burn o

When selecting this wild talent, choose between *gravity bow*^{APG} and *lead blades*^{APG}. You are treated as under the effects of the chosen spell for 1 minute. You can accept 1 point of burn to use this as a swift action. This wild talent can be selected twice, but you cannot be under both effects from this talent simultaneously.

HORTICULTURAL ANIMATION

Element(s) wood; Level 7; Type utility (sp); Burn o

You can give sentience to plants for a short amount of time, as per *animate plants*^{MA}, although you cannot use the entangle option with this ability. You can accept 1 point of burn to increase the duration of this ability to 1 minute per kineticist level you possess. You can only have one use of this ability in effect at a single time, and using it again while the previous plants are still animated causes all previously affected plants to revert back to normal.

HOSTILE FLORA

Element(s) wood; Level 3; Type utility (Sp); Burn o

Saving Throw Fort negates (see text); Spell Resistance no

You can target plant life within 30 ft. to be the source of a wood kinetic blast. Doing so forces the plant to make a Fort save using your blast's DC; failing this causes it to take damage equal to the minimum your blast would deal, while passing it causes your blast to fail, wasting your action. Plants created by you can ignore this save. If you possess the merciful foliage⁰⁰ utility wild talent, you can choose for plants to not make the save or take damage, instead automatically becoming the source of your blast, and if you possess the extended range or extreme range infusion wild talents, you can target plant life within 120 ft. and 480 ft. respectively.





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

Prerequisite(s) hostile flora

You can use wooden structures and objects, including weapons, armor, or shields, as the source of kinetic blasts through your hostile flora ability. Magic equipment cannot be targeted for this purpose unless you possess at least 3 times the object's enhancement bonus in kineticist levels, and you add the object's enhancement bonus as a circumstance bonus to your blast's damage rolls. Constructs made of wood can attempt a save against this effect as per hostile flora, using their Will instead of their Fort.

OVERWHELMING SKILL

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

Prerequisite(s) greater skilled kineticist^{OA}, overwhelming power^{OA} class feature

The benefits of skilled kineticist^{OA} apply to all of your kineticist class skills, and you do not need ranks in these skills to make skill checks with them. At 12th level this instead applies to all skills.

RAPID REGROWTH

Element(s) wood; Level 7; Type utility (Su); Burn --

Prerequisite(s) continuous regrowth

Your continuous regrowth wild talent instead grants an equal amount of regeneration (cold, fire), as the universal monster ability, and is not negated by negative energy or slashing damage. This wild talent cannot be taken by creatures without a Constitution score and can only heal you up to ³/₄ of your total hit points.

SKILL HACK

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

Prerequisite(s) skilled kineticist^{OA}

You gain any skill unlocks associated with the skills your primary element added to your skill list.

STONE VANDAL

Element(s) earth; Level 1; Type utility (Su); Burn --

You treat all earth and stone as unworked for the purpose of what your wild talents can affect.

TUNDRA'S WRATH

Element(s) water; Level 4; Type utility (Sp); Burn o

Prerequisite(s) cold adaptation^{OA}

Treat this as hostile woodwork, except you instead target ice or snow (or objects or constructs made of such matter), and it works only with cold blast^{OA}, ice blast^{OA}, and composite blasts for which cold blast is a prerequisite. You can accept 1 additional point of burn to target a source of water for this purpose instead.

TWISTED METAL

Element(s) earth; Level 4; Type utility (Sp); Burn o

Prerequisite(s) metal blast^{OA}

Treat this as hostile woodwork, except you instead target metal objects or constructs, and it works only with metal blast^{OA}.

VERDANT AURA

Element(s) wood; Level 2; Type utility (Su); Burn --

Prerequisite(s) flesh of wood^{oo}

Grass and flowers instantly grow around you, even in areas hostile toward them or where plant life couldn't possibly take root. This effect extends to a radius of 10 ft. plus an additional 5 ft. per 3 kineticist levels you possess (up to 30 ft.), allowing all creatures (yourself included) to benefit from woodland step⁰⁰, greater woodland step⁰⁰, and any other effect which benefits those in a forest or grasslands environment. This aura follows and is centered on you, and plants grown with this ability in an area where plants should not exist will instantly wither into nothingness once outside of your aura. This is only active while your flesh of wood⁰⁰ defense wild talent is active.

VERDANT OVERGROWTH

Element(s) wood; Level 4; Type utility (Sp); Burn o

Prerequisite(s) verdant aura, entangling infusion^{OA}

You can cause the plants created by your verdant aura to grow to great heights for 1 minute per kineticist level you possess. The area of your aura is treated as difficult terrain, as per the *entangle* spell. In addition, all creatures within your aura gain concealment against all creatures without the ability to see through plant life, such as the greensight universal monster ability.



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.



DISTANCE BLASTING (COMBAT)

"Peek-a-boo, I see you."

Prerequisite: Far Shot, kinetic blast class feature

Benefit: Increase the range of your kinetic blasts by 50%, but those outside your blast's normal range are made with a -1 penalty to attack rolls for each 10 ft. traveled beyond the blast's normal range. This has no effect on a blast's area of effect (such as from the torrent^{OA}, spray^{OA}, or explosion^{OA} infusions). For kinetic blasts affected by an infusion or utility wild talent which alters their range (such as extended range^{OA} or air's reach^{OA}), treat the range of the blast after accounting for wild talents as its normal range.

ELEMENTAL SOOTHING

"This one goes out to my biggest fan!"

Prerequisite(s): Soundweaver 16th or evoker minstrel 12th, kinetic healer^{OA} utility wild talent

Benefit: By accepting one point of burn as a free action when activating soothing performance, you can choose one creature to be healed as if affected by kinetic healer^{OA} rather than *mass cure serious wounds*, as well as adding the effect of a metahealer^{OA} ability for which you would qualify as a kinetic chirurgeon of your soundweaver or evoker minstrel level.

EXTRA BATTLE BURN

"I burn hotter and faster than anyone else

Prerequisite: War kineticist 7th

Benefit: You gain one additional point of battle burn.

FLASHY FINESSE (COMBAT)

"How can they see with stars in their eyes?"

Prerequisite(s): Weapon Finesse, Cha 15

Benefit: You can choose to add your Charisma modifier rather than Dexterity modifier to attack rolls on attacks which add your Charisma modifier to their damage.

KINETIC CHANNELING

"My faith in the elements empowers me. Let it empower you, as well."

Prerequisite(s): Kinetic chirurgeon^{OA} 4th

Benefit: You gain the supernatural ability to channel positive energy as a cleric of your kineticist level by accepting 2 points of burn, which can be reduced through healing buffer. You cannot apply mercies or metahealing^{OA} to it. This feat counts as the channel energy class feature for the purpose of meeting the prerequisites for feats.

Special: If you take the elemental channel feat, you can only select an element you have through your elemental focus or expanded element class features unless you can channel energy through another source (such as having levels as a cleric). If you possess the negative blast or void healer wild talent, you can choose to channel negative energy instead of positive when selecting this feat.

KINETIC CHANNELING, IMPROVED

"This pain shall soon be but a nightmare from which you've awakened, and shall fade as quickly."

Prerequisite(s): Kinetic channeling (positive)

Benefit: You can apply a mercy and a metahealer^{OA} ability to kinetic channeling when using it to heal.

Special: When applying the ability to use kinetic healer as a swift action, you instead use kinetic channel as a swift action. You cannot apply the ability to cause kinetic healer to affect both you and another target simultaneously to kinetic channeling.

OVERWHELMING PROWESS

"Yeah, I've never been a fan of 'feeling the burn.""

Prerequisites: Overwhelming soul^{OA} 6th, Cha 15

Benefit: You can use the mental prowess^{OA} ability to reduce the burn cost of wild talents an additional number of times per day equal to ½ your Charisma modifier.

PLANAR COMPANION

"I've got friends in high places."

Prerequisites: Kineticist 5th, elemental focus class feature (air, earth, fire, or water), ability to summon creatures with a spell-like ability or access to an animal companion, eidolon, or familiar.

Benefit: Creatures you summon receive a subtype matching your elemental focus. This also applies to any animal companions, eidolons, or familiars you control. Creatures who already have that subtype instead gain an additional 1 HP per hit die.

SPONTANEOUS CHIRURGERY

"Gods they may not be, but the elementals provide me with no less protection than your deity gives you."

Prerequisite(s): Improved Kinetic Channeling or Substantial Channeling

Benefit: You gain the ability to spontaneously cast cure spells as spell-like abilities. Doing so requires your kinetic chirurgeon^{OA} level to be at least twice that of the cure spell you wish to cast and for you to accept 1 point of burn, which can be reduced with healing buffer. You can accept an additional 1 burn to apply the effects of either the empowered spell or intensified spell metamagic feats, or 2 burn to apply both effects.

Special: If you channel negative energy with kinetic channeling, you instead spontaneously cast inflict spells.

SUBSTANTIAL CHANNELING

"May the power of kinesis compel you!"

Prerequisite(s) Kinetic Channeling (negative)

Benefit: Choose one substance infusion wild talent of your primary element for which you would qualify if you could learn infusions. When you use kinetic channeling to deal damage, you can take an additional amount of burn equal to twice the chosen infusion's burn cost to apply its effects to each creature damaged. This additional burn cannot be reduced by healing buffer. You can spend 24 hours in meditation to change the substance infusion this feat grants.

KINETICIST MAGIC ITEMS

The following items are of particular use to kineticists and those classes and creatures who share their ability to manipulate matter and energy through blasts, infusions, and wild talents.

PLANAR GATES TATTOO

PRICE 1,300 GP

Slot none; CL 3rd; Weight —

AURA faint evocation

Thin lines on the face cross vertically over the bearer's eyes, branching out to surround them in intricate swirls. When a kineticist bears this tattoo, the ink glows faintly with their elemental power, and their eyes take on an unsettling shine which flares up to a brilliant light moments before unleashing a kinetic blast. The bearer of this tattoo can use an energy kinetic blast they know by firing their kinetic power through their eyes, allowing them to use them without free hands. Kinetic blasts fired this way are treated as rays for the purpose of effects which affect rays.

CONSTRUCTION REQUIREMENTS COST 650 GP

Inscribe Magical Tattoo, kinetic blast class feature

LEVIATHAN CROSS

PRICE 12,335 GP

Slot none; CL 12th; Weight 9 lbs.

AURA strong conjuration

This +1 conductive light crossbow is designed with kinetic powers in mind. It is a solid steel blue weapon with thin conduits carved along the stock; these conduits glow brightly as a kineticist pours their kinetic power into it, usually in a color matching with the blast's elements. If the weapon's conductive property is used to deliver a kinetic blast, the bolt fired can twist and turn along its trajectory as if it was a kinetic blast affected by the snake infusion, except using the weapon's range. This affects the crossbow bolt, not the blast, and the kineticist can still apply form infusions as normal.

CONSTRUCTION REQUIREMENTS COST 6,335 GP

Craft Magic Arms and Armor, snake infusion

ENERGIZING (ARMOR PROPERTY) PRICE +10,000 GP

Slot none; CL 7th; Weight ----

AURA moderate abjuration

A set of armor with this quality is riddled with thin crystalline tubes that appear as ornate piping; these are able to sap the power of a kineticist's abilities. As an immediate action when the wearer is affected by a wild talent for which they are a



target, they can activate the armor to convert the kinetic energy, receiving a number of temporary hit points equal to twice the wild talent's level. The wearer can only use this effect a number of times equal to their Constitution modifier (minimum 1), and these temporary hit points do not stack with each other, lasting up to 1 hour or until lost. Anyone targeting a creature wearing armor with this quality with a wild talent can accept an additional 1 point of burn to prevent the target from using this effect.

CONSTRUCTION REQUIREMENTS COST 5,000 GP

Craft Magic Arms and Armor, internal buffer class feature



The kineticist as described in *Pathfinder Roleplaying Game Occult Adventures* deals primarily with manipulating the physical world, whether with matter or energy, drawing upon the classical Platonic elements of air, earth, fire, and water, alongside the mysterious transelemental aether. A range of 3rd-party products, however, have explored many alternate elements for kineticists to use, retaining the basic structure and mechanics of the class but creating entirely different specializations depending on which element is favored by the kineticist in question. This product introduces a very different type of kineticist, one whose mastery of manipulation resides in the realm of the mind, wielding psychic power as a crushing hammer or a surgeon's scalpel to master her foes.

While some kineticists use their mind to bring elements into being, a neurokineticist controls the basics of psychic energy itself, holding power over the minds of others. Able to misdirect, control, and destroy the minds of those who stand against them, neurokineticists are among the most stealthy of their kind, as their powers are far more subtle than those of others. This however only serves to make them more dangerous, as the puppets of a neurokinecist can be anywhere, their influence felt by all those who come into contact with their mentally altered allies and foes. Those who cross a neurokineticist will come to regret that decision, if they are even capable of remembering it.



- **Basic Manipulation**: A neurokineticist gains basic neurokinesis.
- **Basic Blast**: A neurokineticist gains the mental blast as a simple blast wild talent.
- Defense: A neurokineticist's defense is Numbness.
- Wild 'Talents All mind wild talents are mind-affecting effects unless otherwise stated.

1st- basic neurokinesis, amnesia infusion †, aphasia infusion †, dizzying infusion †, doubting infusion t, esoteric knowledge, expanded telepathy, kinetic healer^{0A}, mindlink, predicted maneuvers, psychic persuasion, reifying infusion †, smooth negotiator, stimulated intellect; 2nd- all in your head, blinded mind's eye, cupid infusion †, cerebral manipulation, combat traitor, eclectic knowledge, flash of amnesia, mind reader, overtaxing infusion †, perfect disguise, psychic duelist, spellbane infusion [†], thought shield, wrathful infusion †; 3rd-accelerated cognition, habitual liar, haphephobia, additional allies, empathetic surge †, hivemind, implant dream, improved wrathful infusion †, mania/phobia, mesmerizing suggestion, no filter, paranoia infusion †, piercing thoughts, scrambling infusion †, spellthief, stumbling infusion †, synaptic infusion †; 4th- disabling infusion †, enduring control, improved hivemind, improved mind reader, improved smooth negotiator, mental erasure, mind's eye, pacifying infusion †, passive telepuppet, psychic connection †, psychosomatic malady; 5th- flood psyche, hypochondria, improved empathetic surge †, improved cerebral manipulation, improved implant dream, improved mesmerizing suggestion, improved spellthief, lock up infusion †, mindscape architect, psychic network, stupefying infusion †, unraveling infusion †; 6th- active telepuppet, gorgon gaze †, greater hivemind, improved mind's eye, psychic enslavement, psychological healing, sleepwalker, slumber infusion [†], suffocate^{OA}; 7th- greater empathetic surge †, greater mesmerizing suggestion, improved stupefying infusion †, improved synaptic infusion †, mind break, psychic hotline, psychosomatic calamity, psycho crusher, spell deflection; 8thdominating infusion †, grant sentience, improved psychic connection †, improved mindscape architect, mind over matter, true amnesia; 9theternal domination, greater cerebral manipulation, lobotomizing infusion †

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

BASIC BLAST

Mental Blast

Element(s) mind; Type simple blast (Sp); Level —; Burn o Blast Type energy; Damage untyped You assault your foe with pure psionic energy.

COMPOSITE BLAST

Cerebral Empowerment

Element(s) mind; Type composite blast (Sp); Level --; Burn 2

Prerequisite(s) mental blast, expanded element (any)

Blast Type special; Damage see text

You enhance your concentration on a simple blast simple blast, increasing its damage die by 1 step; it otherwise deals damage as per the simple blast. At 15th level, you can also focus a composite blast in this way, though to do so you must accept 1 additional point of burn.



ENCEPHALON BLAST

Element(s) mind; Type composite blast (Sp); Level --; Burn 2 Prerequisite elemental focus (mind), expanded focus (mind) Blast Type energy; Damage untyped

You can exert greater control over a creature's mind.

ELEMENTAL DEFENSE

Numbness

Element(s) mind; Type defense (Sp); Level --; Burn o

Your body grows numb to pain, allowing you to stand incredible pain. You can treat up to 2 points of lethal damage you take each round as nonlethal damage and gain a 5% chance to ignore critical hits or sneak attacks. At 4th level and every 4 levels thereafter, you can treat 2 more points of lethal damage as nonlethal damage. You can accept 1 point of burn to increase the amount of lethal damage you can treat as nonlethal damage by 2 and increase your chance of ignoring critical hits or sneak attacks by 5%, up to 100%. The chance of ignoring critical hits and sneak attacks granted by this wild talent stacks with the chance granted by elemental overflow and other wild talents to a maximum of 100%.

Whenever you accept 1 or more points of burn when using a mind wild talent, you gain a competence bonus to will saves equal to $\frac{1}{2}$ your Constitution modifier (minimum 1) for 1 round. You can dismiss and restore this effect as an immediate action.

MIND INFUSIONS

AMNESIA INFUSION

Element(s) mind; Type substance infusion; Level 2; Burn 2

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast can wipe a foe's memory clean. A foe dealt damage by this infusion loses all memories of the last round. You can increase the burn cost of this infusion by 1 to increase the length of memories lost by 1 round per 3 kineticist levels you possess.

APHASIA INFUSION

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

Associated Blasts encephalon, mental

Saving Throw Will negates

You scramble a foe's ability to understand any communication. A foe dealt damage by this infusion is unable to understand any communication for 1 round per kineticist level you possess as per the *aphasia*^{UI} spell. You can increase the burn cost of this infusion by 1 to increase the duration to 1 minute per kineticist level you possess.

CUPID INFUSION

Element(s) mind; Type substance infusion; Level 2; Burn 2

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast can fill a target with lust. A foe dealt damage by this infusion is must find the object of their affection designated by you as per *unnatural lust*^{UM} for 1 round. You can increase the burn cost of this infusion by 1 to increase the duration by 1 round per 3 kineticist levels you possess. This is a compulsion effect.

DISABLING INFUSION

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

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast can sever a target's mental connection with their senses. A foe dealt damage by this infusion is either blinded, deafened, mute, or unable to smell for 1 round per 3 kineticist levels you possess. You decide which condition you wish to inflict upon a foe upon using this infusion. At 8th level, this infusion can also negate blindsense, blindsight, telepathy,tremorsense, or truesight. You can increase the burn cost of this infusion by 1 to target 2 senses with this ability.

DIZZYING INFUSION

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

Associated Blasts encephalon, mental

Saving Throw Will negates

You know how to overstimulate your foe's senses. A foe dealt damage by this infusion is dazzled for a number of rounds equal to your Constitution modifier (minimum 1).

DOMINATING INFUSION

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

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast completely overrides a foe's thoughts. A foe damaged by this infusion has all of its actions determined by you until the beginning of its next round. You can increase the burn cost of this infusion by 1 to increase the duration of this effect by 1 round.

DOUBTING INFUSION

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

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast causes doubt within a foe, making them less adept at dealing damage. A foe dealt damage by this infusion deals minimum damage with all melee and ranged weapon attacks they make until the beginning of their next round. You can increase the burn cost of this infusion by 1 to increase the duration by 1 round per every 3 kineticist levels you possess.

EMPATHETIC SURGE

Element(s) mind; Type form infusion; Level 3; Burn 2

Associated Blasts encephalon, mental

Saving Throw Will half

Your blast can damage those around your foe. Select one foe within 30 ft.; all creatures within 5 ft. of that foe (including the target) are affected by your blast. You can increase the burn cost of this infusion by 1 to select a number of creatures up to your Constitution modifier to be unaffected by this infusion.

EMPATHETIC SURGE, IMPROVED

Element(s) mind; Type form infusion; Level 5; Burn 3

Prerequisite(s) empathetic surge, extended range^{OA}

Associated Blasts encephalon, mental

Saving Throw Will half

Your blast causes an even larger area of mental damage. Treat this as empathetic surge except that the foe can be within 120 ft., and it affects all creatures within 15 ft. of the targeted foe.

EMPATHETIC SURGE, GREATER

Element(s) mind; Type form infusion; Level 7; Burn 4

Prerequisite(s) improved empathetic surge

Associated Blasts encephalon, mental

Saving Throw Will half

Your blast creatures a massive area of mental damage. Treat this as improved empathetic surge, except it affects all creatures within 30 ft. of the targeted foe.

GORGON GAZE

Element(s) mind; Type form infusion; Level 6; Burn 4

Associated Blasts encephalon, mental

Saving Throw Will negates

You can concentrate your blast through a piercing gaze. You gain a gaze attack for 1 round per 3 kineticist levels you possess (or until you dismiss it as a free action) which affects those that meet your gaze with the effects of the infused blast, dealing ½ damage. You can perform other actions during this blast's duration, but attempting to use another kinetic blast immediately dismisses the gaze attack. If this blast's total burn cost before applying any reduction for gather power is o, this infusion instead last for 1 minute.

LOBOTOMIZING INFUSION

Element(s) mind; Type substance infusion; Level 9; Burn 5

Associated Blasts encephalon, mental

Saving Throw Will partial (see text)

Your blast bores through an enemy's brain, effectively destroying it. Those affected by this blast permanently lose their Intelligence score, lose all class levels as per the madness affliction amnesia^{GMG}, and become mindless. Those affected can have *awaken* cast on them regardless of their type; if they have been affected for 1 week or less this reverses the effect completely, but it otherwise functions as if casting *awaken* on a plant although it returns all lost levels as well. This effect cannot otherwise be cured by anything short of a *miracle* or *wish*. A creature that makes its save against this ability instead suffers 14 Intelligence drain.

LOCK UP INFUSION

Element(s) mind; Type substance infusion; Level 5; Burn 3

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast overloads a target's mind, causing them to seize up. A foe dealt damage by this infusion is paralyzed for 1 round per 3 kineticist levels you possess.

OVERTAXING INFUSION

Element(s) mind; Type substance infusion; Level 2; Burn 2

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast overloads a foe's mind, leaving them unable to focus. A foe dealt damage by this infusion cannot maintain concentration on spells and is unable to take 20 on a skill check for 10 minutes for every 3 kineticist levels you possess.

PACIFYING INFUSION

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

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast can remove the aggression from a foe. A foe dealt damage by this infusion cannot make an attack roll or target foes with extraordinary abilities, spells, spell-like abilities, or supernatural abilities for 1 round per 3 kineticist levels you possess. As a move action, a foe can attempt a Will save against this effect, ignoring it for 1 round on a successful save.

PARANOIA INFUSION

Element(s) mind; Type substance infusion; Level 3; Burn 2 Associated Blasts encephalon, mental



Saving Throw Will negates

You sow the seeds of doubt into a foe's mind. A foe dealt damage by this infusion must make an attack of opportunity against any creature that provokes an attack of opportunity from them and must make a saving throw against any spell that affects them even if it is harmless for 1 round per 2 kineticist levels you possess.

PSYCHIC CONNECTION

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

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast can forge a connection between your mind and others. A foe dealt damage by this infusion become attuned to your mental wavelengths for 1 minute per kineticist level you possess. You can target the creature with any mind wild talent as a full-round action regardless of range as long as they are on the same plane as you, treating them as if you have line of sight to them; blasts targeting this creature appear directly in their space, only affecting them unless you accept 1 point of burn. You can only form a psychic connection with one target at a time; if it affects another creature, the previous effect ends. You can end this effect early as a free action. This can not be used with form infusions other than extended range^{OA}, extreme range^{OA}, or snake^{OA}.

PSYCHIC CONNECTION, IMPROVED

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

Prerequisite(s) psychic connection

Associated Blasts encephalon, mental

Saving Throw Will negates

Treat this as the psychic connection infusion, except the effect lasts until the next time you recover burn. You can accept an additional 1 point of burn to make the effect permanent until the next time a creature is affected by the psychic connection or improved psychic connection infusions.

REIFYING INFUSION

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

Associated Blasts encephalon, mental

Saving Throw none

Your blast is made tangible enough to effect mindless creatures. Mindless creatures and creatures immune to mind-affecting effects are affected by your kinetic blast as though they were not mindless or immune, though they receive a +8 bonus on their saves against mind-affecting effects. You can increase the burn cost of this infusion by 1 or more, reducing the bonus they receive by 2 for each point of additional burn. This infusion does not count against your limit of one substance infusion per blast.



SCRAMBLING INFUSION

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

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast can scramble the signals in a foe's brain. A foe dealt damage by this infusion is confused for 1 round per 4 kineticist levels you possess.

SLUMBER INFUSION

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

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast can shut down a foe's body. A foe dealt damage by this infusion falls asleep as per the *sleep* spell for 1 round per 2 kineticist levels you possess.

SPELLBANE INFUSION

Element(s) mind; Type substance infusion; Level 2; Burn 2

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast eliminates magical knowledge from a foe. A spellcasting foe dealt damage by this infusion loses one randomly determined prepared spell if they are a prepared caster, or spell slot from the highest level of spell they can cast if they are a spontaneous caster. You can increase the burn cost of this infusion by 1 to cause the foe to lose an additional prepared spell or spell slot.

STUMBLING INFUSION

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

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast can cut off the connection between a foe's brain and their body. A foe dealt damage by this infusion takes a -4penalty to Dexterity and must make a reflex save if they move further than 5 ft. in a round or fall prone until the beginning of their next round. You can increase the burn cost of this infusion by 1 to increase the duration of this infusion by 1 round.

STUPEFYING INFUSION

Element(s) mind; Type substance infusion; Level 5; Burn 3

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast are capable of mentally damaging a target. A foe dealt damage by this infusion also takes 2 damage to a mental ability of your choice.

STUPEFYING INFUSION, IMPROVED

Element(s) mind; Type substance infusion; Level 7; Burn 4

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast can mentally cripple others more easily. Treat this as stupefying infusion except that you can select two different mental abilities to damage.

SYNAPTIC INFUSION

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

Associated blasts encephalon, mental

Saving Throw Will negates

You cause the synapses in the target's mind to fire rapidly, making it hard for them to communicate or stay on simple tasks. Treat creatures damaged by this blast as if under the effects of *synaptic scramble*^{OA} for 1 round per kineticist level you possess.



SYNAPTIC INFUSION, IMPROVED

Element(s) mind; **Type** substance infusion; **Level** 7; **Burn** 4 **Prerequisite(s)** synaptic infusion

Associated blasts encephalon, mental

Saving Throw Will negates

Treat this as synaptic infusion, except it lasts for 1 hour per kineticist level you possess.

WRATHFUL INFUSION

Element(s) mind; Type substance infusion; Level 2; Burn 2

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast fills the target with fury. Those affected by this infusion fall under the effects of *rage*, as the spell, for 1 round per kineticist level you possess (minimum 1 round), except it does not provide a bonus to Strength, Constitution, or Will saves. You can increase the burn cost of this blast by 1 to reduce the damage this blast causes to 0 and allow it to provide its normal bonuses.

WRATHFUL INFUSION, IMPROVED

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

Prerequisite(s) wrathful infusion

Associated Blasts encephalon, mental

Saving Throw Will negates

Your blast can fill creatures with an unquenchable thirst for blood. Treat this as wrathful infusion, except those dealt damage by it are also under the effects of a *jealous rage*^{oo} spell for the duration of the rage it causes. You can increase the burn cost of this infusion by 1 to reduce this blast's damage to o and replace the effects of *jealous rage*^{oo} with the effects of *blood scent*^{ARG}.

MIND UTILITY WILD TALENTS

ACCELERATED COGNITION

Element(s) mind; Level 3; Type utility (Sp); Burn o

You can force your mind to work at incredible speeds as a fullround action, treating yourself as though under the effect of a *haste* spell as well as granting you a competence bonus to perception checks equal to $\frac{1}{2}$ your kineticist level for 1 round per 3 kineticist levels you possess. You can accept 1 point of burn to use this ability as a swift action.

ADDITIONAL ALLIES

Element(s) mind; **Level** 3; **Type** utility (Sp); **Burn** o **Prerequisite** psychic persuasion or smooth negotiator You know how to keep more than one foe under your control, being able to have 1 additional creatures affected by your psychic persuasion or smooth negotiator wild talent per 6 kineticist levels you possess.

ALL IN YOUR HEAD

Element(s) mind; Level 2; Type utility (Su); Burn --

Prerequisite(s) mindlink

You can increase the burn cost of a mind kinetic blast by 1 to feed its effects directly into its targets' minds. The blast appears directly in the targeted space rather than travelling to it, its visual or audio effects cannot be perceived by those unaffected by it other than yourself, and it is considered an illusion (phantasm), allowing a Will save to disbelieve equal to the blast's normal DC (10 + Constitution mod + $\frac{1}{2}$ kineticist level). If a creature makes their save to disbelieve the phantasm, they are unaffected by the kinetic blast.

BASIC NEUROKINESIS

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

You have learned the basics of neurokinesis, gaining telepathy with a range of 5 ft. as well as the ability to grant yourself a +2 bonus on any Intelligence-based skill check as a move action. You are also always aware of if a creature has failed a save against one of your mind wild talents.

BLINDED MIND'S EYE

Element(s) mind; Level 2; Type utility (Sp); Burn o

Saving Throw Will negates; Spell Resistance yes

You can hide your presence from 1 creature per 2 kineticist levels you possess as per *hidden presence*^{UI}.

CEREBRAL MANIPULATION

Element(s) mind; Level 2; Type utility (Sp); Burn o

Saving Throw Will negates; Spell Resistance yes

You can remove or implant memories into a creature's mind as per *false belief*¹¹.

CEREBRAL MANIPULATION, IMPROVED

Element(s) mind; Level 5; Type utility (Sp); Burn 1

Prerequisite(s) cerebral manipulation

Saving Throw Will negates; Spell Resistance yes

Treat this talent as cerebral manipulation except that it is now treated as *modify memory*.

CEREBRAL MANIPULATION, GREATER

Element(s) mind; Level 9; Type utility (Sp); Burn 2

Prerequisite(s) improved cerebral manipulation

Saving Throw Will negates Spell Resistance yes

Treat this as cerebral manipulation except that it takes 1 hour to use and allows you to enter the mind of a target, learning everything the target knows. While inside of their mind, you can manipulate the target's mind in the following ways:

-Erasing any memories of events, people, places, or up to 1 week of a creature's memories

-Create false memories inside of a creature's mind, such as events that didn't happen or altering how they remember events that did happen

-Bestowing up to 1 negative level per 2 kineticist levels you possess as per the *mindwipe*^{OA} spell

-Alter the creature's alignment, personality, beliefs, and/or opinions however you wish

-You program a certain action or situation (such as speaking to a designated individual, being reduced to o or lower hit points,holding a certain item, or being captured) to either trigger the effects of your mental alterations or remove their effects

The effects of this ability are permanent (except for negative levels) and can only be fixed with a greater restoration, miracle or wish spell, or this wild talent, but the target of the ability is aware their memories have been altered, even if the cause of their altered memory is unknown to them. You must be within 60 ft. of the target to use this ability, regardless of any other abilities you possess, and the target must be awake unless you possess the improved implant dream wild talent.

COMBAT TRAITOR

Element(s) mind; Level 2; Type utility (Su); Burn --

Prerequisite(s) psychic persuasion

You can increase the burn cost of psychic persuasion by 1 to use it as a swift or immediate action, and creatures do not gain a +5 to their saves if they are being threatened or attacked by you or your allies.

ECLECTIC KNOWLEDGE

Element(s) mind; Level 2; Type utility (Su); Burn --

Prerequisite(s) esoteric knowledge

You receive one additional skill rank whenever you gain a kineticist level; skill ranks gained through this talent can only be placed in skills associated with a mental score. Skill ranks are granted retroactively upon taking this wild talent.

ENDURING CONTROL

Element(s) mind; Level 4; Type utility (Sp); Burn o

Prerequisite(s) psychic persuasion

Whenever the duration of your psychic persuasion ends, any creature who would no longer be under its effect must make a will save with a +2 bonus. Failing this save extends the duration of the ability by 10 minutes per 2 kineticist levels you possess. You can accept 1 point of burn when a creature fails their save as an immediate action to instead extend the duration of the ability by 1 hour per 2 kineticist levels you possess, and you are always aware when your psychic persuasion is ending. Each time a creature would make a save against this effect, they gain a +1 bonus for each save it previously failed. You cannot use this ability when the duration of your psychic persuasion would end due to using it against another creature.

ESOTERIC KNOWLEDGE

Element(s) mind; Level 1; Type utility (Su); Burn --

Select one Knowledge skill; you are treated as though you had a number of ranks in that Knowledge skill equal to your kineticist level you possess. You can accept 1 point of burn to change your selected Knowledge skill to a different Knowledge skill. If you do so, you can switch your selected Knowledge skill and your original Knowledge skill as a swift action until you recover burn, returning to your initial Knowledge skill at that time. You can select this talent a second time at 10th level.

ETERNAL DOMINATION

Element(s) mind; Level 9; Type utility (Sp); Burn o

Prerequisite(s) psychic enslavement

Saving Throw Will negates Spell Resistance yes

Your mental domination has reached its pinnacle. Select one creature affected by your psychic persuasion. The duration of that ability is now permanent and works even if you and the target are on different planes, requiring a wish or miracle spell to end its effect. You can end this effect as a full-round action, severing any mental control you have over the target. This effect is treated as extraordinary for the purpose of working inside areas where magic does not function. This is a compulsion effect.

EXPANDED TELEPATHY

Element(s) mind; Level 1; Type utility (Su); Burn --

Prerequisite(s) basic neurokinesis

Your mind can link with those further away, increasing the range of your telepathy by 10 ft. per 2 kineticist levels you possess.

FLASH OF AMNESIA

Element(s) mind; Level 2; Type utility (Sp); Burn o

Saving Throw Will negates; Spell Resistance yes

You know how to alter the short term memory of others as a full-round action, allowing you to erase up to the last minute of memories from a creature.



FLOOD PSYCHE

Element(s) mind; Level 5; Type utility (Sp); Burn 1

Saving Throw Will disbelief; Spell Resistance yes

You can flood the surrounding area with a wash of psychic energy, treating it as *mind fog*.

GRANT SENTIENCE

Element(s) mind; Level 8; Type utility (Sp); Burn 1

Saving Throw Will negates (harmless); Spell Resistance yes

You can imbue non-sentient beings with a mind, affecting the target as if with an *awaken* spell. This ability can affect only plants, animals, and vermin with an Intelligence score of 2 or lower, and can affect them even if they are mindless. This ability ignores immunity to mind-affecting effects.

HABITUAL LIAR

Element(s) mind; Level 3; Type utility (Sp); Burn o

Saving Throw Will negates; Spell Resistance yes

You force a creature to lie whenever it speaks for 10 minutes per kineticist level you possess as per the *compulsive liar*^{UI} spell. You can accept 1 point of burn to also treat the target as though under the effects of *deceitful veneer*^{UI}. This is a compulsion effect.

HAPHEPHOBIA

Element(s) mind; Level 3; Type utility (Sp); Burn o

Saving Throw Will negates; Spell Resistance yes

Your targets become incredibly scared of physical contact. For 1 minute per 2 kineticist levels you possess, they cannot deliver effects or abilities by touching or making touch attacks (such as the paladin's lay on hands or the *chill touch* spell) or perform unarmed strikes or natural attacks unless they first succeed a Will save with this talent's DC to allow them to do so that round, and harmless effects and abilities targeting them that require a touch must pass their touch AC as if made as a melee touch attack, or have no effect. This doesn't affect touch attacks delivered without making direct contact (such as ranged touch attacks, or melee touch attacks made with a conductive^{UE} weapon). You can accept 1 point of burn to increase the duration to 1 day per kineticist level. This ability is a fear effect.

HIVEMIND

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

Prerequisite(s) basic neurokinesis

All creatures within the range of your telepathy also gain telepathy with the same range as your own. Whenever a creature enters the range of your telepathy, you can choose to exclude them from this effect.

HIVEMIND, IMPROVED

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

Prerequisite(s) hivemind

You have access to all teamwork feats possessed by allies affected by your hivemind as if you possessed those feats. You can accept 1 point of burn and choose one teamwork feat you possess (including those known through this ability) plus an additional one per 5 kineticist levels you possess; for one minute, any allies affected by your hivemind can access the feat(s) you chose as if they possessed them.

HIVEMIND, GREATER

Element(s) mind; Level 6; Type utility (Su); Burn 1

Prerequisite(s) improved hivemind

Until the next time you recover burn, you have access to all teamwork feats possessed by every non-mindless creature within range of your telepathy (even those excluded from your hivemind), and can share those feats with your allies with improved hivemind. In addition, those who have gained telepathy through your hivemind are treated as having the hivemind wild talent as well.





Element(s) mind; Level 5; Type utility (Su); Burn --

Requirement(s) haphephobia

Victims of your haphephobia wild talent are sickened for 1 round whenever they successfully use or are affected by an action that would trigger haphephobia. If they were already sickened when they successfully use an action that would trigger haphephobia, you can accept 1 point of burn as an immediate action to intensify their phobia, causing them to become nauseated for a number of rounds equal to $\frac{1}{2}$ your Constitution modifier (minimum 1) and sickened for the same duration once the nauseated condition is removed. This is a fear effect.

IMPLANT DREAM

Element(s) mind; Level 3; Type utility (Sp); Burn 1

Saving Throw Will negates; Spell Resistance yes

You are capable of subconscious implanting a thought into a creature's dreams. You can implant up to 25 words into a creature's subconscious which it will hear the next time it sleep. The way it hears and interprets these words is up to the target, as you have no control over how these words will manifest in their dream.

IMPLANT DREAM, IMPROVED

Element(s) mind; Level 5; Type utility (Sp); Burn o

Prerequisite(s) implant dream

Saving Throw Will negates; Spell Resistance yes

This works as implant dream, except you can make the target entirely aware of the intent behind your words, choosing a form for them to see that will speak your message in clear terms. You can also create it as a *nightmare*, forcing the target to make a will save or gain no benefit from resting for the next 24 hours. If used in this way, this ability is a fear effect.

MANIA/PHOBIA

Element(s) mind; Level 3; Type utility (Sp); Burn o

Saving Throw will negates

You know how to trigger intense fear or fascination inside of a creature's mind. Select a single substance or object such as but not limited to fire, water, blood, acid, darkness, insects and spiders, incorporeal creatures, or nature to become the object of the target's mania or phobia as per the madness affliction mania/phobia^{GMG}. This mania or phobia last until cured normally, and you can accept 1 burn while using this ability to replace the normal will save for a mania or phobia with the will save for this wild talent. If you select phobia for this, this ability is treated as a fear effect.

MENTAL ERASURE

Element(s) mind; Level 4; Type utility (Sp); Burn o

Saving Throw Will negates; Spell Resistance yes

You're capable of burning away a target's mind as per the $mindwipe^{OA}$ spell, although you can only apply a maximum number of negative levels to a creature equal to $\frac{1}{2}$ your kineticist level with this ability.

MESMERIZING SUGGESTION

Element(s) mind; Level 3; Type utility (Sp); Burn 1

When you select this wild talent, select 1 mesmerist trick^{OA}. Whenever you use this ability, you gain a number of uses of this mesmerist trick equal to your Constitution modifier (minimum 1), being able apply it to yourself as if using the mesmerist tricks class feature. Use your kineticist levels and Constitution modifier in place of mesmerist levels and Charisma modifier to determine the DCs for and effects of tricks. You can not implant this trick into another creature.

MESMERIZING SUGGESTION, IMPROVED

Element(s) mind; Level 5; Type utility (Sp); Burn o

Prerequisite(s) mesmerizing suggestion

You learn 1 additional mesmerist trick which you can implant through mesmerizing suggestion. You can also implant a number of tricks into other creatures as per the mesmerist tricks class feature, and can activate them if those creatures are within range of your telepathy. Each time you use mesmerizing suggestion, you can implant 1 additional trick per 4 kineticist levels you possess.

MESMERIZING SUGGESTION, GREATER

Element(s) mind; Level 7; Type utility (Sp); Burn o

Prerequisite(s) improved mesmerizing suggestion

You gain one additional mesmerist trick and one masterful trick^{OA} which you can implant through mesmerizing suggestion. In addition, you can accept an additional 1 point of burn when implanting a trick to allow it to remain implanted even when activated, lasting until you next recover burn; this increases to 2 points of burn if this is used with a masterful trick, and cannot be used with a trick that grants temporary hit points or heals damage.

MINDLINK

Element(s) mind; Level 1; Type utility (Su); Burn --

You can detect the emotional state of those around you. You treat any creature within 100 ft. as if they had the a familiar's empathic link ability, except they cannot sense your emotions in return. Any creature made aware of this effect can attempt a Will save (DC = 10 + $\frac{1}{2}$ your kineticist level + your Con modifier) once per round as a swift action that requires concentration to break the link for 24 hours.



MINDSCAPE ARCHITECT

Element(s) mind; Level 5; Type utility (Sp); Burn o

Saving Throw Will disbelief; Spell Resistance yes

You know how to create your own mindscape, as per the *create mindscape*^{OA} spell, and can use the *mindscape door*^{OA} spell inside of any mindscape you create. You can accept 1 burn to use *mindscape door* inside of a mindscape created by another creature.

MINDSCAPE ARCHITECT, IMPROVED

Element(s) mind; Level 8; Type utility (Sp); Burn o

Prerequisite(s) mindscape architect

You can now treat this ability as *create greater mindscape*^{OA} and do not need to accept burn to use *mindscape door* inside of a mindscape created by another creature. You can also maintain one permanent mindscape of your own creation. If this permanent mindscape is dispelled, you can recreate it as a standard action.

MIND BREAK

Element(s) mind; Level 7; Type utility (Sp); Burn 1

Saving Throw Will negates; Spell Resistance yes

Your psychic powers can destroy a creature's mind as per the *insanity* spell.

MIND OVER MATTER

Element(s) mind; Level 8; Type utility (Sp); Burn o

You can select one object within 60 ft. of yourself, treating yourself as though under the effects of a *subjective reality*⁰⁰ spell in regards to it.

MIND'S EYE

Element(s) mind; Level 4; Type utility (Sp); Burn o

Prerequisite(s) basic neurokinesis

As a move action, you gain blindsense equal to the distance of your telepathy for 1 round per 2 kineticist levels you possess. You can accept 1 point of burn to increase the duration to 1 minute per 2 kineticist levels you possess. This blindsense cannot detect creatures without an intelligence score or those immune to mind-affecting effects.

MIND'S EYE, IMPROVED

Element(s) mind; Level 6; Type utility (Sp); Burn o

Prerequisite(s) expanded telepathy, mind's eyes

As a move action, you gain blindsight equal to the distance

of your telepathy for 1 round per 2 kineticist levels you possess, closing your eyes to do so. You can accept 1 point of burn to increase the duration to 1 minute per 2 kineticist levels you possess. This blindsight cannot detect creatures without an intelligence score or those immune to mindaffecting effects.

MIND READER

Element(s) mind; Level 2; Type utility (Sp); Burn o

Prerequisite(s) basic neurokinesis

Saving Throw Will negates; Spell Resistance yes

You can delve into the mind of a single creature within the range of your telepathy, otherwise acting as per the *detect thoughts* spell. At 6th level and every 4 levels after, you can detect the thoughts of an additional creature.

MIND READER, IMPROVED

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

Prerequisite(s) mind reader

Your mind reader talent can also be used as *detect anxieties*^{UI} and *detect desires*^{UI} and detect the thoughts of 1 additional creature.

NO FILTER

Element(s) mind; Level 3; Type utility (Sp); Burn o

Saving Throw Will negates (see text); Spell Resistance yes

As long as you maintain concentration on a target within 120 ft. and they remain within line of effect, they become unable to hold their thoughts in. They automatically fail any Bluff, Diplomacy, or Sleight of Hand attempt they make to deceive or hide the truth from another creature unless they also succeed a Will save (DC = 10 + your kineticist level). If you possess the mindlink wild talent, you can accept 1 point of burn as a swift action when you sense negative emotions toward another creature to compel the affected creature to blurt out those thoughts unless they succeed an additional Will save (DC = 20 + your kineticist level). Creatures that have taken a vow of silence receive a +10 circumstance bonus to these saves, and this ability cannot affect creatures with animal intelligence.

PERFECT DISGUISE

Element(s) mind; Level 2; Type utility (Sp); Burn o

Saving Throw Will negates; Spell Resistance yes

You are capable of drawing out the memories of a creature to create a disguise as per the *assumed likeness*^{ISI} spell. You can accept 1 burn to increase the duration of this ability to 1 hour per kineticist level you possess or to double the effects of your chosen emotion. This is a phantasm effect.

PIERCING THOUGHTS

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

You are adept at breaking through barriers to someone's mind. If a creature receives any bonuses to their Will save which specifically protect against mind-affecting effects (such as *mind blank* or the bonus provided by reifying infusion), ignore an amount of the sum of those bonuses equal to 1 per 3 kineticist levels you possess (minimum 1) when affecting a creature with a mind wild talent (ex: a 9th level kineticist could treat a creature under the effects of *mind blank* as receiving a +5 bonus to mindaffecting spells and effects).

PREDICTED MANEUVERS

Element(s) mind; Level 1; Type utility (Su); Burn --

Prerequisite(s) basic neurokinesis

When you ready any mind wild talent against a specific type of attack action or combat maneuver, increase its DC by +1. This bonus increases by +1 at 5th level and every 5 levels thereafter. If a kinetic blast or an attack using a kinetic blast is readied this way, you can apply this bonus to its attack roll(s) instead.

PSYCHIC DUELIST

Element(s) mind; Level 2; Type utility (Sp); Burn o

Saving Throw Will negates; Spell Resistance yes

You know how to draw people into mental combat as per the *instigate psychic duel*^{OA} spell.

PSYCHIC ENSLAVEMENT

Element(s) mind; Level 6; Type utility (Sp); Burn --

Prerequisite(s) psychic persuasion

Treat this as psychic persuasion except it can now function as as *dominate person* or *dominate animal* with a duration of 10 minutes per kineticist level you possess. At 18th level, you can instead treat it as *dominate monster*. You can accept 1 point of burn to increase the duration to 2 hours per kineticist level you possess. This is a compulsion effect.

PSYCHIC HOTLINE

Element(s) mind; Level 7; Type utility (Sp); Burn 1

Prerequisite(s) psychic connection

As a full-round action, you can treat a creature affected by your psychic connection as the source of a mind wild talent you use as part of this ability. You are not required to accept additional burn to have a wild talent used in this way affect creatures other than the one affected by your psychic connection.

PSYCHIC NETWORK

Element(s) mind; Level 5; Type utility (Su); Burn --

Prerequisite(s) psychic connection

You can affect one additional creature with your psychic connection per 6 kineticist levels you possess. When you target one of these creatures with a mind wild talent through psychic connection, you can accept 1 point of burn at will to have that talent affect an additional creature affected by your psychic connection. Burn accepted this way to use a kinetic blast cannot be reduced through gather power.

PSYCHIC PERSUASION

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

Saving Throw Will negates; Spell Resistance yes

You know how to persuade others as per *charm* person or *charm* animal, although the duration is reduced to 10 minutes per kineticist level you possess. At 6th level you can instead treat this as *charm* monster. You can accept 1 point of burn to increase the duration to 1 hour per kineticist level you possess, and can end this effect as a free action. You can only have one creature affected by this ability at a time; attempting to use it on another creature while this ability is in effect instantly ends the effect on the previously charmed creature. This is a charm effect.



PSYCHOLOGICAL HEALING

Element(s) mind; Level 6; Type utility (Su); Burn --

Prerequisite(s) kinetic healer

Saving Throw Will negates (harmless); Spell Resistance yes

Your kinetic healer^{OA} wild talent can also remove mind-affecting effects from a creature, being treated as *greater restoration* for this purpose.

PSYCHOSOMATIC MALADY

Element(s) mind; Level 4; Type utility (Sp); Burn o

Saving Throw Will negates; Spell Resistance yes

You know how to trick the mind into believing the body is affected with some debilitating condition as per *phantasmal affliction*^{UI}. You can only affect 1 creature at a time with this ability, and afflicting a new creature removes the condition from the previously afflicted creature. This is a phantasm effect.

PSYCHOSOMATIC CALAMITY

Element(s) mind; Level 7; Type utility (Sp); Burn 1

Prerequisite(s) psychosomatic malady

Saving Throw Will negates; Spell Resistance yes

Treat this as psychosomatic malady except that afflicting a new creature no longer removes the condition from previously afflicted creatures, and you can affect 1 additional creature per 2 kineticist levels simultaneously.

PSYCHO CRUSHER

Element(s) mind; Level 7; Type utility (Sp); Burn 1

Saving Throw Will negates; Spell Resistance yes

You know how to mentally cripple a foe, breaking their mind as per the *feeblemind* spell.

SLEEPWALKER

Element(s) mind; Level 6; Type utility (Sp); Burn o

Saving Throw Will negates; Spell Resistance yes

You trick a creature's mind into believing it is dreaming as per *dream reality*^{ISI}.

SMOOTH NEGOTIATOR

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

Saving Throw Will partial; Spell Resistance yes

You're skilled at making a creature's goals coincide with your own as per the *implant urge*^(S) spell except the duration is 10 minutes per kineticist level you possess. You can accept 1 point of burn to increase the duration to 1 hour per kineticist level you possess, and you can only affect one creature with this ability at a time; targeting another creature with this ability ends the previous effect. This is a compulsion effect.

SMOOTH NEGOTIATOR, IMPROVED

Element(s) mind; Level 4; Type utility (Sp); Burn o

Prerequisite(s) smooth negotiator

Saving Throw Will partial; Spell Resistance yes

Treat this as smooth negotiator except that it is now treated as *inveigle person*^{ISI}. At 14th level, you can instead treat this as *inveigle monster*^{ISI}.

SPELLTHIEF

Element(s) mind; Level 3; Type utility (Sp); Burn o

As an immediate action, you can attempt a disarm combat maneuver against a creature attempting to deliver a spell against you with a melee touch or weapon attack, allowing you to immediately deliver its effects to a new target (which can be the original caster) with a free touch attack as if they'd cast it against that target. If no creature is within your natural reach, the charge is immediately dispelled harmlessly instead.

SPELLTHIEF, IMPROVED

Element(s) mind; Level 5; Type utility (Sp); Burn --

Prerequisite(s) spellthief

You can accept 1 point of burn when you use spellthief to hold the charge yourself rather than immediately delivering it, and can use spellthief as a standard action to steal a charge that a creature is holding even if they do not attempt to deliver it. In addition, you can use your kineticist level in place of the original user's caster level if it is higher, and can use your Con modifier in place of any mental score they would normally have applied to it when you deliver the stolen charge to determine its effects.

STIMULATED INTELLECT

Element(s) mind; Level 1; Type utility (Su); Burn --

Your kinetic powers stimulate your mind more than your intellect. When making an Intelligence check, you can replace your Intelligence modifier with your Constitution modifier, and you treat all Knowledge skills as class skills. You can select this wild talent in place of basic neurokinesis.

TELEPUPPET, PASSIVE

Element(s) mind; Level 4; Type utility (Sp); Burn o

Saving Throw Will negates (harmless, see text); Spell Resistance yes



You know how to invade the senses of others. You can use the senses of a willing creature up to a distance of 1 mile, being able to see, hear, feel, taste, and smell as though you were them for 1 hour per kineticist level you possess. While using this ability, you are staggered for its duration, although you can end this effect anytime as a swift action. You are returned to your own body if the target dies while you are still inside of their mind, ending the effect instantly. If you possess the psychic persuasion wild talent, you can attempt to use passive telepuppet on anyone affected by that talent, and you can accept 1 point of burn to remove the will save from this ability against those under the effects of your psychic persuasion.

TELEPUPPET, ACTIVE

Element(s) mind; Level 6; Type utility (Sp); Burn 1

Prerequisite(s) passive telepuppet

Saving Throw Will negates; Spell Resistance yes

Treat this as passive telepuppet except it now functions as the *possession*^{UI} spell, although you are unable to take a standard for full round action while this ability is active instead of appearing dead and the range is treated as 1 mile per kineticist level you possess. This is a compulsion effect.

THOUGHT SHIELD

Element(s) mind; Level 2; Type utility (Su); Burn --

Prerequisite(s) numbness

While your numbness defensive wild talent is active, you gain a +1 morale bonus to will saves. This bonus increases by 1 for every 2 points of burn you possess. If you possess 6 or more burn, your mind appears blank to anyone attempting to scan it with abilities such as *detect thoughts*.

TRUE AMNESIA

Element(s) mind; Level 8; Type utility (Sp); Burn 2

Prerequisite(s) flash of amnesia

Saving Throw Will negates; Spell Resistance yes

You wipe a creature's mind clean as per the madness affliction amnesia^{GMG}. This affliction is permanent until otherwise cured.

ELEMENTAL SATURATION

CAVERN OF CRYSTAL SOULS

Among the many mountains of the world lie a place where psionic energy converges at an impossibly high rate, flooding into the sickly green crystals that coat the inside of this cavern. Those inside can see that the crystals themselves hum with psionic energy, as though begging for release. Neurokineticist themselves are drawn to this location, knowing that if they can draw some of the vast reserves of psionic energy which rest in this cavern, they can empower their minds in new and esoteric ways.

Those who wish to draw power from this location must enter and sit in the middle of the room, taking 5 minutes to meditate. Once they have done so, their minds will be drawn into the crystals, leaving their bodies unconscious. While their minds inside of the crystals, they must make either a DC 20 concentration check or a DC 30 knowledge (any) check to find the secrets buried within the crystals, absorbing their knowledge and power. Those wishing to draw power from this location must make 4 successful concentration checks to draw out power of this location, and each round they attempt to do so, they gain a negative level as per the *mindwipe*^{OA} spell.

Once they have made 4 successful checks, their mind returns to their body and they gain a +2 to will saves against mind-affecting effects. Those who receive a number of negative levels equal to their level are comatosed until they heal, and risk dying of starvation or dehydration if unattended. Those who die here have their mind drawn into the crystals, joining with the other lost minds. Kineticist who posses the main element gain access to the following talent.

MENTAL FORTRESS

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

Your mind is a bastion, privy to none but yourself. Whenever you

would fail a save against a mind-affecting effect, you can choose to end that effect instantly as a swift or immediate action before suffering the effects of it. If you do so, you are dazed for 1 round. 。 予

SAMPLE NEUROKINETICIST

Come into my web, said the spider to the fly. Now I'm sure you might not be exactly happy with how I decided to do business, but I believe that if you just give me the chance, I can certainly change your mind...

MINDFANG

CR 11

XP 12,800

Female human kineticist (true psychic) 12 CN Medium humanoid (human)

Init +3; Senses Perception +18

Defense

AC 21, touch 14, flat-footed 18 (+6 armor, +1 deflection, +3 Dex, +1 natural) hp 117 (12d8+60) (12 temporary hit points)

Fort +14, Ref +13, Will +9

Offense

Speed 30 ft.

Melee masterwork dagger +13/+8 (1d4-2, 19-20/x2) or kinetic blade^{OA} +13/+8 (6d6+10, 20/x2) or (6d6+2, 20/x2)

Ranged kinetic blast +13 (6d6+10, 20/x2) or (6d6+2, 20/x2) Special Attacks elemental overflow +4, metakinesis

(empower)

Kineticist Wild Talents Known

Defense force ward^{OA}

Infusions— foe throw^{OA} (DC 21), kinetic blade^{OA}, stupefying infusion (DC 21), empty infusion (DC 21)

Kinetic Blasts— mental blast (6d6+2, 20/x2), telekinetic blast (6d6+10, 20/x2)

Composite Blasts— encephalon blast (12d6+4, 20/x2), force blast (6d6+2, 20/x2)

Utility— basic neurokinesis, basic telekinesis, additional allies, combat traitor, expanded telepathy, mindscape architect (DC 20), passive telepuppet (DC 19), psychic enslavement (DC 21), psychic persuasion (DC 16) **Tactics**

Before Combat Upon waking each day, Mindfang accept 5 points of burn to empower her force ward, altering her statistics in the following ways:

Initiative +4

AC 22, touch 15, flat-footed 18

hp 81 (42 temporary hit points) **Fort** +16, **Ref** +14, **Will** +9

- **Melee** masterwork dagger +15/+10 (1d4-2/19-20/ x2) or kinetic blade +18/+13 (6d6+10, 20/x2) or (6d6+2, 20/x2)
- **Ranged** kinetic blast +18 (6d6+21, 20/x2) or (6d6+13, 20/x2)
- Infusions—foe throw (DC 23), stupefying infusion (DC 23), empty infusion (DC 23)
- **Utility**—mindscape architect (DC 22), passive telepuppet (DC 21), psychic enslavement (DC 23), psychic persuasion (DC 18)
- Str 7, Dex 18, Con 23, Int 12, Wis 16, Cha 12
- SQ burn (4/round, 9 maximum), 15% chance to ignore critical hit or sneak attack damage CMD 21

Skills Acrobatics +19

- During Combat If Mindfang has her two dominated bodyguards (freelance thief^{NPCC}), she will fight more aggressively, using her actions to use stupefying infusion on the least mentally sound looking party member. Once she believes they are weak enough, she will attempt to dominate them with her psychic enslavement. If she is alone or her two bodyguards have fallen, she will fight more conservatively, using foe throw to break up the ranks of her enemies before attempting to retreat to a safer location. Mindfang saves her internal buffer for use with combat traitor, hoping to ensnare new bodyguards if possible.
- Morale If reduced to 15 or fewer hit points, Mindfang will surrender if she believes she won't be killed, tortured, or enslaved. Otherwise, she fights to the death.
 Str 7, Dex 16, Con 19, Int 12, Wis 16, Cha 12 Base Atk +9; CMB +7; CMD 20

Feats Extra Wild Talent^{OA} (additional allies), Extra Wild Talent^{OA} (combat traitor), Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse, Weapon Focus (kinetic blast)

Skills Acrobatics +18, Bluff +13, Diplomacy +13, Intimidate +13, Perception +18, Sense Motive +18

Languages Common, elven, telepathy (30 ft.) [mute] **SQ** burn (4/round, 7 maximum), elemental focus (aether

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and mind), infusion specialist 3, internal buffer 2, mindscape traveler, psychic residue, supercharge **Combat Gear** potion of cure light wounds (2); **Gear** masterwork dagger, +2 chain shirt, amulet of natural armor +1, cloak of resistance +2, belt of mighty constitution +2, headband of vast wisdom +2, ring of protection +1, 298 gp

A slaver by trade, Mindfang is known for her controlling nature and vicious temper, finding it hard to hold back whenever she is made to fight. Rarely does she like to engage in combat herself, instead sending those enthralled by her to defend her if at all possible. Despite her callous nature, Mindfang does care deeply for her slaves, having been a slave herself throughout her childhood, back then going by the name Hannah. Hannah along with her lover Teresa were owned by her cruel older brother.

Her brother, a neurokineticist himself, was obsessed with making his sister's mental abilities stronger. He went as far as telepuppeting her body to make her cut out her own tongue, forcing her to rely upon her telepathy for communication. It was only through sheer luck that she was able to escape him, absconding into the night with only the clothes on her back. She left behind her old name, only to be known to those who meet her as Mindfang

That was three years ago, and to this day Mindfang won't speak of what happened on that night to anyone at all. Knowing the pain of slavery, Mindfang began collecting lost children and runaway slaves, adding them to her family. Secretly, Mindfang treats her slaves with the utmost respect as though they were her kin. The guise of a harsh slave driver is only to instill fear in those who would consider her an easy target to be robbed of her 'property', her name alone invoking fear among those foolish enough to have challenged her and lived.

Mindfang herself only has one purpose left in life; to find and free Teresa, whom she still fears to be with her brother as bait to recapture her. To do this, Mindfang has broken up countless slavery rings, using former slave traders as her mentally dominated thralls as punishment for their actions. She has no love for these disgusting vermin, and will send those under her control into combat with reckless abandon. She has informed her slaves that once she has found her lover that all of them would go free, a promise she intends to keep.

Boon: Players who wish to parley with Mindfang must succeed on a DC 30 Diplomacy check, successfully shifting her attitude to helpful. If a player has evidence that may lead Mindfang to a new slave ring or proof of having broken up a slave ring, they receive a +10 to this check. Those who have shifted Mindfang's attitude to helpful can request the assistance of one of her mentally dominated bodyguards for up to 3 hours or gain a +10 on one knowledge (local) check about slavery rings in the area. While aiding others, Mindfang uses passive telepuppet on her bodyguard if she can to see for what purpose they are being used.

Players who visibly own slaves or do not return Mindfang's bodyguard after the allotted time end all chances for diplomacy with Mindfang, causing her to either attack them on sight if they are alone (often by attempting to draw them into a mindscape), or plan her attack against them later when she is better prepared. Returning with a dead bodyguard will only lower Mindfang's attitude by 1 step, as she holds no particular attachment to her thralls.



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