



Kineticists of Porphyra
N. Jolly





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Author	N. Jolly
Development	Mark Gedak, Perry Fehr
Editing	Perry Fehr, Mark Gedak
Porphyra Logo	Rick Hershey
Art	Brett Neufeld
Layout	Mark Gedak
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“With fire in my hand I strike at thee... with ash clogging my throat I scream my defiance and mow thee and thy puling minions from the sacred sands, and mine corpse shall burn and offend thee in its stench until The Four come and take all the constituent parts from this ball of soot and mud and cast them into the Eternal Vortex...”

-dying oath of Saeed Nimatha,
Grand Pyrokineticist of the Wazir,
Battle of the Glass Sands, AC 198

The discovery of kineticism among the inhabitants of Porphyra has been a new and exciting revelation, leading to much speculation on where such powers have originated. While some are still deeply distrustful of such abilities, stating that such powers must come from the Elemental Lords, others are not as quick to judge, instead choosing to allow the actions of kineticists to speak for themselves. Mages often look upon such power as unclean, a ‘hack’ to abilities that they have had to master and study for years, unsure of how any one creature could manage to possess what to outsiders looks like unlimited power.

Kineticist themselves know better, however, being more aware than anyone that their abilities have limits, and the dangers that come with overtaxing their bodies and minds by reckless use of their gifts. The origins of their powers have been guessed at by many a sage, but none seem to be able to agree upon a single ‘genesis’ for such abilities, seeing the formation of such strange and unique talents as an omen of things to come, simply waiting for more evidence to come forward to substantiate their claims.

Regardless of their origin, the powers of kineticists have been known to have some connection to their place of birth, as the Boroughs of Dunmark are home to a rather disproportionate amount of hydrokineticists. None can explain the phenomenon, and yet those hoping to study the arts of hydrokinesis are advised to at least visit the area to learn of its secrets. Ghadab is also known for the prodigious pyrokineticists who claim it as their home, and visitors are often found wondering on why pyrokinetic talents feel easier to perform there than in any other location, as if the land itself is willing to grant power to the fire.

Some say that the serpentfolk of old have tainted Freeport to allow the basic powers of Chaos to empower kineticists, the dark magicks of old aiding in their acquisition of power, perhaps stolen eons ago by the erkunae. Dark whispers of power have slowly started to recruit the darker kineticists to their flock, causing quite a stir among those aware of such things. The Jotun Forest is a hotbed of phytokinecism, and it is a running joke about

how many of the trees are actually alive and how many are simply being manipulated by these fellows. In the same way, the Purple Mountain is presumed to be the birthplace of the first geokineticist, the land itself requiring a strong hand to tame it, needing such powers even explore it. Between the 'Four' elements (a la the Elemental Lords), the power of Chaos (dreaded Erkusaa) and the vagaries of unaligned nature worship, the predominant Deist movement in Porphyra does not care for kineticists, and frequently persecute them, regardless of their origin or domain of control.

More esoteric powers lack such a hub, like telekineticism which can be found in any location, making the location of training all the more difficult for 'those of the unseen hand' as they are called by those aware of them. The powers of time, sound, and light are equally rare, manifesting far less commonly and with seemingly no rhyme or reason to them. Such powers are seen as a blessing, and their inheritors are assumed to have a great destiny before them, although whether for good or evil- no one can tell...

Archetypes

Below are a number of archetypes for kineticists that are common in the Lands of Porphyra, although they may be found, rarely, elsewhere as well.

Cerebral Kineticist

The pathway to the power possessed by a kineticist is rarely a straight one, and those who attempt to learn such abilities without any form of manifesting them earlier in life are able to force such powers at the expense of the wholeness of their mind. While less hardy than their fellow kineticists, a cerebral kineticist is generally far more intelligent than them, even if the strain of managing such powers can be daunting. Often seen among the isolationist elves of the City State of Iluriel, these mental adepts risk their sanity with each use of these powers, knowing full well they teeter on the razor's edge of sanity.

Intellectual Control (Su): A cerebral kineticist uses their Intelligence modifier instead of their Constitution modifier to determine their damage with wild talents, the DCs of Constitution based wild talents, the duration of wild talents with a Constitution-based duration, their bonus on concentration checks for wild talents, and the other Constitution based effects of all their wild talents as well as the amount of burn they may accept.

They add all Knowledge skills to their list of kineticist class skills. This abil-

ity alters the kineticist's class skills and the key ability score of wild talents and burn.

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

This ability replaces the infusion gained at 1st level and the basic utility wild talent normally granted by selecting an element.

Psychological Burn (Ex): Unlike a normal kineticist, a cerebral kineticist takes all possible strain of summoning such powers upon their mind, forcing it to the breaking point. Whenever a cerebral kineticist accepts burn beyond what their mental barrier allows them to ignore, they gain the following conditions:

- 1+: The Cerebral Kineticist is dazzled
- 2+: The Cerebral Kineticist is shaken
- 3+: The Cerebral Kineticist is treated as though under the effects of a *feeblemind* spell
- 4+: The Cerebral Kineticist is comatose for 8 hours

A cerebral kineticist cannot accept burn if they are immune to any of these conditions. This ability alters the burn class feature.

Cerebral Overflow (Ex): A cerebral kineticist can choose to use the power of their element to open new neural pathways, enhancing their already genius level intellect. A cerebral kineticist can choose to give themselves a morale bonus to any mental ability score in place of a size bonus to a physical ability score.

This ability alters the elemental overflow class feature.

Elemental Avatar

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

lines of power inherent in the world itself. Elemental avatars are assumed to be allied with the Elementalist cause in the ongoing Porphyran conflict, and typically are; many zendiqi pursue the avocation, a deadly presence in their lands.

Universal Focus (Su): An elemental avatar treats air, earth, fire, and water as their primary element, selecting a simple blast from each one as well as gaining their basis manipulation. An elemental avatar is unable to gain a composite blast except from the elemental fusion class feature.

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

Chosen Defense (Su): At 2nd level, an elemental avatar can select any elemental defense wild talent from your primary elements. They can select their other elemental defenses with the expanded defense utility wild talent

This ability alters the elemental defense class feature.

Delayed Infusion (Ex): An elemental avatar gains their first infusion at 3rd level, gaining an addition infusion every 3 levels after.

This ability alters the infusion class feature.

Delayed Utility Wild Talent (Ex): An elemental avatar gains their first utility wild talent at 2nd level, gaining an additional utility wild talent every 3 levels after.

This ability alters the utility wild talent class feature.

Elemental Fusion (Su): At 7th level, an elemental avatar can choose between two composite blasts listed below, gaining 1 of them.

At 15th level, they gain the other composite blast. This ability replaces expanded element.

United Defense (Ex): At 9th level, if an elemental avatar has 2 or more elemental defenses, for every 2 points of burn an elemental avatar accepts to increase the effect of one of their elemental defenses, they may select a second elemental defense, treating it as though they had accepted 1 point of burn for the purposes of its effects.

This ability replaces metakinesis (maximize.).

Expanded Basics (Ex): At 10th level, an elemental avatar can select a simple blast wild talent from one of their primary elements as though it was a 1st

level utility wild talent, adding it to the simple blast available to them.

Apex State (Su): At 20th level, an elemental avatar has reached the zenith of their skill, becoming a true avatar. As a free action, an elemental avatar can enter an apex state. While in this apex state, an elemental avatar treats all of their elemental defenses as well as your elemental overflow as though they have accepted 10 points of burn for the purpose of their effects, and reduces the total burn required for all kinetic blast by 2.

At the end of each round an elemental avatar spends in apex state, they take 1 point of burn. An elemental avatar can only remain in the avatar state for a number of rounds equal to their Constitution modifier (minimum 1.) As a free action at the beginning of their round, an elemental avatar may leave apex state, becoming exhausted for a number of rounds equal to twice that which they spent in apex state.

This ability replaces omnikinesis.

Elemental Avatar Composite Blasts

The following composite blasts are available to elemental avatars.

Avatar Blast

Element(s) air, earth, fire, water; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisite(s) special

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

You combine all of the physical aspects of the elements into a single focused blast. The damage dealt by this blast is 1 step lower than normal (2d4 instead of 2d6.) An avatar blast is treated as air blast, earth blast, and water blast for the purposes of being considered an associated blast for an infusion.

Spirit Blast

Element(s) air, earth, fire, water; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisite(s) special

Blast Type energy **Damage** untyped

You fuse all of the energies of the elements into a perfectly balanced blast. The damage dealt by this blast is 1 step lower than normal (2d4 instead of 2d6.) A spirit blast is treated as electric blast, fire blast, and cold blast for the purposes of being considered an associated blast for an infusion.

Elemental Scion

There are some who, instead of focusing on the powers beyond their own, decide to concentrate on their innate talents to acquire powers far beyond a minor dabbler. The geokineticists of the Purple Mountain are especially staunch in their training, rarely diverting from a strict curriculum of rigorous devotion to the earth. Other elements are equally likely to embark on such singular focus, confident in their innate gifts. Though elemental scions are not connected in any way with the Elementalist movement of the Elemental Lords, few devout Deists care enough on the finer points of philosophy to hear them out; as such they are a secret order, in most cases, and definitely forbidden, like most kineticists, in The Middle Kingdoms.

Elemental Heart (Su): The devotion of an elemental scion supersedes all others. When an elemental scion selects their element for their elemental focus class feature, they gain both associated simple blasts. If an elemental scion's chosen element has only one associated simple blast, increase the damage of its simple blast by 1 step (1d4 to 1d6 or 1d6 to 1d8.) An elemental scion does not gain a composite blast until 7th level.

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

Focused Element (Su): At 7th level, an elemental scion gains a composite blast, either from the combination of their two simple blast, or the composite blast that require the expanded element for their primary element (such as metal blast for earth.) An elemental scion is treated as 2 levels higher for the purpose of which infusions and utility wild talents they may select, as well as increasing the DCs of their infusions and wild talents by +1. In addition, they also gain an additional utility wild talent or infusion.

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

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

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

Elemental Embodiment (Su): At 20th level, an elemental scion has reached their peak of power. An elemental scion reduces the burn required to use any infusion or utility wild talent by 1. All infusions or wild talents that have

an addition effect upon accepting 1 point of burn are treated as though the elemental scion has done so for the purpose of their effects.

This ability replaces the omnikinesis class feature.

Kinetic Duelist

In the more martial minded parts of the world, the way of the kinetic duelist is drilled into the training regimens of any potential kineticist, wanting to train them for conflict as soon as possible. The Jheriak Continuance in particular are known for their education of kinetic duelists, emphasizing their fondness for individual combat. In other parts of Porphyra, such as the duel-loving bravos of Iffud, the art of the kinetic duelist is taught to the most sneaky and swift of their numbers, knowing that a warrior who can carry a blade at all times without suspicion is a far more valuable unit. Kinetic duelists themselves are more prone to fighting a single opponent, and abstain from larger combat whenever possible.

Weapon and Armor Proficiencies (Ex): Kinetic duelist are proficient with all simple weapons, light armor, medium armor, and bucklers.

These proficiencies replace a normal kineticist's weapon and armor proficiencies.

Kinetic Blade (Su): At 1st level, a kinetic duelist begins along their martial path. As a free action, they can channel their power into one of their hands for as long as they wish, dismissing it as a free action. A kinetic duelist may attack with this energy as though using the kinetic blade infusion, as well as being able to make attacks of opportunity with it. This ability is considered as kinetic blast as well as kinetic blade for all effects relating to it. A kinetic duelist cannot make a ranged kinetic blast without the ranged blast infusion, nor can they add a form infusion to their kinetic blast except kinetic whip, ranged blast, kinetic assault, or dual blades.

This ability alters kinetic blast.

Ranged Blast (Ex): At 5th level and beyond, a kinetic duelist can select the following infusion:

Ranged Blast

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

You have learned to use your elemental weapon as a ranged attack. As a stan-

dard action, you may make a ranged attack with your elemental weapon with a range of up to 30 feet. You can apply another form infusion to this blast except for kinetic blade, kinetic whip, kinetic assault, or dual blades.

Synchronous Charge (Su): At 11th level, a kinetic duelist can use their gather power class feature as part of a full round attack, allowing them to reduce the total burn cost of a blast used on their next round by 1. A kinetic duelist may also continue to gather power on their next round as a move action to reduce the total cost of an infusion used this round by 2.

This ability replaces supercharge.

Kinetic Assault (Su): At 13th level, a kinetic duelist gains the following infusion:

Kinetic Assault

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

You are capable of putting incredible power into a charge. As a full round action, you may make a charge attack as though using the kinetic blade infusion; the movement from this charge does not provoke an attack of opportunity. If this attack is successful, the damage is automatically maximized and all DCs associated with this blast are increased by 2. If you possess the kinetic whip infusion, you can increase the burn cost by 1 to instead treat this as using the kinetic whip infusion.

This ability replaces metakinesis (quicken.)

Dual Blades (Su): At 17th level, a kinetic duelist gains the following infusion:

Dual Blades

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

You can form more than one kinetic blade at a time. This infusion is treated as kinetic blade, allowing you to form two kinetic blades instead of one. You are unable to wield either blade in two hands, and both are treated as light weapons for the purposes of two-weapon fighting. You can increase the burn cost by 1 to be treated as though you possess both the Two-Weapon Fighting and Improved Two-Weapon Fighting feats for the purposes of the attacks you

can make and their penalties. You can increase the burn cost by 1 to use this form infusion with kinetic assault, allowing you to make 2 attacks at the end of your charge.

This ability replaces metakinesis (twice.)

New Elements

The following elements were designed by and are available to Porphyran kineticists.

Light

One of the newer manifestations of power seen from kineticists, some see photokineticists as heavenly messengers, carrying the light of their god from on high. This of course isn't always the case, as photokineticists are more often than not tricksters, their powers focusing on deception and other such tricks. Able to bend light to their whims, they more often than not end up tricking their opponents with an array of various illusions and such, making for very frustrating opponents on the field of battle.

Photokineticists tend to be more secretive than others, revealing as little as possible about themselves. To a photokineticist, the chance to create a new illusion even more convincing than their last is often motivation enough to continue adventuring, enjoying the challenge of honing their abilities.

Class Skills: A photokineticist adds Disguise and Knowledge (nature) to their list of class skills

Basic Manipulation: A photokineticist gains basic photokinesis.

Simple Blast: A photokineticist gains light blast as a simple blast wild talent. They can use all infusions listed below with light blast and its composites.

Defense: A photokineticist's defensive wild talent is illusory duplicates.

Wild Talents: 1st-basic photokinesis, *dazzling infusion, deceptive image, *illuminating infusion, phantom image, traceless light 2nd-*beacon infusion, blinding flare, eyes of light 3rd-*daybreak infusion, explosive illusions, optical camouflage 4th-additional illusion, *flash infusion, hard light illusions 5th-blinding flare (greater), intelligent illusion, light speed travel, *obfuscating infusion 6th-*brilliant infusion, explosive illusions (greater), visual hallucination 7th-*explosion, optical camouflage (greater), *overload infusion 9th-photo doppelganger

*Indicates an infusion wild talent.

Sound

The arrival of a vibrokineticist is cause for celebration to the masses, on par with a bard in terms of importance. Of the most social kineticists, a vibrokineticist brings with them good cheer more often than not with at least a passing knowledge of where they're visiting. More nomadic than other kineticists, vibrokineticists are also some of the sneakier despite their loud abilities, using their talents to pass along secret messages amid their assaults and pass unnoticed where others would draw attention. The strongest of their ilk are aware of how to manipulate others however they wish, making them dangerous enemies to have.

The heart of a vibrokineticist always desires an audience though, and rarely will one travel alone for long. Even loners who develop such powers find themselves seeking company, wanting to perform for others and perfect their craft, no matter how they must go about this.

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

Basic Manipulation: A vibrokineticist gains basic vibrokinesis.

Simple Blast: A vibrokineticist can select either sonic blast or vibration blast as their simple blast. They gain one of them when they first select sound, and must select sound again with expanded element to gain the other.

Defense: A vibrokineticist's defense is victorious aria.

Wild Talents: 1st-*attuning infusion, basic vibrokinesis, charming tone, distant voice, kinetic healer, *ringing infusion, sound's intensity, *thundering infusion 2nd-absolute silence, *bowling infusion, deafening burst, *sickening infusion 3rd-*cacophonous infusion, inspiration amp, shatter, slumbering serenade 4th-charming tone (greater), deafening burst (greater), *disorientating infusion 5th-auditory hallucination, echolocation, *lingering infusion 6th-inspiration amp (greater), *destabilizing infusion 7th-*cloud, echolocation (greater), *overload infusion, 9th-sound chamber

*Indicates an infusion wild talent.

Time

The least understood of the newer kineticist manifestations, chronokineticists are an enigmatic group that would rather listen than speak if given the chance. Seekers of knowledge, it's not uncommon to find one patiently listening to a story without saying a single word, simply happy to be learning something new. At times it feels as though a chronokineticist doesn't understand their powers, simply accepting their gifts with a taciturn grace about them, and are the most likely to be assumed not to even be a kineticist at all.

Knowledge is the ultimate reason for a chronokineticist to travel, more aware of the flow of time than others and how it impacts the world around them. What a chronokineticist does with that knowledge is their decision, knowing that the future is theirs to alter as they see fit.

Class Skills: A chronokineticist adds Appraise and Knowledge (history) to their list of class skills.

Basic Manipulation: A chronokineticist gains basic chronokinesis.

Simple Blast: A chronokineticist gains chrono blast as a simple blast wild talent. They can use all infusions listed below with chrono blast and its composites.

Defense: A chronokineticist's defense is distorted stream.

Wild Talents: 1st-basis chronokinesis, distorted timeline, future glimpse, *hindering infusion, *lagging infusion, 2nd-*delayed infusion, regressive healing, temporal preparation, time's echo 3rd-celerity, decelerate, *diverging infusion 4th-future glimpse (greater), *immobilizing infusion, time thief 5th-*dazing infusion, grim future, time skip 6th-chronological defiance, *decaying infusion, temporal interruption 7th-*overload infusion, past recollection, time thief (great) 8th-*displacing infusion 9th-grand intercession

*Indicates an infusion wild talent.

New Simple Blasts

The following simple blasts can be added to options available to kineticists on Porphyra.

Chrono Blast

Element(s) time; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type energy; **Damage** untyped

You are capable of firing a blast of raw chronological energy to decay a target. The damage dealt by this blast is 1 step lower than normal (1d4 instead of 1d6.)

Light Blast

Element(s) light; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type physical; **Damage** bludgeoning

You slam into a single foe with a blast of solid light

Sonic Blast

Element(s) sound; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type energy; **Damage** sonic

You assault a foe with a wave of sound. The damage dealt by this blast is 1 step lower than normal (1d4 instead of 1d6.)

Vibration Blast

Element(s) sound; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type physical; **Damage** bludgeoning

You reverberate a foe with a blast of intense vibrations.

New Composite Blasts

The following composite blasts can be added to the options available to kineticists of Porphyra.

Alteration Amplification

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

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

Blast Type special; **Damage** see text

You are capable of altering the probability of any blast to increase its damage die from d3s to d4s, d4s to d6s, or from d6s to d8s; it otherwise deals damage as per the simple blast. At 15th level, you can also infuse a composite blast with time. To infuse a composite blast in this way, you must accept 1 additional point of burn.

Aurora Blast

Element(s) light and water; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisite(s) cold blast, light blast

Blast Type physical; **Damage** bludgeoning and cold

You infuse chunks of ice with dazzling lights.

Bioluminescent Blast

Element(s) light and wood; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisite(s) light blast, wood blast

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

Your arboreal assaults are bursting with internal light.

Crystal Blast

Element(s) earth and light; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisite(s) earth blast, light blast

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

You fire glowing crystals of light at your foes.

Discordant Augmentation

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

Prerequisite(s) vibration blast, any other physical simple blast

Blast Type physical; **Damage** see text

You infuse a simple physical blast with intense vibrations, increasing its damage dice from d3s to d4s, d4s to d6s, or from d6s to d8s; it otherwise deals damage as per the simple blast. At 15th level, you can also infuse a composite blast with vibrations, though to do so you must accept 1 additional point of burn.

Epoch Blast

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

Prerequisite(s) primary element (time), expanded element (time)

Blast Type energy; **Damage** untyped

Your blast is capable of altering the target's future even further. The damage dealt by this blast is 2 steps lower than normal (2d3 instead of 2d6.)

Glorious Blast

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

Prerequisite(s) elemental focus (light), expanded element (light)

Blast Type physical; **Damage** bludgeoning

You condense your light into a shining sphere of power.

Great Oak Blast

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

Prerequisite(s) elemental focus (wood), expanded element (wood)

Blast Type physical; **Damage** special

You draw out the strength of the oldest of trees into your blast. You can select for this blast to do bludgeoning and slashing, bludgeoning and piercing, or slashing and piercing damage.

Lightning Blast

Element(s) air and light; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisite(s) electric blast, light blast

Blast Type physical; **Damage** bludgeoning and electric

You form a glowing white bolt of lightning to batter foes.

Resonant Amplification

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

Prerequisite(s) sonic blast, any other energy simple blast

Blast Type energy; **Damage** see text

You infuse a simple energy blast you know with sonic energy, causing it to deal 1 additional point of damage of the same type for each of its damage dice; it otherwise acts as the simple blast. At 15th level, you can also infuse a composite blast with sonic energy. To infuse a composite blast in this way, you must accept 1 additional point of burn.

Solar Blast

Element(s) fire and light; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisite(s) fire blast, light blast

Blast Type physical; **Damage** bludgeoning and fire

You create an explosion of light and heat upon impact.

Sonic Boom Blast

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

Prerequisite(s) primary element (sound), expanded element (sound)

Blast Type physical; **Damage** bludgeoning, sonic

You hammer a single foe with an explosion of sonic collision. The damage dealt by this blast is 1 step lower than normal (2d4 instead of 2d6.)

New Elemental Defenses

The following elemental defenses can be added to the options available to kineticists of Porphyra.

Distorted Stream

Element(s) time; **Type** defensive (Sp); **Level** —; **Burn** 0

Due to your alteration of the time stream, you are surrounded by a haze of possibilities, granting you a 5% miss chance against all attacks. You can accept 1 point of burn to increase this miss chance by 5% until the next time your burn is removed. At 5th level, and every 4 levels thereafter, you may accept 1 additional point of burn to increase this miss chance by another 5%, up to a maximum of 30% at 20th level. This miss chance does not stack with any other miss chance you may have.

Whenever you accept a point of burn using a time wild talent, you are treated as incorporeal for 1 round.

Illusory Duplicates

Element(s) light; **Type** defensive (Sp); **Level** —; **Burn** 0

You are capable of shaping the light to your whims, creating an illusory duplicate of yourself in your square as per the *mirror image* spell. A destroyed illusory duplicate will reform at the rate of 1 per 10 minutes. You can accept 1 point of burn to create another illusory duplicate that will reform at the same rate until your burn is removed. At 4th level and every 4 levels thereafter, you may accept 1 additional point of burn to create an additional illusory duplicate, up to a maximum of 6 at 20th level. If you accept 3 or more points of burn in this way, illusory duplicates instead reform at the rate of 1 per 5 minutes.

Whenever you accept a point of burn using a light wild talent, you can reform 1 illusory duplicate.

Victorious Aria

Element(s) sound; **Type** defensive (Sp); **Level** —; **Burn** 0

The sounds of a glorious sonata lift you to great heights. You gain a +1 resistance bonus to all saves. By accepting 1 point of burn, you can increase this resistance bonus by 1 until the next time your burn is removed. For every 4 levels beyond 2nd, you can accept 1 additional point of burn to further

increase this resistance bonus by 1 (to a maximum of +6 by 18th level.)

When you accept a point of burn using a sound wild talent, all creatures within 5 feet of you are deafened for 1 round.

New Infusion Wild Talents

The following infusion wild talents can be added to the options available to kineticists of Porphyra.

Aligned Infusion

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

Your blast are more dedicated than most. Select 1 component of your alignment (good/evil/law/chaos), your blasts are treated as that alignment for the purposes of penetrating damage reduction and negating regeneration. Whenever an infused blast hits a foe that has an opposed alignment to your blast, increase all DCs associated with this blast by 1.

Arboreal Infestation

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

Saving Throw Fortitude negates (see text)

Associated Blasts autumn, spring, summer, winter, wood

Your blast contain seeds that feed off of others. Whenever an infused blast hits a living foe and deals damage to them, a seed is embedded inside of them, drawing on their life force for 1 round per 2 kineticist levels you possess. At the beginning of the foe's round, they must make a fortitude save or take 1 Constitution damage. A successful save negates this damage, and making two successful saving throws in a row ends this effect. If this damage reduces the foe's Constitution score to 0, their body is consumed, and a large sized tree of your choice appears in their square, rooted into the ground.

Attuning Infusion

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

Saving Throw none

Associated Blasts sonic, sonic boom, vibration

You are able to attune enemies to your particular soundwaves. Whenever an infused blast hits a foe and deals damage, that foe is attuned for 1 minute, allowing you to use the attuned foe's square as the point of origin for your

kinetic blast and composite blast that include sound components as long as they are within 30 feet of you as well as having line of effect to them.

Beacon Infusion

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

Saving Throw none

Associated Blasts aurora, bioluminescent, crystal, glorious, light, lightning, solar

You are capable of illuminating the most vulnerable parts of your foes with your blast. Whenever an infused blast hits a foe and deals damage, the next attack made against that foe before the end of your next round gains a +4. You can increase the burn cost by 1 to also grant the next attack made against that foe a +4 bonus to damage rolls.

Bleeding Infusion

Element(s) aether, air, earth, water, wood; **Type** substance infusion; **Level** 1; **Burn** 1

Saving Throw Reflex negates

Associated Blasts autumn, bioluminescent, blizzard, crystal, earth, ice, metal, sandstorm, spring, summer, telekinetic, winter, wood

Your blasts have an especially sharp edge to them. Whenever an infused blast hits a foe and deals either piercing or slashing damage, that foe also takes 1 bleed damage per damage die that your blast deals. This bleed damage does not stack with itself.

Cacophonous Infusion

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

Saving Throw none

Associated Blasts sonic, sonic boom, vibration

Your blasts are capable of shattering any silence. This infusion ignores magical silence. You can increase the burn cost by 1 to allow the infused blast to make a caster level check whenever it enters an area of magical silence to dispel that effect.

Daybreak Infusion

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

Saving Throw none

Associated Blasts aurora, bioluminescent, crystal, glorious, light, lightning, solar

Your blasts are capable of destroying all darkness. Whenever a blast with this infusion enters an area of magical darkness, make a caster level check to dispel the effect.

Dazing Infusion

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

Saving Throw Will negates

Associated Blasts chrono, epoch

Your blasts are capable of slowing a foe to a stop. Whenever an infused blast hits a foe and penetrates their spell resistance, that foe is dazed for 1 round.

Dazzling Infusion

Element(s) fire, light; **Type** substance infusion; **Level** 1; **Burn** 1

Saving Throw Fortitude negates

Associated Blasts aurora, bioluminescent, blue flame, crystal, fire, glorious, light, lightning, solar

Your blasts can overstimulate the eyes of foes. Whenever an infused blast deals damage to a foe, that foe is dazzled for 1 minute.

Decaying Infusion

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

Saving Throw Fortitude negates

Associated Blasts chrono, epoch, negative, void

You know how to ravage living matter with your blast. Foes that take damage from your infused blast also take 2 constitution damage.

Delayed Infusion

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

Associated Blasts chrono, epoch

Your blasts are able to hide their exact moment of impact. Whenever an infused blast hits a foe and penetrates their spell resistance, you can chose to delay the damage, leading your foe to believe you missed. You can delay the damage for 1 round per 3 kineticist levels you possess, and each round the

damage is delayed, this infusion deals an additional 1d4 damage.

Destabilizing Infusion

Element(s) sound, water; **Type** substance infusion; **Level** 6; **Burn** 4

Saving Throw Fortitude negates

Associated Blasts aurora, blizzard, cold, ice, sonic, sonic boom, vibration

Your blasts are able to break down even the mightiest of foes. Whenever an infused blast hits a target and deals damage to them, if that target possesses either damage resistance or hardness, it is reduced by 1 for every 3 kineticist levels you possess for 1 minute. This effect stacks with itself, allowing you to reduce a target's damage reduction or hardness multiple times.

Disorientating Infusion

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

Saving Throw Will negates

Associated Blasts sonic, sonic boom, vibration

Your sounds are enough to drive others into an erratic state. Whenever a blast with this infusion deals damage to a foe, that foe becomes confused for 1 round per 3 kineticist levels you possess.

Displacing Infusion

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

Saving Throw Will negates

Associated Blasts chrono, epoch

Your blast can temporarily remove foes from the timestream. Whenever an infused blast hits a foe and penetrates their spell resistance, that foe is temporarily removed from the timestream for 1 round per 6 kineticist levels you possess. The duration of any effects upon the target are suspended while they are displaced, and they are unable to act again until they reenter the timestream.

Upon re-entering the timestream, the subject reappears where it had been when the effect originated. If this location is filled with a solid object, the subject appears in the nearest open space.

Diverging Infusion

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

Saving Throw Will negates

Your blast can divert a foe's future for the worst. Whenever an infused blast hits a foe and penetrates their spell resistance, the next time that foe makes an attack roll or saving throw, they must roll twice and accept the worse result. This effect last for 1 minute or until the foe makes an attack roll or saving throw, whichever comes first.

High Gravity Infusion

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

Saving Throw Fortitude negates

Associated Blasts gravity, void

Your blast can intensify the power of gravity's control on another. Whenever an infused blast hits a foe and deals damage to them, that foe is knocked prone and is unable to stand for 1 round per 4 kineticist levels you possess.

Hindering Infusion

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

Associated Blasts time, epoch

Your blast is enough to slow the reflexes of others. Whenever an infused blast deals damage to a foe, that foe is unable to make attacks of opportunity for 1 round.

Illuminating Infusion

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

Saving Throw Reflex negates

Associated Blasts aurora, bioluminescent, crystal, glorious, light, lightning, solar

You can light up your foes with your blast. Whenever an infused blast deals damage to a foe, that foe is outlined as though under the effects of a faerie fire spell for 1 minute.

Immobilizing Infusion

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

Saving Throw Fortitude negates

Associated Blasts chrono, epoch

Your blasts steal even more time away from a foe. Whenever an infused blast hits a foe and penetrates their spell resistance, that foe is unable to make a

move action for 1 round.

Imprisoning Infusion

Element(s) earth, water; **Type** substance infusion; **Level** 8; **Burn** 4

Saving Throw Fortitude negates

Associated Blasts cold, earth, metal, ice

Your blast is capable of entombing others alive. Whenever an infused blast hits a foe and deals damage, that foe is encased in an elemental prison, as per the ice tomb witch hex.

Incorporeal Infusion

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

You can reach into different planes of existence with your blast. This infused blast deals full damage to incorporeal targets.

Kinetic Bomb

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

Saving Throw Reflex negates (see text)

Your blast has far more power packed behind it. Whenever an infused blast hits a foe and deals damage to them, it is treated as though it is a splash weapon, dealing splash damage to all adjacent squares. Splash damage from this infusion is always equal to the infusion's minimum damage.

Lagging Infusion

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

Your blast causes your foe's actions to lag by fractions of a second. Whenever an infused blast deals damage to a foe, that foe takes a -2 to all attack rolls for 1 round. You can increase the burn cost by 1 to increase the duration to 1 round per 4 kineticist levels you possess.

Leech Infusion

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

Associated Blasts negative, void

You feed off of those who suffer your blast. Whenever an infused blast hits a living foe and deals damage, you gain 1 temporary hit point for every 2 hit



dice the creature possessed. These temporary hit points do not stack with each other, and last for 1 minute per kineticist level you possess.

Lingering Infusion

Element(s) sound, time; **Type** substance infusion; **Level** 5; **Burn** 3

Saving Throw Fortitude half

Associated Blasts chrono, epoch, sonic, sonic boom, vibration

Your blasts tend to linger a bit longer. Whenever a blast with this infusion deals damage to a foe, at the beginning of that foe's next round, they take damage equal to the minimum damage of the infused blast.

Low Gravity Infusion

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

Saving Throw Reflex negates

Associated Blasts gravity, void

Your blast can loosen the power of gravity's control on another. Whenever an infused blast hits a foe and deals damage to them, that foe begins to float up into the air 10 feet, as though under the effects of a levitate spell for a 1 round per 3 kineticist levels you possess. While affected by this infusion, they are unable to reduce their height. When this effect ends, the foe takes falling damage according to their height.

Obfuscating Infusion

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

Saving Throw Will negates

Associated Blasts aurora, bioluminescent, crystal, glorious, light, lightning, solar

Your blasts partially obscure the vision of your foes. Whenever an infused blast hits a foe and deals damage, that foe treats all targets as having partial concealment for 1 round per 2 kineticist levels you possess.

Overload Infusion

Element(s) air, fire, light, water, sound, time, void; **Type** substance infusion; **Level** 7; **Burn** 4

Saving Throw Fortitude negates

Associated Blasts blue flame, chrono, cold, electric, epoch, fire, glorious, light, lightning, negative, solar, sonic, sonic boom, thunderstorm, vibration,

void

Your blast are capable of filling foes to the breaking point with raw power. Whenever an infused blast hits a foe and deals damage, that foe is flooded with elemental energy for 1 round per 5 kineticist levels you possess. Whenever that foe takes a standard action, they must make a fortitude save or take 1 point of damage per damage die your blast deals, taking half damage on a successful save. If the target instead takes a full round action, this damage is doubled. You can increase the burn cost by 1 to increase the duration of this effect by 1 round.

Nullifying Infusion

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

Saving Throw Fortitude

You are aware how to sever another's elemental defenses. Whenever an infused blast hits a foe and penetrates their spell resistance, you may select one type of energy damage that the infused blast deals (cold, electric, fire, or sonic) and negate any resistance the foe has to it for 1 round per 4 kineticist levels you possess before applying damage. If the target is immune to the energy damage from your blast, you instead negate that immunity, treating that foe as though they had resistance 20 against the negated immunity.

Pure Negative Infusion

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

Associated Blasts negative, void

Your blasts channel an especially damaging form of negative energy. Your blast are capable of damaging constructs and undead, regardless of immunity to negative energy (although they only take half damage.) At 7th level, you may apply this substance infusion to a blast in addition to another substance infusion.

Reanimating Infusion

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

Associated Blasts negative, void

Those who are touched by your power soon walk again. Whenever a blast with this infusion kills a living foe, that foe is resurrected as a zombie controlled by you for 1 minute per kineticist level you possess. You can increase

the burn cost by 1 to increase the duration to 1 hour per kineticist level you possess. You can control a number of zombies up to your Constitution modifier.

Ringling Infusion

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

Saving Throw Fortitude negates

Associated Blasts sonic, sonic boom, vibration

Your blasts are capable of damaging the hearing of your foes. Whenever an infused blast deals damage to a foe, that foe suffers a -5 penalty to all sound based perception checks for 1 minute. You can increase the burn cost by 1 to double the duration of this penalty.

Seeking Infusion

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

You can easily avoid obstacles that hinder the path of your blast. This infused blast ignores partial cover and concealment.

Sickening Infusion

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

Saving Throw Fortitude negates

Associated Blasts sonic, sonic boom, vibration

Your sounds can disrupt another creature's equilibrium. Whenever an infused blast hits a foe, that foe is sickened for 1 round per 3 kineticist levels you possess.

Smoke Infusion

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

Saving Throw Reflex negates

Associated Blasts blue flame, fire

Your blast causes the target to be engulfed in smoke. Whenever an infused blast hits a foe and penetrates its spell resistance, that foe is engulfed in smoke, regardless of whether it takes damage. This smoke extends to all adjacent squares and obscures vision as a smokestick, lasting for 1 round per 2 kineticist levels you possess. You can increase the burn cost by 1 to double the duration of this smoke.

Stitching Infusion

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

Save Will negates

Associated Blasts telekinesis

Your blasts are capable of tethering others to their dimension. Whenever an infused blast hits a foe and deals damage, that foe is treated as though under the effects of a dimensional anchor spell for 1 minute.

New Utility Wild Talents

The following utility wild talents can be added to the options available to kineticists of Porphyra.

Absolute Silence

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

You are capable of muting all sound around you. You can treat yourself as though under the effects of a *silence* spell, granting a +5 on Stealth checks. This effect does not prevent you from using sound blast or wild talents, although it does prevent you from benefiting from your elemental overflow or victorious aria elemental defense.

Additional Illusion

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

Prerequisite intelligent illusion or phantom image

Whenever you use your phantom image or intelligent illusion wild talent, you can create 1 additional image. You can use the same action to manipulate or maintain concentration on both images at the same time.

Aetheric Adaptability

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

When using aether blasts or composite blasts that include aether, you can choose to treat your blast as two different damage types instead of just one (so a blast could be bludgeoning and slashing, bludgeoning and piercing, or piercing and slashing.)

Auditory Hallucination

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

Saving Throw Will negates

You alter the sounds others are capable of perceiving. You can select 1 creature within 60 feet, altering what they hear. You can choose to make them effectively deaf, hear words that aren't being spoken, or other auditory stimuli, as well as negating sound based senses such as echolocation.

Each round on your turn you must take a move action to continue this effect, or the target regains control of their senses. By accepting 1 point of burn, you can increase the duration of this ability to persist for 1 round per kineticist level without requiring additional actions.

If you possess the visual hallucination wild talent, you can activate both that wild talent and this one with the same standard action. You can maintain concentration on both with the same action, and if you accept burn to increase the duration of 1 of these wild talents, it also applies to the other.

Basic Chronokinesis

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

You are capable of mending an object by reversing the flow of time on it as per mending, as well as granting a +1 circumstance bonus on any one roll that last for 1 minute or until expended.

Basic Photokinesis

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

You can create up to 3 different points of light, as per the *light* cantrip, as well as altering the perceived color of an object up to 5 lbs. for 1 minute.

Basic Vibrokinesis

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

You can alter sounds around you. You are able to create sounds as per the spell *ghost sound*, as well as alter your voice however you wish, granting a +2 competence bonus on performance (sing) checks.

Blinding Flare

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

Saving Throw Fortitude negates

Your light shines bright enough to blind any foe. You can create a 15 foot cone of pure light, blinding all creatures within the cone for 1 round. You can accept 1 point of burn to increase the duration of this effect to 1 round per 2 kineticist levels you possess.

Blinding Flare, Greater

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

Saving Throw Fortitude negates

Prerequisite blinding flare

Increase the cone to 30 feet and the duration of the blindness to 1 minute. You can accept 1 point of burn to make this blindness permanent.

Charming Tone

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

Saving Throw Will negates

The tone of your voice is enough to charm all those around you. This acts as *charm person*, although the duration is reduced to 1 minute per kineticist level you possess. You can accept 1 point of burn to increase the duration to 10 minutes per kineticist level you possess.

Charming Tone, Greater

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

Saving Throw Will negates

Prerequisite charming tone

You can instead treat this as *charm monster*.

Chronological Defiance

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

Your knowledge of time grants you the ability for stall your own demise. Whenever you would suffer the effects of a harmful condition (such as panicked, paralyzed, stunned, and so on), as an immediate action you can delay the onset of this condition for 1 round per 5 kineticist levels you possess. You can accept 1 point of burn to instead delay the onset of a condition of an ally within 60 feet as long as you are aware of it.

Deafening Burst

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

You can create a 10 foot burst centered on yourself, deafening all creatures inside of the burst for 1 round per kineticist level you possess. You can accept 1 point of burn to increase the duration of this effect to 1 minute per kineticist level you possess.

Deafening Burst, Greater

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

Saving Throw Fortitude negates

Prerequisite deafening burst

Increase the area of the cone to 20 feet and the duration of the deafness to 10 minutes per kineticist level. You can accept 1 point of burn to make this deafness permanent.

Decelerate

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

Saving Throw Fortitude negates

You slow the passage of time around your foes, hindering their ability to respond. This works as *slow* except it last 1 round. You can accept 1 burn to increase the duration to 1 round per kineticist level you possess.

Deceptive Image

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

By changing how others perceive the light waves bouncing off of you, you are capable of making any disguise. This works as *disguise self*, although the duration is only 1 minute per caster level. If you accept 1 point of burn, this effect last until the next time you recover burn. You can accept 1 point of burn to alter your disguise.

Distant Voice

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

Your words can travel great distances. This acts as *message*, although the distance is doubled.

Distorted Timeline

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

Your control of time is enough to distort other's actions. You can select 1 foe within 60 feet of yourself, bestowing a -1 penalty on all ability checks, attack rolls, skill checks, and saving throws they make for 1 round per 2 kineticist levels you possess.

Earth Rider

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

You create a chunk of earth beneath you large enough to support you, treating it as though it was solid ground. It requires a standard action to move it in any direction, and upward movement cost double. You can only move upwards up to 10 feet per caster level, and the chunk of earth that you levitate has a number of hit points equal to 10 times your caster level. You can accept 1 burn to give your chunk of earth hardness 10. If you end your turn mid-air, your chunk of earth falls on your next turn unless you use a standard action to move it, and you fall along with it, taking falling damage as appropriate.

Earth Rider, Greater

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

Prerequisite earth rider

You can now move your chunk of earth as a move action, allowing you to hover without spending an action.

Echolocation

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

You can take a move action to gain blindsense 30 ft. for 1 round per kineticist level you possess. You can accept 1 point of burn to increase the duration to 1 minute per kineticist level you possess.

Echolocation, Greater

Element(s) sound; **Type** utility (Sp); **Level** 7; **Burn** 0

Prerequisite echolocation

You instead gain blindsight instead of blindsense.

Explosive Illusion

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

Saving Throw Reflex half

Prerequisite phantom illusion

Your illusions are more dangerous than they appear. Whenever you create an illusion with your phantom image wild talent, you can choose to generate it with unstable light, creating an explosive illusion. Whenever a creature touches an explosive illusion, the illusion is destroyed and the creature that destroyed it takes bludgeoning damage equal to your kineticist level.

Explosive Illusion, Greater

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

Saving Throw Reflex negates

Prerequisite explosive illusion

You can also create explosive illusions with your intelligent illusion utility wild talent, and all squares adjacent to the illusion also take bludgeoning damage whenever it is destroyed.

Eyes of Light

Element(s) light; **Type** utility (Su); **Level** 2; **Burn** —

Your eyes shine with unparalleled clarity, granting you a +5 on Perception checks and low light vision (if you already possess low light vision, its range doubles.)

Fade into the Mist

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

Your body seems to disappear into the wind. This acts as *gaseous form*, although your fly speed is instead equal to your base land speed.

Fist of Granite

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

Prerequisite flesh of stone

You gain the crushing strength of earth itself. While your flesh of earth is active, you gain a slam attack that deals 1d8 damage (1d6 for small kineticist.) You can accept 1 point of burn to gain a second slam attack until you recover

burn. If you possess the jagged flesh wild talent, your slam attack also deals piercing damage.

Fist of Oak

Element(s) wood; **Type** utility (Su); **Level** 1; **Burn** —

Prerequisite flesh of wood

Your hands are as tough as a mighty redwood. While your flesh of wood is active, you gain a slam attack as per Fist of Granite. If you also possess the Thorn Body wild talent, this slam attack also deals piercing damage.

Friend Throw

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

Prerequisite telekinetic haul

You are able to use your telekinetic powers to move your allies. You can move one willing ally that weighs up to 100 lbs per kineticist level you possess up to 30 feet. You can accept 1 point of burn to allow an ally to make an attack action at the end of their movement.

Future Glimpse

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

You are capable of seeing fractions of possible futures. As an immediate action, you may reroll one roll that was just made. You must accept the results of the second roll, regardless of its value.

Future Glimpse, Greater

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

Prerequisite future glimpse

Whenever you make a reroll, you may roll twice, accepting whichever result you wish.

Grand Intercession

Element(s) time; **Type** utility (Sp); **Level** 9; **Burn** 0

Your command over time has reached its zenith. You may use *time stop* as per the spell, although its duration is reduced to 1 round. You can accept 1 burn to increase its duration to 1 round per 5 kineticist levels you possess.

Grim Future

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

Saving Throw Will negates

Your control over the timelines of others is strong enough to bring ruin to them. You can select 1 foe within 60 feet of yourself, forcing them to reroll every ability check, attack roll, saving throw, or skill check they make for 1 round, taking the worse result. You can accept 1 point of burn to increase the duration of this effect to 1 round per 5 kineticist levels you possess.

Grasp of the Void

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

You know the secrets to summon forth a fragment of the void as per *black tentacles*. You can accept 1 point of burn to treat the area of this effect as though under the effects of a *darkness* spell.

Hard Light Illusions

Element(s) light; **Type** utility (Su); **Level** 4; **Burn** —

All illusions that you create with light wild talents are made of hard light, and are considered solid objects by tremorsense, blindsense, blindsight, and true sight.

Inspiration Amp

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

Your mastery of sound can bolster those around you. Select 1 ally, giving them a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls for 1 round. This bonus increases by 1 for every 6 kineticist levels you possess past 6th. You can accept 1 point of burn to increase the duration of this effect to 1 round per 2 kineticist level you possess.

Inspiration Amp, Greater

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

Prerequisite inspiration amp

You can now affect a number of allies equal to your Constitution modifier.

Intelligent Illusion

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

Saving Throw Will disbelief

Prerequisite phantom illusion

You can now create a more complex illusion. Treat this as persistent image, except the image lacks auditory (unless you have sound as a primary or expanded element), olfactory, or thermal (unless you have fire as a primary or expanded element) components.

Kinetic Crafter

Element(s) universal; **Type** utility (Su); **Level** 2; **Burn** —

You gain the Craft Wondrous Item feat, treating your kineticist level as your caster level. For every 3 points of burn you have, you may ignore one prerequisite when crafting an item.

Light Speed Travel

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

You are capable of transforming your body into light for brief moments, teleporting short distances as per the *dimension door* spell as a move action, although you may not transport any additional creatures with this wild talent. By accepting 1 point of burn, you can use this wild talent as a swift action. Using this wild talent does not prevent you from taking any other actions on your round.

Metal Manipulator

Element(s) earth; **Type** utility (Su); **Level** 5; **Burn** —

Prerequisite elemental focus (earth), expanded element (earth)

You can treat metal as though it was earth for the purposes of your utility wild talents (ex: the stone sculptor wild talent now allows you to affect metal.)

Optical Camouflage

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

You are capable of bending the light around yourself, making you invisible as per the *invisibility* spell. While this while talent is active, your illusory duplicate defensive talent is suppressed.

Optical Camouflage, Greater

Element(s) light; **Type** utility (Sp); **Level** 7; **Burn** 0

Prerequisite optical camouflage

You can create a more durable camouflage as the spell *greater invisibility*.

Past Recollection

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

You are able to peer into the past to glean new information. Treat this as a *legend lore* spell, although you cannot use this wild talent if you have only rumors. You can accept 1 additional burn while using this wild talent to decrease the die used to determine the duration of the casting time (1d3+10 mins or 1d6 days.)

Penetrating Burn

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

Your burn allows you to sense weaknesses in your foe's defenses. For each point of burn you have, your kinetic blast ignore 1 point of resistance against cold, electric, fire, negative energy, or sonic your foes possess.

Phantom Image

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

Saving Throw Will disbelief

Through simple manipulation, you can alter how others see things, creating a *silent image* as per the spell. By accepting 1 point of burn, you can allow the image to persist for 1 round per kineticist level without concentrating on it. If you have sound as a primary or expanded element, this works as a *minor image*.

Photo Doppelganger

Element(s) light; **Type** utility (Sp); **Level** 9; **Burn** 0

Mastering light itself, you can create a hard light clone of yourself in any square within 60 feet of yourself. This clone lacks all of your gear and has $\frac{1}{4}$ of your total hit points, but appears identical to you in every way, lasting for 10 minute per kineticist level you possess. You may choose to use its square as the point of origin for any light blast or composite blast that include light, and can control it as though it was a *silent image* as a swift action. If you do not directly control your clone, it will mimic your actions. If you have the light speed travel wild talent, you may use it to swap places with your clone as a swift action.

When you and your clone are ever further than 60 feet apart or its hit points are reduced to 0, it is destroyed and you take 1 point of burn. You may choose to dismiss your clone as a standard action without taking burn. If you have the greater explosive illusion wild talent, you may apply it to your clone. You can accept 1 point of burn to either increase the distance you and your clone may be apart to 1 mile or double its hit points.

Pitfall

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

Prerequisite shift earth

You are capable of creating traps underneath your foes. Treat this as *create pit*, although you can only use it on surfaces of dirt or unworked stone. At 9th level you may instead treat this as *spiked pit*, and at 12th level you may treat this as *hungry pit*.

Regressive Healing

Element(s) time; **Type** utility (Sp); **Level** 2; **Burn** 1

You know how to reverse the wear of time on creatures and objects alike. This works as kinetic healer except you can also use it on constructs and non-magical objects, although they may not accept burn from this wild talent.

Shatter

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

Saving Throw Fortitude negates

You can cause an object to shatter, as per the *shatter* spell.

Shroud of Shadows

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

Prerequisite emptiness

Your darkness is far more powerful than others. While your emptiness wild talent is active, you are treated as though your square is under the effects of a *darkness* spell. You can accept 1 point of burn to increase the radius of this effect by 5 feet.

Slumbering Serenade

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

Saving Throw Will negates

You are capable of lulling others off to sleep. You can use calming sounds to put a creature within 60 feet to sleep at the end of its next round for 1 round per 2 kineticist levels you possess. The target may use a standard action to delay this effect for 1 round at the beginning of their round.

Sound Chamber

Element(s) sound; **Type** utility (Sp); **Level** 9; **Burn** 0

Saving Throw Will negates

You are capable of controlling all sound within a limited radius. You can manipulate all sound within 120 feet of yourself as per the auditory hallucination wild talent. Every creature inside of the area must make a will save at the beginning of their round against this effect, with a successful save allowing them to ignore it for 1 round. As a standard action, you may alter the sounds all creatures within this area perceives, and as a swift action you may alter the sounds 1 creature within the area perceives specifically.

Each round on your turn you must take a move action to continue this effect, or all creatures within this area regain control of their senses. By accepting 1 point of burn, you can increase the duration of this ability to persist for 1 round per kineticist level without requiring additional actions.

Sound's Intensity

Element(s) sound; **Type** utility (Su); **Level** 1; **Burn** —

When using sound blast or composite blast that include sound, increase the DC of all saving throws by 1.

Temporal Interruption

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

For fractions of a second, you are able to freeze time around. As an immediate action, you may take a standard action that does not affect another creature. All creatures are immune to being affected by your actions during this standard action, and you cannot interact with them or any items currently held or on the person of any creature during this standard action.

Temporal Preparation

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

Prerequisite distorted stream

Your views into different timelines allow you to act before you recognize danger. While your distorted stream is active, you gain a bonus to initiative checks equal to your Constitution modifier. You can accept 1 point of burn to be allowed to act during any surprise round, regardless of if you were aware of it until the next time you recover burn.

Time Thief

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

Saving Throw Will negates

You are capable of stealing the potential from a foe within 60 feet of you, removing their ability to use a swift action for 1 round per kineticist level you possess. You can accept 1 point of burn to gain an additional swift action for as long as this effect last.

Time Thief, Greater

Element(s) time; **Type** utility (Sp); **Level** 7; **Burn** 0

Saving Throw Will negates

Prerequisite time thief

You now remove the foe's ability to use a move action, although the duration is reduced to 1 level per 3 kineticist levels you possess. You can accept 1 point of burn to gain an additional move action for as long as this effect last.

Time Skip

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

You are aware of how to travel along the timestream in short burst, appearing to others as teleporting as per the light speed travel wild talent.

Time's Echo

Element(s) time; **Type** utility (Su); **Level** 2; **Burn** —

When using time blast or composite blast that include time, the effects of your blast last for 1 additional round.

Toxic Barbs

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

Saving Throw Fortitude negates

Prerequisite thorn body

Your thorns secrete a naturally poisonous liquid. All foes who take damage from your thorn body or slam attack granted by your fist of oak are sickened for a number of rounds equal to your Constitution modifier (minimum 1.) This is a poison effect.

Traceless Light

Element(s) light; **Type** utility (Su); **Level** 1; **Burn** —

When using light blast or composite blast that include light, your blast are capable of bending the light around them to become invisible, unable to be detected through visual senses. This also reduces your penalty for sniping by 10.

Visual Hallucination

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

Saving Throw Will negates

You alter the sights others are capable of perceiving. You can select 1 creature within 60 feet, altering what they see. You can choose to make them effectively blind, see any images you wish to show them, or other visual stimuli of your choosing.

Each round on your turn you must take a move action to continue this effect, or the target regains control of their senses. By accepting 1 point of

burn, you can increase the duration of this ability to persist for 1 round per kineticist level without requiring additional actions.

If you possess the auditory hallucination wild talent, you can activate both that wild talent and this one with the same standard action. You can maintain concentration on both with the same action, and if you accept burn to increase the duration of 1 of these wild talents, it also applies to the other.

Winds of Freedom

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

Prerequisite fade into the mist

You are impossible to tether, free as the wind. While you are under the effects of fade into the mist, you are treated as though under the effects of a *freedom of movement* spell.

New Feats

These kineticists feats were developed by cadres of their like on Porphyra, typically of new elements.

Accelerated Gathering

“Well you see, if you do it just a little differently...you’re done that much quicker!”

Prerequisites: Gather power class feature, 5th-level kineticist

Benefit: When you use your gather power class feature, you can also spend a standard action to reduce the total burn cost of a blast wild talent used on your next turn by 2. At 11th level you can spend a standard action to reduce the total burn cost of a wild talent used on your next turn by 3. Gathering power in this way ends your turn immediately.

Adaptive Utility

“A secret to it, you say? Why no, I’ve always been this good.”

Prerequisite: Utility wild talent class feature

Benefit: You treat the level of all utility wild talents have their effective spell level treated as ½ your kineticist level for determining their DCs.

Normal: Utility wild talents have their effective spell level treated as their level for determining their DCs.

Burn Resistance

“You can handle a little more, can’t you? It’s just your body after all.”

Prerequisite: Burn class feature, 7th-level kineticist

Benefit: You can consider your character level to be two levels lower to determine the amount of non-lethal damage you take from your burn class feature.

Extended Buffer

“I just know how to take a hit better, even when I’m doing it myself!”

Prerequisite: Internal Buffer class feature, 7th-level kineticist

Benefit: You may increase the amount of burn you can store within your Internal Buffer class feature by 1.

Special: This feat may be taken once at 7th level, and again at 13th and 19th.

Kinetic Prodigy

“You can’t learn talent like this, but if you want, I can show you what I do...”

Prerequisite: 3rd-level kineticist

Benefit: You can consider yourself 1 level higher for the purposes of selecting infusion wild talents. In addition, any kinetic blast you use that is altered by an infusion gains a +1 bonus to damage. At 8th level, and again at 16th level, increase this bonus by 1. In any round in which you accept burn due to using an infusion, increase this bonus by 1.

Precision Blast

“See, aren’t these attacks a lot more helpful when your friends don’t have to dodge them too?”

Prerequisite: Infusion class ability

Benefit: Whenever you use a kinetic blast that affects multiple spaces, you may select 1 square that is not affected by your blast. For each 2 points of burn you have, you may select an additional square to be unaffected by your blast.

Signature Infusion

“The strongest master is the one who has practiced the same move one thousand times...”

Prerequisite: 11th-level kineticist

Benefit: Select one infusion you know. Reduce the amount of burn you must accept to use it by 1. This feat cannot reduce an infusion’s required amount of burn to be reduced below 0.

Stealth Gathering

“Of course it was fair, I was in plain sight the entire time!”

Prerequisite: Gather power class feature

Benefit: Whenever you use your gather power class feature, the visual and sound effects are diminished, only noticeable to those within 10 feet of you.

Sample Character

This character is created using the default heroic array and appropriate treasure for an NPC of 9th level.

Zaidyne the Illuminated

“I am but a particle of light, one of many particles of reality in the onrushing stream that is the movement of time and space... I am a shooting star, and I will never be stopped!”

Zaidyne the Illuminated (CR 9; XP 4,800)

Female human kineticist (kinetic duelist) 9

CN Medium humanoid (human)

Init +3; **Senses** Perception +13

Defense

AC 21, touch 14, flat-footed 18

(+5 armor, +1 deflection, +3 Dex, +2 shield)

hp 84 (8d8+40)

Fort +11, **Ref** +10, **Will** +5

Offense

Speed 30 ft.

Melee mwk dagger +10/+5 (1d4) or kinetic blade +10/+9 (as kinetic blasts)

Ranged ranged blast +9 (as kinetic blasts)

Special Attacks elemental overflow +3, kinetic blade, metakinesis (empower, maximize)

Kineticist Wild Talents Known

Defense—illusory duplicates

Infusions—beacon infusion, dazzling infusion (W-DC 18), lagging infusion, ranged blast

Kinetic Blasts—alteration amplified light blast +9 (5d8+11), chrono blast +9 (5d4+4), light blast +9 (5d6+11)

Utility—additional illusion, basic chronokinesis, basic photokinesis, explosive illusions (R-DC 18), phantom illusion, time's echo, traceless light

Tactics

Before Combat Zaidyne takes as much burn as she can to increase her number of illusory duplicates, and draws opponents in with phantom illusions.

During Combat Zaidyne always closes the gap between herself and foes, preferring to fight in melee with her light elemental weapon. If she finds she's not hitting enough, she will switch over to her chrono elemental weapon, focusing on tagging opponents with lagging infusion if possible.

Morale Zaidyne will attempt to flee using an illusion to aid in her escape when reduced to 1/4 hit points. If she cannot escape, she will attempt to discuss terms of surrender with her foes.

Statistics

Str 10, **Dex** 16, **Con** 18, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +6; **CMD** 19

Feats Adaptive Utility, Burn Resistance, Extra Wild Talent (time's echo), Kinetic Prodigy, Toughness, Weapon Finesse

Skills Acrobatics +13, Disguise +11, Knowledge (nature) +13, Perception +13, Stealth +13, Use Magic Device +11; **ACP** -1

Languages Common, Elven

SQ burn (2 points/round; maximum 7), elemental focus (time), expanded element (time), gather power, infusion specialist 2, internal buffer 1

Combat Gear *potion of cure light wounds* (4), *potion of cure moderate wounds*;

Other Gear adventurer's outfit, *belt of incredible dexterity* +2, +1 *chain shirt*, +1 *buckler*, *cloak of resistance* +1, masterwork dagger, *ring of protection* +1, 40 gp

Capable of astonishing kindness one minute, and incredible violence the next, Zaidyne is a force to be reckoned with. She speaks of herself in the third person, and is the only source of information about her past; "Zaidyne was born as women are born, to man and woman, but created herself, in a flash of light, at some point in Zaidyne's time on Porphyra." Zaidyne takes up causes and drops them quickly, upsets traditional activities with blasts of power and then flees, has been known to slay dragons, and then rob a child of candy. She greatly dislikes to be touched or struck in any way.

Zaidyne speaks and acts on "paths of illumination" that she feels will allow her to understand fundamental truths that are being withheld from her. She constantly sends her illusionary "selves" out to cause trouble and stir up events that may lead her to some mission that will claim to uncover these "truths". Currently wandering the eroded peaks of the Birdman Mountains, she enjoys picking harpies and strix out of the sky with humming blasts, and as such is a moving zone of "no flight paths" overhead.

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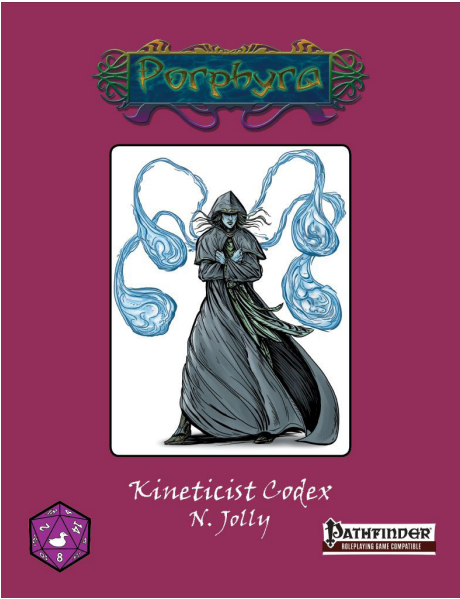
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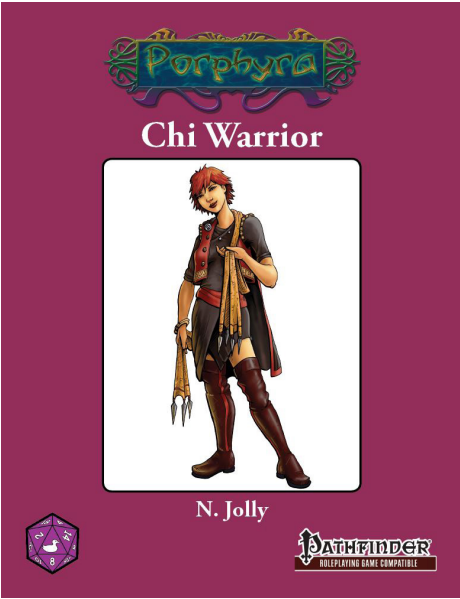
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Kineticist Codex



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