



Kineticists of Porphyra II



N. Jolly





Kineticists of Porphyra II

Author	N. Jolly
Development	Mark Gedak, Perry Fehr
Editing	Perry Fehr, Mark Gedak
Porphyra Logo	Rick Hershey
Art	Matt Morrow
Layout	Mark Gedak
Publisher	Purple Duck Games

Special Thanks to Onyx Tanuki and Mort

Kineticists of Porphyra is compatible with
the Porphyra Campaign Setting and
the Porphyra Wiki located at:
<http://porphyra.wikidot.com/>

If you have trouble locating reference content on the site
drop me an email at gedakm@gmail.com and I will get
the content updated and point you to it.



"You can feel it too, can't you? The Storm Lord approaches. Last ship that tried to take her on has a nice view of the bottom of the Haunted Sea. I can't say we'll fare much better, it's hard to outrun someone who can control the flow of the tides at will, but won't it be one hell of a story if we do it?"

-last words of Ritho Sark,
Pirate captain of the Lucky Streak

Few things are as misunderstood as the source of a kineticist's power, especially among the denizens of Porphyra. Many explanations have been put forth, including the intervention of the Elemental Lords, dragons, the New Gods, and even raw motes of untapped magic. As of yet there has been no universally accepted explanation for the manifestation of a kineticist, but their growing numbers have caused a shift in power among the lands. The difficulty in determining who can manifest these powers has led to a sharp increase in experiments among the Advent Imperiax, although only youth of the administrative class have so far been tested for these abilities. Results have shown that stress is often a deciding factor in manifestation, and many have criticized the Stars of Lost Home for how cavalier they have been in their often brutal tests.

The Bulwark of Halfling Nations lacks such rigorous testing, and yet the number of kineticists among their people has grown suspiciously in the past couple of years, especially in aerokinesis and hydrokinesis. Among those denizens of the Eternal Ice, members of the ith'n yar'oo race seem to be naturally adept at manipulating ice, giving further evidence that kinetic power can be artificially created through experimentation. The scope of these experiments pale in comparison to the Pinnacle Lands, who have a history of promising lost youth room and board at the Hightower College, only to be experimented on by the most curious and depraved professors. It is said that the first corpokineticists were birthed from these abominations, but no one is willing to confirm or deny this rumor.

One phenomenon that has been noticed since study upon kineticists began is the effect they seem to have upon the environment whenever they are in large numbers. Reports of increased fertility in soil follow phytokineticists, temperature spikes among pyrokineticists, and even a sharp increase in deaths from disease and other natural causes have been attributed to an increase in the number of chaokineticists inhabiting an area. Due to this phenomenon, kings and other leaders often try to group kineticists of certain foci into the same location to experiment on the effects it will have on the land, at times even mixing different types of kineticists to see if these combinations have any new effects on the area.

This phenomenon has proven even more accurate in the case of exceptionally powerful kineticists, as even a single geokineticist can alter the topography of a location simply with their presence. Tales of powerful hydrokinetic pirates ruling trade-ways and experienced chaokineticists creating living graveyards within months are less exaggerations and more warnings to these walking forces of nature. The strongest of geokineticists have been known to lift land from the water itself to inhabit to avoid being disturbed, while stories speak of chronokineticists who live outside of time itself.

Regardless of their origins, kineticists have already left an indelible mark on the landscape of Porphyra, having shaped battles and altered the landscape irrevocably. To some kineticists, the ignorance of their abilities is their greatest strength, gifting them with the power to deceive those who would question them. Others wish only to help and bring balance to the land. But above all else, kineticists seek to carve out their own place in the patchwork world of Porphyra, and are willing to do what is needed to do so.

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.

Divine Conduit

The powers of the kineticist are known to those in power among the heavens, and the New Gods are quite aware of such unique powers. On rare occasions, some benevolent deities will bless their most virtuous members with powers unheard of among their brethren. While some do not answer the call, those that do are made champions of virtue among their element, wielding the power of the exalted in their every blast. Only the most pure of kineticists can bear such a responsibility, standing out among others are an example to all those who witness them.

Alignment: A divine conduit's alignment must be either chaotic good, neutral good, or lawful good. If a divine conduit's alignment changes from these, they can no longer gain any kineticist levels and lose all Su and Sp class features until their alignment is returned to an acceptable one.

Aura of Good (Ex): A divine conduit gains an aura of good as a paladin of their kineticist level.

Kinetic Smite (Sp): At 1st level, a divine conduit gains the following utility wild talent:

Kinetic Smite

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

As a swift action, choose 1 creature within 60 ft; you are treated as having selected that creature as the target of smite evil as per the paladin class feature. You can add ½ of your Constitution modifier in place of your Charisma modifier to determine attack bonuses and deflection bonuses to AC from your smite. This ability replaces the 1st-level infusion.

Divine Defense (Su): At 2nd level, a divine conduit gains the following elemental defense:

Adamant Faith

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

Your body is suffused with raw divine power. You gain DR 1/evil. This DR increases by 1 for every 2 kineticist levels you possess beyond 2nd. By accepting 1 point of burn, you can increase the DR by 1 until the next time your burn is removed, to a maximum DR equal to your kineticist level. Whenever you accept burn while using a wild talent, the energy surging through you spills into your adjacent allies, granting them DR against evil equal to your own for 1 round.

You can dismiss and restore this effect as an immediate action. This ability replaces elemental defense.

Holy Healing (Sp): At 2nd level, a divine conduit gains the kinetic healing utility wild talent, regardless of their element. A kineticist must accept burn with this utility wild talent; they cannot allow another creature to accept it. They may use this utility wild talent on themselves as a swift action. A divine conduit always treats this healing as though they were using a physical blast, regardless of what simple blast they possess.

This ability replaces the 2nd-level utility wild talent.

Fearless Defender (Su): At 4th level, a divine conduit becomes immune to fear (magical or otherwise). Each ally within 10 feet of them gains a +4 morale bonus on saving throws against fear effects.

This ability replaces the 4th-level utility wild talent.

Glorious Steed (Sp): At 8th level, a divine conduit can select the following utility wild talent:

Divine Mount

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

You gain the ability to conjure a mount, as per the *phantom steed* spell. This steed is composed of raw elemental power and divine energy, and treats your caster level as your kineticist level, although it cannot be dispelled. You can accept 1 point of burn to increase the mount's hit points to $\frac{1}{2}$ of your maximum total until it is dismissed. If your divine mount is destroyed, you cannot use this utility wild talent for 1 week.

Empowering Aura (Su): At 10th level, whenever a divine conduit uses a spell-like utility wild talent that affects themselves with a duration longer than 1 round (such as wings of air), they can choose to have it also affect a number of allies equal to their constitution modifier within 30 feet of themselves for 1 round per kineticist level they possess.

This replaces the 10th-level utility wild talent.

Dragon Pact Kineticist

Of the many sources assumed to provide kinetic power, one of the least understood is the influence dragons have in awakening these abilities. Draconic involvement isn't as random or altruistic as most would assume though, as dragons are nothing if not enterprising in their involvement in mortal affairs. Some dragons use pacts to draw individuals into their labyrinthine schemes, toying with their pact bound, while others simply see it as an investment and often forget about it the moment the pact is sealed. The power that dragons bestow does always include one very important constant; it always has a cost.

Draconic Pact (Ex): The powers of a dragon pact kineticist are forged through the pact made with a true dragon of very old age or older, requiring both parties to agree on terms. Some dragon pact kineticists seek out such pacts, while others are born into them without any knowledge (this decision should be left up to the player to decide upon). This pact bestows the dragon with the ability to always be aware of their benefactor's locations and actions, although most dragons rarely intercede in the affairs of their chosen pact bound, instead allowing them to do as they wish.

The dragon itself simply bestows the potential upon their pact bound,

and the powers that manifest because of it are entirely the choice of the pact bound. It is not uncommon to see a red dragon with a number of pact bound toxikineticists or geokineticists, and dragons often encourage such deviation. The details of how such a pact is formed are best left up for the GM to decide, although it should require at least 7 days and a tribute of 500 gold per character level the pact bound possesses. This should only be used for characters whose pact has been broken and are searching for another; any character taking this archetype is assumed to have a pact in effect, even if they are unaware of it. This does allow a character to take this archetype after character creation though, replacing any other kineticist archetype the character may possess.

A dragon pact is incredibly powerful, and can only be broken by one party killing the other or by both agreeing to dissolve the pact. Dragons are rarely willing to voluntarily dissolve a pact, as it would require them to return the tribute that was paid to them for its establishment. As the dragon has already given its power to the pact bound, the death of the dragon through other circumstances will not remove their gift from the pact bound, although a pact bound may not form another pact with a different dragon so long as their current pact remains intact. A dead dragon is always treated as willing to dissolve their pact.

Whenever a dragon pact kineticist selects their elemental focus, they also gain an element associated with their dragon pact. The following dragons correspond to the following energy types:

Acid: black, copper, green

Cold: silver, white

Electricity: blue, bronze

Fire: brass, gold, red

Players can select other types of dragons to form pacts with at the GM's discretion, although the dragon should have an associated energy type for the skin of the dragon and draconic fusion class features.

Draconic Aspect I (Su): At 1st level, a dragon pact kineticist must select one aspect of the dragon, gaining abilities based on their choice:

Breath of the Dragon

A breath aspect dragon pact kineticist gains either draconic breath (cone) and draconic breath (line) form infusions, reducing its burn cost by 1.

Form of the Dragon

A form aspect dragon pact kineticist gains the kinetic fist form infusion as well as the following utility wild talent:

Draconic Form

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

Your features shift into those of a mighty dragon. You gain a bite attack that deals 1d6 damage. While your skin of the dragon is active, you also gain a pair of claw attacks that deal 1d6 damage. While making an attack with only your natural weapons, reduce the burn cost of the kinetic fist form infusion by 1.

Both aspects of the dragon add the following form infusions to their list of available wild talents:

Draconic Breath (Cone)

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

Associated Blasts any

Saving Throw Reflex half

Your kinetic blast erupts from your mouth in a 15 foot cone, damaging all creatures inside of it. This infusion deals half your normal amount of blast damage (or full damage for energy blast). The saving throw DC is Dexterity-based.

Draconic Breath (Line)

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

Associated Blasts any

Saving Throw Reflex half

Your kinetic blast erupts from your mouth in a 30 foot line, damaging all creatures inside of it. This infusion deals half your normal amount of blast damage (or full damage for energy blast). The saving throw DC is dexterity based.

A dragon pact kineticist cannot use their kinetic blast without applying either the draconic breath (cone), draconic breath (line), or kinetic fist form infusion to it.

This ability alters kinetic blast and replaces the 1st-level infusion.

Draconic Defense (Su) At 2nd level, a dragon pact kineticist gains the following defensive wild talent:

Skin of the Dragon

Element(s) universal; **Type** defensive (Su); **Level** —; **Burn** 0

Your skin is as thick and resistant as a dragon's hide. You gain resist 1 to your draconic pact element and a +1 enhancement bonus to your natural armor. This resistance increases by 1 for every 2 kineticist levels you possess past 2nd. By accepting 1 point of burn, you can increase this enchantment bonus by 1. For every 3 levels beyond 2nd, you can accept 1 additional point of burn to further increase this enchantment bonus by 1 (to a maximum of +7 at 20th level).

Whenever you accept burn using a wild talent, your scales grow far more resistant, granting you immunity to your resisted element for 1 round. You can dismiss or restore this effect as an immediate action.

This ability replaces elemental defense.

Draconic Aspect II (Su): At 7th level, a dragon pact kineticist gains the following abilities based on which aspect of the dragon was selected in addition to an infusion or utility wild talent:

Breath of the Dragon

A dragon pact kineticist can increase the burn cost of draconic breath (cone) or draconic breath (line) form infusions by 2 to increase their area of effect by either 15 feet for draconic breath (cone) or 30 feet for draconic breath (line). They also gain the following composite blast (if the dragon pact kineticist does not have a physical blast, they gain this composite blast if they later gain one):

Brutal Breath

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

Prerequisite(s) any physical blast, any draconic breath form infusion

Blast Type physical; **Damage** special (see text)

You can channel the power of your breath, even with a physical blast. Your physical blasts do full damage instead of half when using either draconic breath (cone) or draconic breath (line). At 15th level you can apply this to a composite blast by increasing the burn cost of the blast by 1.

Form of the Dragon

At 7th level, a pact bond kineticist gains the following utility wild talent:

Tail of the Dragon

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

While your skin of the dragon is active, you grow a tail that can be used to make a secondary tail slap that deals 1d6 damage. You can accept 1 point of burn to instead have your tail slap be treated as primary, as well as being able to be used as a prehensile tail.

Both aspects of the dragon pact kineticist gain the following composite blast:

Draconic Fusion

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

Prerequisite(s) any simple blast, draconic aspect II

Blast Type special; **Damage** special (see text)

You can draw from the power granted to you, dealing both the damage type of your simple blast and the energy type of your draconic pact. If your simple blast is physical, this is a physical blast; if it is energy, this is an energy blast.

This ability replaces the 7th-level expanded element.

Draconic Flight (Su): At 8th level, a dragon pact kineticist gains the following utility wild talent:

Wings of the Dragon

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

You grow a set of majestic wings, granting you a flight speed of 60 with good maneuverability.

This ability replaces the 8th-level utility wild talent.

Expanded Element (Su): At 10th level, a dragon pact kineticist gains the expanded element class feature.

This ability replaces the 10th-level utility wild talent.

Draconic Aspect III (Su): At 15th level, a dragon pact kineticist gain the following abilities based on which aspect of the dragon was selected in addition to an infusion or utility wild talent:

Breath of the Dragon

A dragon pact kineticist can increase the burn cost of draconic breath (cone) or draconic breath (line) form infusions by 4 to increase their area of effect by either 45 feet for draconic breath (cone) or 90 feet for draconic breath (line).

Form of the Dragon

A dragon pact kineticist treats their tail slap as a primary attack, and all of their natural attacks gained from this archetype have their critical range doubled. This increase does not stack with any other increase to critical range.

Both aspects of the dragon pact kineticist gain a fear aura that extends out 30 feet. This aura has a save DC of 10 + their Constitution modifier + $\frac{1}{2}$ their kineticist level, frightening creatures inside of it for 1 round per 4 kineticist level they possess. A creature can only be affected by this fear aura once per day, and a dragon pact kineticist can dismiss or resummon this aura as a free action.

A dragon pact kineticist can also select the elemental eater utility wild talent regardless of their elemental focus, being able to absorb the energy type associated with their pact.

This ability replaces the 15th-level expanded element.

Pact Unbound (Su): At 20th level, a dragon pact kineticist has mastered the power bestowed upon them, and is no longer bound by the terms of their pact. They gain the benefits of Draconic Aspect I, II, and III for whichever aspect they did not select as well as gaining immunity to the energy type of their dragon pact.

Dragons rarely like to let a dragon pact reach this level of power, and will often engineer the dragon pact kineticist's downfall before they can reach such a point.

This ability replaces omnikinesis.

Fusion Kineticist

While some kineticists begin with power over a single element, there are others who embody a storm of multiple elements from the onset of their power. These kineticists wield abilities that can at times seem counterintuitive to each other, as each element fights for dominance inside of their host. The struggle between nurturing both powers can prove impossible for some, but there are a few who are able to harness both elements with equal skill and prove dominant over both, becoming a master of both in a way that no other

kineticist can do.

Unbalanced Elements (Su): At 1st level, a fusion kineticist selects two elements for their elemental focus, gaining a simple blast for both. A fusion kineticist must select 1 main element, the other being considered their sub element. A fusion kineticist can only select 1st level talents for their sub element, and does not gain a composite blast even if their choice of simple blasts would qualify them for one.

This alters elemental focus and replaces the 1st-level infusion and basic utility talent normally gained at this level.

Defined Defense (Su): At 2nd level, a fusion kineticist gains the elemental defense of their sub element.

This ability alters elemental defense.

Elemental Balance (Su): At 7th level a fusion kineticist can select wild talents from their sub element as though it was two levels lower than their main element. They also gain a composite blast if they would qualify for one through expanded element, dealing both types of damage the blast includes instead of half of each type (magma blast would deal both bludgeoning and fire damage instead of half bludgeoning, half fire).

In addition, they gain the elemental defense from their main element as well as gaining an infusion or utility wild talent for which they qualify.

This ability replaces the 7th-level expanded element.

Cross Infusion (Sp): At 9th level, a fusion kineticist can increase the burn cost of an infusion by 1 to apply it to a simple blast to which it would not normally apply.

This ability replaces metakinesis (maximize).

Elemental Harmony (Su): At 15th level a fusion kineticist can select wild talents from their sub element as though it was the same level as their main element. They also gain 1 infusion or utility wild talent for which they qualify.

In addition, they can also accept 1 burn to use two utility wild talents with the same standard action as long as those utility wild talents are from two different elements and 2 levels lower than the highest utility wild talent the fusion kineticist can access.

This ability replaces the 15th-level expanded element.

Perfect Fusion (Sp): At 20th level, a fusion kineticist has perfectly synchronized their elements, gaining two utility wild talents or infusions of different elements. They can also use their cross infusion class feature with their composite blasts.

This ability replaces omnikinesis.

Hex Kineticist

Some assume that the power of a kineticist is theirs and theirs alone, but there are those who share this power with a magical creature, the two forming a symbiotic relationship. In such pairings, a familiar is a vital part of a kineticist's personal growth, as the two advance in power as a single entity. The familiar's powers help their master understand the darker arts of their powers, granting insight into how to harness the power of hexes. The kineticist provides the innate power that fuels their familiar's growth, the two perfectly synchronized with each other in all situations.

Devoted Servant (Ex): At 1st level, a hex kineticist gains a familiar, treating their kineticist levels as witch levels for the purpose of their familiar and its abilities. If a hex kineticist's familiar is killed, the damage dice of their kinetic blast damage is reduced by ½ (to a minimum of 1d6) until they gain a new one, in the same manner as a witch replaces a lost familiar.

This ability replaces the basic utility wild talent normally granted by selecting an element.

Kinetic Curse (Su): At 2nd level a hex kineticist gains a hex as the witch class feature. At 6th level and every 4 levels after, a kineticist can select a hex in place of a utility wild talent, treating their kineticist level as their witch level. A kineticist treats their Constitution score as their Intelligence score for the purpose of DCs and effects for hexes.

This ability replaces the 2nd-level wild talent and alters utility wild talents.

Imbued Familiar (Sp): At 3rd level a hex kineticist's familiar gains an element, as per the kineticist's elemental focus class ability, but does not gain a simple blast or basic utility wild talent. The hex kineticist can accept 1 burn to imbue their familiar with a simple blast associated with that element, which it can use to make an attack with its kinetic blast that deals half of the damage dice of their master's simple kinetic blast. Accepting burn in this fashion reduces the damage dice of the hex kineticist's kinetic blasts by half rounded up (if a kineticist with a 3d6 kinetic blast used this ability, their

familiar would gain a blast that dealt 1d6 damage, while the kineticist would deal 2d6 with their own kinetic blast).

This ability replaces the 3rd-level infusion and the deliver touch spells ability the familiar would normally gain at 3rd level.

Elemental Bond (Sp): At 7th level a hex kineticist's familiar gains a 1st level infusion and infusion specialization 1. A familiar cannot apply an infusion to a blast if it would cause them to accept burn. A hex kineticist and their familiar both gain the interweave composite blast teamwork feat.

A hex kineticist also gains the following substance infusion:

Hex Synthesis

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

Associated Blast any

Saving Throw see text

You know how to fuse hexes into your blast, allowing you to combine any non-major hex that requires a standard action and affects 1 target into your blast. All creatures that take damage from this blast must make a save against the hex added to this blast. This blast counts as targeting a creature for the purposes of how many times per day they can be targeted by a hex.

This ability replaces the 7th-level expanded element.

Expanded Element (Su): At 10th level, a hex kineticist gains the expanded element class feature.

This ability replaces the 10th-level utility wild talent.

Greater Elemental Bond (Sp or Su): At 15th level, a hex kineticist's familiar gains an additional infusion up to 2nd level and infusion specialization 2.

A hex kineticist may now select major hexes with their kinetic curse ability, gaining a major hex instantly. In addition, they can increase the burn cost of the hex synthesis by 2 to apply a major hex to it.

This ability replaces the 15th-level expanded element.

True Elemental Bond (Sp): At 20th level, a hex kineticist can accept 1 point of burn as a standard action to change any of their hexes or major hexes that isn't being used as a prerequisite for another hex into any other hex of the same type (hex or major hex) for 24 hours.

Their familiar also gains an additional infusion up to 3rd level and infusion

specialization 3.

This ability replaces omnikinesis.

New Elements

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

Poison

“Really, my abilities just help me weed out the weak from the strong. If their body can’t handle the stress of my ‘gift’, they didn’t deserve to live.”

-Zeltryx Lastbloom,
drow enforcer of the House Lastbloom

The practice of toxikinesis is often considered in the same league as witchcraft, as the most well-known of toxikineticists reside among the drow. Some believe that these abilities were a gift to the drow from the New Gods, sealing a deal between the two. Others believe they were leaked into the populace by the Elemental Lords as a way to cleanse the population by infecting it with virulent toxins. Most would rather not see powers like this even exist, and their practitioners know well enough to avoid announcing their abilities unless they are willing to fight.

Toxikineticists tend to be more quiet and withdrawn individuals, more patient than most. Like a coiled snake, they can wait weeks to let a plan come together, although they strike as quick as a serpent once the opportunity presents itself. While some toxikineticists work to heal the wounds left by poison, most wield their talents like a weapon, comfortable in their own strength. It is said “no one who crosses a toxikineticist will die a painless death.”

Class Skills: A toxikineticist adds Knowledge (nature) and Sleight of Hand to their list of class skills.

Basic Manipulation: A toxikineticist gains basic toxikinesis.

Simple Blast: A toxikineticist gains acid blast as a simple blast wild talent. They can use all infusions listed below with acid blast and its composites. A toxikineticist can use burning infusion with acid blast and its composites, although it deals acid damage and provides a +2 bonus to any poison kinetic blast, being able to be ended as though the target was on fire.

Defense: A toxikineticist’s defense is Corrosive Miasma.

Wild Talents: 1st-basic toxikinesis, burning infusion*, laced infusion*, master poisoner, painful infusion*, poison healer; 2nd- biological toxin, melting infusion*, poison's sting, sickening infusion*†; 3rd- neutralizing infusion* poison amplification, poison conversion, torrent*; 4th- acid fog, atrophy infusion*, poison immunity, spray*, toxic infusion*; 5th-haze of acid, lingering infusion*†, psychotropic infusion*, venom vector; 6th- biological toxin (greater), deadly vapors, decaying infusion*†, destabilizing infusion*†; 7th-cloud*, elemental eater, overload infusion*†, venom vector (greater), toxic infusion (greater)*; 8th- paralyzing infusion*; 9th-eternal atrophy;

* Indicates an infusion wild talent, † indicates a reprinted wild talent from *Kineticists of Porphyra*

Viscera

"I would think that it's my body and I can do what I want with it. What's that you say? It's actually your body? As if it would change my mind."

-Eltra Novuex,
corpokineticist professor of Hightower College

Said to have been the first 'artificial' element, practitioners of corpokinesis are considered aberrations among even their fellow kineticists. Their ability to alter both themselves and others is considered 'unclean' by most, having far more of a visceral nature than most. With even the nature of their origin being suspect, most corpokineticists hide their talents to avoid persecution, leading to even less knowledge on their abilities. Tales of brutal corpokineticists devouring others and experimenting on still living subjects paints most people's perceptions of them.

Corpokineticists themselves seem to be people of extremes, either adamantly hiding their abilities or reveling in the stories that paint them as black hearted monsters. A common trend among corpokineticists is an exceptional vanity, even when such vanity is based solely on frightening others. They are known to take great pride in just how their powers manifest, doing their best to either make these changes as subtle or as graphic as possible. In this way, they have earned the nickname of "beauty and the beast" kineticists.

Class Skills: A corpokineticist adds Disguise and Knowledge (dungeoneering) to their list of class skills.

Basic Manipulation: A corpokineticist gains basic corpokinesis.

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



corpokineticist's substance infusions with the viscera element do not affect undead or constructs unless they specifically state that they do. A corpokineticist's foe throw form infusion may only be used with bone blast and affects corporeal undead, and their pushing infusion can affect undead and constructs. If an infusion can affect a corporeal undead, it can also affect an incorporeal undead if incorporeal infusion is applied to the blast.

Defense: A corpokineticist's defense is Reactive Skin.

Wild Talents: 1st-basic corpokinesis, bleeding infusion*†, bone blades, emerging form, kinetic healer, petrified innards, pushing infusion*, shivering infusion*, unnatural evolution; 2nd-benign cyst, body's corruption, flesh servant, sickening infusion*†, weakening infusion*; 3rd-bone armor, bone spikes, foe throw*, impale*, mutable visage; 4th-atrophy infusion*, skin slough, unnatural evolution (improved); 5th-bone feast, explosive evolution, malignant cyst, self-destructive infusion*; 6th- decaying infusion*†, flesh mask, kinetic regeneration, leech infusion*†, preserved flesh; 7th- fragmentation* roiling flesh, unnatural evolution (greater); 8th-kinetic purification; 9th-eviscerating infusion*, eternal atrophy

* Indicates an infusion wild talent, † indicates a reprinted wild talent from *Kineticists of Porphyra*

New Simple Blasts

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

Acid Blast

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

Blast Type energy; **Damage** acid

You douse a foe in a gout of acid.

Bone Blast

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

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

You fire bones from your hands (which regenerate instantly and have no effect on your physical form) to assault a foe.

New Composite Blasts

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

Acid Rain Blast

Element(s) poison and water; **Type** composite blast (Sp); **Level** —; **Burn** 2
Prerequisite(s) acid blast, water blast
Blast Type physical; **Damage** half acid, half bludgeoning

You fuse your acid into a powerful spout of water that batters a foe.

Acidic Bolt Blast

Element(s) air and poison; **Type** composite blast (Sp); **Level** —; **Burn** 2
Prerequisite(s) acid blast, electric blast
Blast Type energy; **Damage** half acid, half lightning

You create a pale purple streak of acidic lightning to fry a foe.

Bioelectric Blast

Element(s) air and viscera; **Type** composite blast (Sp); **Level** —; **Burn** 2
Prerequisite(s) bone blast, electric blast
Blast Type physical; **Damage** half slashing, half electric

You charge your bones with bioelectricity as they slice into a foe.

Bloody Murder Blast

Element(s) viscera and water; **Type** composite blast (Sp); **Level** —; **Burn** 3
Prerequisite(s) blood blast (*blood kineticist*), bone blast
Blast Type physical; **Damage** bludgeoning, piercing, and slashing

You launch a blood soaked skull at a target. This blast deals an additional 2 damage per 1d6 your blast deals and can be used with the wrack form infusion.

Charnel Blast

Element(s) fire and viscera; **Type** composite blast (Sp); **Level** —; **Burn** 2
Prerequisite(s) bone blast, fire blast
Blast Type physical; **Damage** half fire, half slashing

You set your bones ablaze before firing them at a foe.

Chilled Bone Blast

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

Prerequisite(s) bone blast, cold blast

Blast Type physical; **Damage** half cold, half piercing

You coat your bones in a layer of frost before piercing a foe.

Flensing Blast

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

Prerequisite(s) acid blast, earth blast

Blast Type physical; **Damage** half acid, half slashing

You mix brutal acids with sharp sands to tear away at a foe's flesh.

Fossilized Blast

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

Prerequisite(s) bone blast, earth blast

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

You shoot fossilized bones that shatter upon impact with a foe.

Green Flame Blast

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

Prerequisite(s) acid blast, fire blast

Blast Type energy; **Damage** half acid, half fire

You create a sickly green flame that burns a foe with acidic flames.

Haunted Blast

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

Prerequisite(s) bone blast, light blast

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

You unleash a hellish glowing skull at a foe that shines with unearthly light.

Injecting Blast

Element(s) poison and viscera; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisite(s) acid blast, bone blast

Blast Type physical; **Damage** half acid, half piercing

You create sharp bones capable of injecting a foe with potent acid.

Nightshade Blast

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

Prerequisite(s) acid blast, wood blast

Blast Type physical; **Damage** half acid, half slashing

You slash with a deadly acidic flower to melt your foe.

Ultraviolet Blast

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

Prerequisite(s) acid blast, light blast

Blast Type physical; **Damage** half acid, half bludgeoning

Your blast radiates acidic rays of light upon impact with a foe.

Venus Blast

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

Prerequisite(s) bone blast, wood blast

Blast Type physical; **Damage** half piercing, half bludgeoning

You create a carnivorous plant that chomps down on a foe with a mouth full of fangs. All material created by this blast decays swiftly into nothingness.

Virulent Blast

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

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

Blast Type energy; **Damage** acid

You coat a foe in a deadly acidic mixture.

Warped Bone Blast

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

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

Blast Type physical; **Damage** see text

You disfigure the bones from your body. This blast deals either bludgeoning and piercing, bludgeoning and slashing, or piercing and slashing damage.

New Elemental Defenses

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

Corrosive Miasma

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

You surround yourself in a haze of acid that corrodes magic. You gain spell resistance 11. This spell resistance increases by 1 for every 2 kineticist levels you possess beyond 1st. By accepting 1 point of burn, you can increase this spell resistance by 1 until the next time your burn is removed. At 2nd level and every 2 levels thereafter, you can accept an additional point of burn to increase your spell resistance by 1. Whenever you are targeted by a spell, as an immediate action, you can decide if you wish to not apply your spell resistance to the effect. Whenever you accept burn while using a poison wild talent, this corrosive energy grows more volatile, allowing you to reduce the caster level of any spell that affects you by your $\frac{1}{2}$ your kineticist level for 1 round. This spell resistance doesn't affect harmless spells unless you wish it to do so.

You can dismiss and restore this effect as an immediate action.

Reactive Skin

Element(s) viscera; **Type** defensive (Su); **Level** —; **Burn** 0

Your skin is capable of changing to match the situation. You gain resist 1 to one element of your choice (acid, cold, electric, fire, sonic, negative energy), and you can accept 1 burn to change your resistance as a full round action. This resistance increases by 1 for every 2 kineticist levels you possess past 2nd. By accepting 1 point of burn, you can increase this resistance by 1 until the next time your burn is removed, to a maximum resistance equal to your level. Whenever you accept burn while using a viscera wild talent, your skin begins to grow more durable, causing your resistance to apply to acid, cold, electric, fire, sonic, and negative energy damage for 1 round.

You can dismiss and restore this effect as an immediate action.

New Infusion Wild Talents

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

Atrophy Infusion

Element(s) poison, viscera, or void; **Type** substance infusion; **Level** 4; **Burn** 3
Associated Blasts acid, acid rain, acidic bolt, bioelectric, bone, charnel, chilled bone, chrono, epoch, flensing, fossilized, green flame, haunted, injection, negative, nightshade, ultraviolet, venus, virulent, void, warped bone
Saving Throw Fortitude negates

Your blasts cause lasting damage to the bodies of others. Whenever an infused blast deals damage to a foe, they take 2 Strength or Dexterity damage (your choice). This is a poison effect for acid blast and its composites (excluding injecting blast).

Attunement Burst

Element(s) sound; **Type** form infusion; **Level** 9; **Burn** 4
Prerequisite(s) attuning infusion, extended range infusion
Associated blast(s) sonic, sonic boom, vibration
Saving Throw Fortitude half

You cause sonic energy to explode from anything that resonates with the tones you exude. Select a number of creatures up to your Constitution modifier that have been affected by your attuning blast. Each such creature becomes the center of a 15-foot radius sphere that damages all creatures within it for half your kinetic blast's damage, and can attempt a fortitude save to reduce that amount to ¼ damage. If a creature is within the area of multiple spheres, the damage from each sphere stacks, and each creature takes a -1 penalty to their Fortitude save to reduce this damage for each sphere they are included in beyond the first.

Bleeding Infusion†

Element(s) aether, air, earth, water, viscera, or wood; **Type** substance infusion; **Level** 1; **Burn** 1
Associated Blasts autumn, bioelectric, bioluminescent, blizzard, bone, charnel, chilled bone, crystal, earth, fossilized, great oak, haunted, ice, injecting, metal, sandstorm, spring, summer, telekinetic, venus, warped bone, winter, wood

Saving Throw Reflex negates

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. Bleed damage from this infusion does not stack with itself.

Crippling Infusion

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

Associated Blasts bioelectric, bone, charnel, chilled bone, fossilized, haunted, injecting, venus, warped bone

Saving Throw Fortitude negates

You know how to completely cripple parts of your foe's body. Whenever an infused blast hits a foe and deals damage, you can select to either disable their arms, legs, tails, or wings, making those body parts unable to function until healed with regeneration or greater restoration. This infusion can affect corporeal undead.

Decaying Infusion†

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

Associated Blasts acid, acid rain, acidic bolt, bioelectric, bone, charnel, chilled bone, chrono, epoch flensing, fossilized, green flame, haunted, injecting, negative, nightshade, ultraviolet, venus, vibration, virulent, void, warped bone

Saving Throw Fortitude negates

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

Destabilizing Infusion†

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

Associated Blasts acid, acid rain, acidic bolt, aurora, blizzard, cold, flensing, green flame, ice, injecting, nightshade, sonic, sonic boom, ultraviolet, vibration, virulent

Saving Throw Fortitude negates

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

Eviscerating Infusion

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

Associated Blasts bioelectric, bone, charnel, chilled bone, fossilized, haunted, injecting, venus, warped bone

Saving Throw Fortitude half

Your blast can tear a creature's innards to shreds. Whenever an infused blast hits a foe and deals damage, that foe takes 2 Constitution bleed.

Hyper-Dimensional Blast

Element(s) aether, time, or void; **Type** form infusion; **Level** 4; **Burn** 3

Prerequisite(s) extended range

Associated blast(s) chrono, epoch, force, gravity, telekinetic, negative, void

You can channel your blast through avenues outside of those perceived by others, causing your blast to appear directly in any space within 120 feet rather than traveling from you to that space. Your target is denied its AC bonus from Dexterity and you ignore the benefits it gains from cover. You may target creatures, objects, or spaces outside of your line of sight, but cannot ignore cover against such targets unless you can detect the target's presence by some other means. If used with telekinetic blast, the object used for this blast cannot be thrown and teleports back into your hand afterward.

Laced Infusion

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

Associated Blasts acid, acid rain, acidic bolt, flensing, green flame, injection, nightshade, ultraviolet, virulent

Saving Throw see text

You are able to lace your blast with your own poisons. When you use this blast, you may consume 1 dose of any touch poison you possess in a non-extra-dimensional space, adding it to the blast. Whenever an infused blast deals damage to a foe, they are exposed to the poison, the DC of this poison being treated as the DC of this infusion. For each creature beyond the first that is damaged by this blast, lower the DC of the poison by 1. At 7th level, this infusion can be also be used with injury poisons. This infusion cannot be

used with poisons that have been converted from other poison types. This is a poison effect.

Leech Infusion†

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

Associated Blasts bioelectric, bone, charnel, chilled bone, fossilized, haunted, injecting, negative, venus, void, warped bone

Saving Throw none

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 foe possesses that last until you recover burn or until depleted. Temporary hit points gained from multiple uses of this ability do not stack. Temporary hit points gained from this ability stack with those gained from other wild talents.

Lingering Infusion†

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

Associated Blasts acid, acid rain, acidic bolt, chrono, epoch, flensing, green flame, injection, nightshade, sonic, sonic boom, ultraviolet, vibration, virulent

Saving Throw Fortitude half

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.

Melting Infusion

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

Associated Blasts acid, acid rain, acidic bolt, blue flame, fire, flensing, green flame, injection, nightshade, ultraviolet, virulent

Saving Throw Reflex negates

Your blast can leave both natural and man-made armor in disrepair. Whenever an infused blast deals damage to a foe, reduce the armor bonus of any armor the foe is wearing or natural armor bonus it may possess by 1 per 3 kineticist levels you possess for 1 minute.

Neutralizing Infusion

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

Associated Blasts acid, acid rain, acidic bolt, flensing, green flame, injection, nightshade, ultraviolet, virulent

Saving Throw Fortitude negates

Your blast can strip the resistances from others. Whenever an infused blast hits a foe and penetrates their spell resistance, any resistance or immunity to poison they may possess is negated for 1 minute per kineticist level you possess. Creatures without a Constitution score (such as constructs and undead) are immune to this effect.

Overload Infusion†

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

Associated Blasts acid, acid rain, acidic bolt, blue flame, chrono, cold, electric, epoch, fire, flensing, green flame, glorious, injection, light, lightning, negative, nightshade, solar, sonic, sonic boom, thunderstorm, ultraviolet, vibration, virulent, void

Saving Throw Fortitude negates

Your blasts 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 foe 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. A creature may only be affected by one overload infusion at a time.

Painful Infusion

Element(s) fire or poison; **Type** substance infusion; **Level** 1; **Burn** 1

Associated Blasts acid, acid rain, acidic bolt, blue flame, fire, flensing, green flame, injection, nightshade, ultraviolet, virulent

Saving Throw Reflex negates

Your blast can leave temporary but sensitive wounds. Whenever an infused blast hits a foe and deals damage, they are unable to use any natural weapons they possess for 1 round. You can increase the burn cost by 1 to increase the duration of this effect by 1 round, allowing a foe an additional save at the end of their round to end this effect.

Paralyzing Infusion

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

Associated Blasts acid, acid rain, acidic bolt, flensing, green flame, injection, nightshade, ultraviolet, virulent

Saving Throw Fortitude negates

Your blast can lock up a creature's entire body. Whenever a foe takes damage from this infusion, they are paralyzed for 1 round per 5 kineticist levels you possess. At the end of their round, they may make an additional saving throw to end this effect. This is a poison effect.

Psychotropic Infusion

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

Associated Blasts acid, acid rain, acidic bolt, flensing, green flame, injection, nightshade, ultraviolet, virulent

Saving Throw Will negates

Your blasts cause lasting damage to the minds of others. Whenever an infused blast deals damage to a foe, they take 2 Wisdom damage and are unable to separate friend from foe for 1 round per 3 kineticist levels you possess. Whenever an ally provokes an attack of opportunity within that foe's reach, they must make a will save or attack their ally. In addition, they must make a saving throw against all spells that affect them, even if they would normally be harmless. This is a mind affecting poison effect.

Resonant Detonation

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

Prerequisite(s) attuning infusion, extended range infusion

Associated blast(s) sonic, sonic boom, vibration

Saving Throw Fortitude half

You cause sonic energy to explode from anything that resonates with the tones you exude. Select a number of creatures up to your Constitution modifier that have been affected by your attuning blast; each creature takes half the normal damage of your kinetic blast, and can attempt a Fortitude save to reduce that amount to ¼ damage. For each creature affected by this form infusion, this blast does an additional die of damage (two dice for sonic boom blast.)

Self-Destructive Infusion

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

Associated Blasts bioelectric, bone, charnel, chilled bone, fossilized, haunted, injecting, venus, warped bone

Saving Throw Fortitude negates

You are capable of wresting control of your foes body temporarily, causing them to harm themselves. Whenever an infused blast hits a foe and deals damage, on their next round they must take a swift action to deal damage to themselves as though they had successfully hit themselves with whatever weapon or natural weapons they are wielding as hard as they can. If the foe is not wielding a weapon and lacks natural weapons, the target is instead strikes themselves with any appendage they possess, dealing 1d8 + twice their Strength modifier damage to themselves. The foe can take a full round action to resist attacking themselves. This infusion can affect corporeal undead.

Shivering Infusion

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

Associated Blasts bioelectric, bone, charnel, chilled bone, cold, fossilized, haunted, ice, injecting, venus, warped bone

Saving Throw Fortitude negates

Your blast cause opponents to convulse involuntarily. Whenever a foe takes damage from this infusion, they begin to shiver violently for 1 round per 2 kineticist levels you possess, bestowing a -1 penalty on all attack rolls and forcing a concentration check equal to the infusion's DC for all spells with somatic components.

Sickening Infusion†

Element(s) poison, sound, viscera or void; **Type** substance infusion; **Level** 2; **Burn** 2

Associated Blasts acid, acid rain, acidic bolt, bioelectric, bone, charnel, chilled bone, flensing, fossilized, gravity, green flame, haunted, injecting, negative, nightshade, sonic, sonic boom, ultraviolet, venus, vibration, virulent, void, warped bone

Saving Throw Fortitude negates

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

Telekinetic Weapon

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

Associated blast(s) telekinetic

Your aetheric tethers have tiny holes in them, allowing the magic power of objects to seep through. When using a telekinetic blast with a magic weapon, apply any enhancement bonuses and weapon qualities of the weapon to your blast as if you had made a melee attack with that weapon. This does not apply to unarmed strikes or natural weapons.

Weakening Infusion

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

Associated Blasts bioelectric, bone, charnel, chilled bone, fossilized, haunted, injecting, venus, warped bone

Saving Throw Fortitude negates

Your blast can make your foes more vulnerable to damage. Whenever a foe takes damage from this infusion, all attacks against that foe until the end of their next round deal an additional 1d6 damage. At 7th level, you can increase the burn cost by 1 to increase the damage to 2d6. This infusion can affect corporeal undead.

New Utility Wild Talents

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

Acid Fog

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

Saving Throw no; **Spell Resistance** no

You can disperse your form into a cloud of acid, as though using fade into the mist. Any creature that enters a square adjacent to yours takes acid damage equal to your kineticist level.

Aetheric Tempering

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

Prerequisite telekinetic blast

You know how to use your power to protect your weapons. Objects that you

use with your telekinetic blast do not take damage.

Aquatic Adaptation

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

You are adept at swimming and moving underwater, gaining a +4 bonus to Swim checks and can breathe underwater.

Atrophy Field

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

Saving Throw no; **Spell Resistance** no

Death follows you wherever you go. You can radiate a necrotic field for 1 minute per kineticist level you possess, reducing the caster level of all conjuration (healing) spells and spell-like abilities used within 60 feet of you by 1. For every 2 levels you have past 2nd level, you may reduce the caster level by an additional 1. If a spell's effective caster level is reduced to 0, the spell fails. You can dismiss this ability as an immediate action.

You can modify this wild talent with 1 wild talent that requires atrophy field as a prerequisite (such as plains of weeping wounds or zone of decay). You can accept 1 burn to modify it with a second utility wild talent at the same time as the first until you recover burn.

Aura of Ash

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

Prerequisite(s) atrophy field

Saving Throw no; **Spell Resistance** no

While your atrophy field is active, any foe that dies within 60 feet of you decays instantly, leaving only a skeleton. You can accept 1 burn as an immediate action to raise a dead foe as a zombie under your control instead of decaying them or reduce them to ash instantly as though targeted by a *disintegrate* spell. You can control up to 2 hit dice of undead for each kineticist level you possess.

Basic Corpokinesis

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

You can subtly alter your features, granting you a +2 on Disguise and Bluff checks. You can also use *bleed* and *stabilize* at will. This ability counts as skill

focus for the purposes of qualifying for Eldritch Heritage feat, as well as allowing you to freely remove or create scars and blemishes on your body.

Basic Toxikinesis

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

You are capable of using poison without fear, gaining the use poison use class feature. You can also use *purify food and drink* at will.

Benign Cyst

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

Saving Throw Fortitude negates (harmless); **Spell Resistance** no

You are capable of creating a small growth on one willing living creature within 30 feet, forging a link between yourself and them until the next time you recover burn. As long as that creature is within 60 feet of you, you may communicate with them telepathically, and if you possess the kinetic healer utility wild talent, you may use it on them without touching them as long as you are within 60 feet of them.

Biological Toxin

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

You are able to draw out the impurities in your body, creating any contact or injury poison that costs up to 100 gp per 2 kinetic levels you possess. You may split this poison in up to 2 different doses as long as the total value of those doses does not exceed your gp limit. You cannot create any poison that is supernatural in nature with this ability. This poison lasts for 1 day before becoming inert, and has no marketable value.

Biological Toxin, Greater

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

Prerequisite(s) biological toxin

You can draw out a greater amount of impurities from your body, instead creating any poison up to 500 gold per 2 kineticist levels you possess, as well as being able to split this poison in up to 4 different doses as long as the total value of those doses does not exceed your gp limit.

Bone Armor

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

You create a temporary armor of bones, granting you DR 5/bludgeoning. Once this armor has prevented a total of 5 damage per kineticist level you possess, it is destroyed. If you possess the bone spikes utility wild talent as well, you can activate both of these talents with the same standard action, reducing the burn cost of bone spikes by 1. If you do, your bone spikes are destroyed when your bone armor is.

Bone Blades

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

You grow out a pair of durable bone spurs from your forearms, granting you two claw attacks which deal 1d4 damage. You can retract these claws at will, although you cannot wield a shield while these claws are in use. You can accept 1 point of burn to also enlarge your teeth, granting you a bite attack which deals 1d6 damage until the next time you recover burn.

Bone Feast

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

Prerequisite(s) bone blades

Saving Throw Fortitude half; **Spell Resistance** no

As a full round action, you can make an attack with one of your bone blades. If this attack hits, the target must make a fortitude save or take half of your bone blast's damage and 2 Constitution drain, granting you temporary hit points equal to twice the target's hit dice that last until you recover burn or until depleted. Temporary hit points gained from multiple uses of this ability don't stack. You can accept 1 point of burn to instead make an attack with each of your claw attack granted from the bone blades utility wild talent, both dealing Constitution drain. Temporary hit points gained from both attacks are considered to be from one source for the purposes of stacking. This ability does not affect undead or constructs. Temporary hit points gained from this ability stack with those gained from other wild talents.

Bone Spikes

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

Prerequisite(s) reactive skin

You cover your body in sharp bone spurs that slash at those who attack you.
This functions as the jagged flesh wild talent.

Deadly Vapors

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

Saving Throw Fortitude negates; **Spell Resistance** no

You are capable of making a poisonous cloud as per *cloudkill*. The cloud will not move on its own, but you can direct it to move it as a move action up to 30 ft per round. You may only have one cloud active at a time; using it again while another cloud is active will cause the previous cloud to disperse.

Divine Interference

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

Prerequisite(s) atrophy field

Saving Throw no; **Spell Resistance** no

While your atrophy field is active, all divine casters and non-native outsiders within 60 feet of you must make a concentration check (15 + twice the spell's level) to cast divine spells or use spell-like abilities or else lose their spell.

Elemental Eater

Element(s) aether, air, fire, poison, sound, void, or water; **Type** utility (Sp);

Level 7; **Burn** 1

Whenever you would receive acid, cold, electricity, fire, force, negative, or sonic damage, as an immediate action you can instead choose to absorb the element, negating the damage from it and gaining a number of temporary hit points equal to half the damage you would have taken (if the effect allowed for a saving throw, you are treated as having failed it for the purpose of how much damage you absorb) that last until you recover burn or until depleted. You must select 1 element for this, and the element you are capable of absorbing depend on which elemental focus or expanded element class features you possess:

Aether: force

Air: electric

Fire: fire

Poison: acid

Sound: sonic

Void: negative

Water: cold

As a swift action, you can reduce the temporary hit points gained from this ability by 15 to reduce the burn cost of an infusion by 1. Temporary hit points gained from this ability stack with those gained from other wild talents, but cannot be used to lower the cost of an infusion.

Emerging Form

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

You can alter your body to grow a vestigial arm as per the alchemist discovery. You can select this utility wild talent up to 3 times; the second time you select it you gain a second vestigial arm, and the third time you select it you gain the parasitic twin alchemist discovery.

Eternal Atrophy

Element(s) poison or viscera; **Type** utility (Sp); **Level** 9; **Burn** 1

Saving Throw Fortitude negates; **Spell Resistance** no

You are capable of shutting down a living creature's body completely, destroying its ability to continue living. Select 1 creature within 60 feet, that creature can no longer heal hit points either naturally or through magic. Any poisons or diseases they are suffering from cannot be overcome, and all ability damage and drain are permanent. This effect can only be removed with a *wish* or *miracle* spell, and is a poison effect for toxikineticists.

Explosive Evolution

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

You can create new yet unstable growth on your body as per the *lesser evolution surge* spell, although you are treated as the target of it.

Explosive Evolution, Greater

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

Prerequisite explosive evolution

Whenever you use your explosive evolution wild talent, you are instead treated as though you were under the effects of an *evolution surge* spell, although you cannot select the 'large' evolution with this ability.

Flesh Mask

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

Saving Throw Fortitude negates; **Spell Resistance** no

Your abilities take on a far more sinister form, allowing you to shape the flesh of a creature's face within 30 feet. You can choose to grow additional flesh over a creature's eyes (blinding them), nose (disabling their sense of smell), mouth (making them mute), or ears (deafening them) for 1 minute. If you accept 1 point of burn, you can instead target two different features of their face (targeting both their nose and mouth will cause the target to suffocate). The target can end this effect early by using a light slashing or piercing weapon to attack themselves as a standard action (this requires a Will save at the same DC as this effect), maximizing the amount of damage to themselves to cut open the newly grown skin of one affected feature at a time. This ability does not affect incorporeal undead or constructs.

Flesh Servant

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

You know the secrets to creating life from your own skin, gaining a tumor familiar as per the alchemist discovery.

Haze of Acid

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

Prerequisite(s) corrosive miasma

Your acidic fumes obscure your position. While your corrosive miasma is active, you gain concealment as per the shimmering mirage utility wild talent.

Kinetic Purification

Element(s) time, viscera or water; **Type** utility (Su); **Level** 8; **Burn** —

Prerequisite(s) kinetic regeneration

You can accept 1 additional point of burn while using your kinetic healer talent to increase the healing by 1 step (1d4 to 1d6, 1d6 to 1d8, 1d8 to 1d10, or 1d10 to 1d12) as well considering your kinetic healer talent as the heal spell for what it can recover.

Kinetic Regeneration

Element(s) time, viscera or water; **Type** utility (Su); **Level** 6; **Burn** —

Prerequisite(s) kinetic healer or regressive healer

When you use the kinetic healer or regressive healer utility wild talent, it is considered the *regeneration* spell for what it can heal.

Malignant Cyst

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

Prerequisite(s) benign cyst

Saving Throw Fortitude negates; **Spell Resistance** no

With a thought, you can grow a cyst onto any creature within 60 feet, bonding you to them until you recover burn. Creatures with a cyst take a penalty on attack rolls against you and their armor class against your attacks equal to $\frac{1}{4}$ th your kineticist level. When you target a creature affected by your malignant cyst with your bone blast, you can instead deal half the normal amount of damage without an attack roll, allowing a Fortitude save to reduce that amount to $\frac{1}{4}$ normal damage. Damage dealt this way is untyped and ignores damage resistance.

You can end the effects of a malignant cyst early, forcing the creature to make a Fortitude save or have the cyst drain into them, taking control of their body's movements as per dominate monster for 1 round per 2 kineticist levels you possess. This ability does not affect incorporeal undead or constructs.

Master Poisoner

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

Prerequisite(s) basic toxikinesis

You are adept at creating and analyzing poison, gaining the poison lore inquisitor class feature. In addition, whenever you make poisons using Craft (alchemy), use the item's gp value as its sp value when determining your progress (do not multiply the item's gp cost by 10 to determine its sp cost).

Mutable Visage

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

Your flesh is yours to shape as you will, allowing you to use alter self for 1 minute per kineticist level you possess, although you do not gain any size bonuses from this ability. If you accept 1 point of burn, until the next time you

burn is removed, each use of this wild talent last until dismissed.

Petrified Innards

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

You are able to harden your insides to prevent damage as per the preserve organs alchemist discovery. You can select this utility wild talent up to 3 times.

Plains of Weeping Wounds

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

Prerequisite(s) atrophy field

Saving Throw no; **Spell Resistance** no

While your atrophy field is active, all creatures suffering bleed damage take 1 additional bleed damage for every 3 kineticist levels you possess and require magical healing to end the bleed. This effect only applies to hit point damage caused by bleed.

Poison Amplification

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

Select one injury or contact poison that you possess; you can treat the DC of that poison as 10 + your Constitution modifier + $\frac{1}{2}$ your kineticist level for 10 minutes per level. Poison that has been amplified cannot be combined with another dose of the same poison for increased DC and duration. You can amplify a number of doses of poison equal to your Constitution modifier. Attempting to amplify another dose of poison while you are at your current limit of amplification will cause the oldest amplified poison to revert to normal.

Poison Conversion

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

You can convert one poison into any other type, as per the poison conversion alchemist discovery.

Poison Healer

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

You know how to help treat the poisoning of others, using *delay poison* as the

spell. You can also draw the poison out of others, removing it from them and treating it as though you had failed a save against it yourself. If you have the biological toxin utility wild talent, you can accept 1 point of burn to create a copy of that poison with the same restrictions and duration as that ability, removing it from your body in the process.

Poison Immunity

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

You are immune to all poisons and poison based effects.

Poison's Sting

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

When using poison blasts or composite blasts that include poison, your blast ignore hardness up to $\frac{1}{2}$ your kineticist level.

Preserved Flesh

Element(s) viscera; **Type** utility (Su); **Level** 6; **Burn** —

Prerequisite(s) petrified innards, reactive skin

You learn the secrets to preserving yourself perfectly as per the mummification alchemist discovery. Instead of taking 30 days, you can perform the process to alter yourself in 1 day, although if anything interrupts this process, you must start again.

Roiling Flesh

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

Saving Throw Fortitude negates; **Spell Resistance** yes

Able to shift skin and bone as you wish, you are also able to unravel it, altering the form of a corporeal creature within 60 feet as though under the effects of the corporeal instability curse as the chaos beast's ability for 1 minute (see below). You can accept 1 burn to instead make this effect permanent. You can only have 1 non-permanent use of this ability in effect at 1 time; attempting to use it again while another creature is affected will cause the previous effect to end. This ability does not affect incorporeal undead or constructs.

Corporeal Instability (Su) A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages

to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; shapechange and stonewall have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Skin Slough

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

You gain the ability to strip off your own skin as per the spell *skinsend*. You can accept 1 burn to end this effect and regrow your skin, healing a number of hit points equal to your kineticist level when you do so.

Thorn Wall

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

You create a *wall of thorns* as per the spell. If you have nightshade blast, creatures who take damage from your thorn wall are also sickened for 1 minute. You can only have 1 use of the ability active at a time. If you attempt to use it again while another use of this ability is active, the first ability will wither and die.

Victim of Roiling Flesh



Unnatural Evolution

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

You gain one 1 point evolution from the eidolon class feature of the summoner for which you qualify, treating your kineticist level as your summoner level and your base form as biped. At the beginning of each day, you can change this evolution to any other legal choice.

Unnatural Evolution, Improved

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

Prerequisite(s) unnatural evolution

You can alter yourself further, gaining either one 2 point evolution or two 1 point evolutions.

Unnatural Evolution, Greater

Element(s) viscera; **Type** utility (Su); **Level** 7; **Burn** —

Prerequisite(s) improved unnatural evolution

You can alter yourself greatly, gaining either one 3 point evolution, one 2 point evolution and one 1 point evolution, or three 1 point evolutions.

Unweave Magic

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

You know how to pull at the strings of magic to leave them undone, allowing you to treat your telekinetic blast as *dispel magic* for the purposes of counterspelling.

Unweave Magic, Greater

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

Prerequisite(s) unweave magic

As an immediate action, you can attempt to counterspell any spell being cast within 30 ft of you with your telekinetic blast, although you must identify the spell being cast as normal to do so. This range extends to 90 ft if you possess the extended range form infusion.

Vampiric Grasp

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

Prerequisite(s) atrophy field

Saving Throw no; **Spell Resistance** no

While your atrophy field is active, whenever a conjuration (healing) spell or spell-like ability is used within 60 feet of you, you can make an opposed caster level check as an immediate action against the caster of the spell. If you succeed, you become the new target of the spell regardless of if you are within the spell's normal range, ignoring atrophy field's reduction to its caster level.

Venom Vector

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

Prerequisite(s) poison immunity

You may consume any poison, storing it inside of yourself indefinitely. As a touch attack or as part of a natural attack, you can discharge this stored poison to expose another creature to it. If you take slashing or piercing damage, as an immediate action you may choose to discharge this poison onto an adjacent creature. If you possess the poison amplification utility wild talent, you can use it with any poison stored inside of yourself when you discharge it.

Venom Vector, Greater

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

Prerequisite(s) venom vector

You can now release your stored poison as a fine mist surrounding your space for 1 round per 2 kineticist levels you possess, treating it as both a contact and inhaled poison. Creatures within 5 feet of you are automatically exposed to the poison, and must save as per usual. You can choose a number of allies up to your Constitution modifier to be immune to this mist.

Visceral Corruption

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

When using viscera blasts or composite blasts that include viscera, creatures damaged by your blast take a -1 to all saving throws for 1 round. This ability does not affect incorporeal undead or constructs.

Zone of Decay

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

Prerequisite(s) atrophy field

Saving Throw no; **Spell Resistance** no

While your atrophy field is active, all creatures within 60 feet of you cannot benefit from fast healing or regeneration. Casting a conjuration (healing) spells require a concentration check (15+ twice the spell's level) or else the spell fails.

New Feats

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

Afterburn

"You just have all this leftover energy after an attack like that, and you just let it go to waste?"

Prerequisite: 1st-level kineticist

Benefit: If you accept burn from a wild talent (except for your elemental defense), on your next round you can reduce the burn cost of an infusion by 1.

Brutal Blast

"I don't need finesse to overwhelm an opponent, I just need power."

Prerequisite: Kinetic blast 1d6

Benefit: Your form infusions use your Constitution modifier instead of your Dexterity to calculate saving throws.

Normal: You use your Dexterity modifier to calculate saving throws for your form infusions.

Divergent Focus

"Some people are just better at keeping their mind on what matters."

Benefit: Whenever you use a utility wild talent that would normally allow only one use of its effect to be active at a time, you can instead have two uses of its effect active without affecting the other use of it.

Energy Aim

"I don't just 'throw' fire around, I choose my incineration targets with exacting precision."

Prerequisite: Point-Blank Shot, any energy blast

Benefit: Your energy simple and composite blasts gain a +1 to attack rolls. You can also apply the Deadly Aim feat to your energy blasts.

Normal: Ranged touch attacks cannot apply the Deadly Aim feat.

Improved Stealth Gathering

"I wasn't even there, you didn't see a thing!"

Prerequisite: Stealth Gathering

Benefit: You can use your gather energy class feature without any visible or audible display.

Kinetic Combo

"The key is to overwhelm their defenses, and you can't do that by using the same trick over and over again."

Prerequisite: Any simple blast

Benefit: If you hit a creature with your kinetic blast, on your next round that creature takes a -1 penalty on saving throws against any utility wild talents you use that share the same element as your blast and a -2 against any utility wild talent with a different element from your blast.

Kinetic Training

"This is who I am, no matter what else I do."

Prerequisite: Kinetic blast class feature

Benefit: You can select wild talents as if your kineticist class level were 4 higher, to a maximum effective kineticist level equal to your character level.

Komodo's Bite

"My bite will leave more than scars."

Prerequisites: kineticist 1st, acid blast, bite attack

Benefit: Your bite attacks deal 1 point of acid damage in addition to their normal damage. Living creatures you bite must make a Fortitude save (DC equal to your acid blast's DC) or be sickened for a number of rounds equal to 1 + your Con modifier (minimum 1 round).

Noxious Saliva

"Submit to the venom, it shall soon be over."

Prerequisites: kineticist 7th, virulent blast, Komodo's Bite, bite attack

Benefit: Once per day, when a creature fails its save against your komodo's bite, you can accept 1 burn as an immediate action to instead cause the creature to become nauseated.

Poisonous Foliage

"Nature is dangerous. Everything in it wants to kill you, so why not take advantage of that?"

Prerequisite: Wood blast

Benefit: You can select laced infusion, sickening infusion, and psychotropic infusion in addition to the substance infusions you normally have access too, being able to apply them to your wood blast and its composites. If you use any of these infusions with the nightshade composite blast, increase the DC of your blast by 1.

Protean Alteration

“Oh, do you like this form? I just made it today!”

Prerequisite: Unnatural evolution utility wild talent

Benefit: Treat your base form as biped, quadruped, and serpentine for which evolutions you can take with the unnatural evolution utility wild talent and its other versions. You can also select the unnatural evolution talent a second time, gaining an additional 1 point evolution.

Normal: Your base form is treated as biped for selecting evolutions and can only select the unnatural evolution utility wild talent once.

Ranged Versatility

“Tradition is okay, but sometimes you just want to do something different!”

Prerequisite: Dragon pact kineticist or elemental ascetic 1st

Benefit: You gain the following form infusion; this infusion can be applied to your kinetic blast regardless of the normal limitations of your archetype:

Ranged Blast

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

Associated Blasts any

Saving Throw none

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

You may make a ranged attack with your kinetic blast with a range of up to 30 feet.

Stout Deterrent

“What makes you think he could move me, I’m as solid as a golem and twice as pretty!”

Benefit: You can add your Constitution modifier to your CMD instead of your Strength modifier.

Normal: You add your Strength and Dexterity modifiers to your CMD.

Stout Maneuvers

"Really, you can just tough it out, tire them out, and then go in for the kill!"

Benefit: You can add your Constitution modifier to CMB checks instead of your Strength modifier.

Normal: You add your Strength modifier to CMB checks.

Talented Blaster

"You practice an element, I AM an element."

Prerequisites: Kinetic blast 3d6, Kinetic Training

Benefit: Your kinetic blast damage and save DC are calculated as through your kineticist class level were 4 levels higher, to a maximum effective kineticist level equal to your character level.

New Magical Items

The following items were designed specifically for use by kineticist on Porphyra but can sometimes be located in other areas.

Body Wraps of Kinetic Fist

Aura moderate transmutation; **CL** 6th

Slot body; **Price** 4,000 gp (normal), 6,000 gp (layering); **Weight** 4 lbs

Description

These long translucent wraps seem to contour to the wearer's body, clinging to the form of their wearer. If the wearer of this robe possesses the kinetic fist form infusion, the burn cost for that wild talent is reduced by 1. A layering *body wraps of kinetic fist* can be worn over another body slot item and still provide its effect.

Construction

Requirements Craft Wondrous Item, creator must be a 6th level kineticist, kinetic fist; **Cost** 2,000 gp (normal), 3,000 gp (layering)

Bracers of Elemental Conversion

Aura moderate transmutation; **CL** 10th

Slot wrists; **Price** 12,000 gp; **Weight** 2 lbs

Description

These bracers appear to be tarnished silver until activated, each one glowing a different color once activated mirroring the converted elements. If the wearer has both the burn and kinetic blast class feature, they can accept 1 point of burn to convert any simple energy blast they possess into another energy

type (acid, cold, electric, fire, negative, or sonic) for 10 minutes, although the damage of their blast is reduced by 1 step (2 steps if they choose sonic). While converted, the wearer cannot apply non-universal substance infusions to their blast. The wearer can still use any composite blast they possess, although the damage from it will match their new energy type (if the wearer possessed the fire blast and converted it into cold energy, their magma blast would deal half cold, half bludgeoning). The wearer can suppress this effect as a free action, although time that the bracers are suppressed still counts against their duration.

Construction

Requirements Craft Wondrous Item, creator must be a 10th level kineticist, any simple energy blast; **Cost** 6,000 gp

Burn Resistance (Armor Quality)

Aura moderate transmutation; **CL** 7th; **Weight** —

Price +10,000 gp

Description

Armor with this special ability allows the wearer to ignore the non-lethal damage from 1 point of burn that they are currently suffering. This ability can only be applied to armor.

Construction

Requirements Craft Magic Arms and Armor, creator must be a 7th level kineticist, burn resistance; **Cost** 5,000 gp

Burn Shard

Aura moderate transmutation; **CL** 8th

Slot none; **Price** 8,000 gp (lesser), 32,000 gp (greater); **Weight** —

Description

This small sliver of crystal is completely translucent, although when attuned it flickers with a weak glow. A creature must attune themselves to a *burn shard* over 24 hours to use it. After a *burn shard* has been attuned, once per day it can accept 1 point of burn in place of its owner. A *greater burn shard* can instead accept 2 points of burn per day.

A creature can only attune themselves to one *burn shard* at a time.

Construction

Requirements Craft Wondrous Item, creator must be an 8th level kineticist; **Cost** 4,000 gp (lesser), 16,000 gp (greater)

Conduit Glove

Aura moderate transmutation; **CL** 6th

Slot hands; **Price** 1,000 gp; **Weight** —

Description

This plain black fingerless glove has a white line along the bottom of it that seems to glow with energy when used. A creature who wears a *conduit glove* considers their gloved hand free while using the gather power class feature, even while holding something in that hand.

A *conduit glove* uses up the wearer's entire hands slot, although it may be worn along with another hand slot magical item without interfering with that item's function, such as a *focusing glove* or *glove of storing*.

Construction

Requirements Craft Wondrous Item, creator must be a 6th level kineticist;

Cost 500 gp

Crown of Focused Power

Aura moderate transmutation; **CL** 9th

Slot head; **Price** 7,000 gp (normal), 20,000 gp (greater); **Weight** 3 lbs

Description

This ornate silver crown seems to have a streak of gold that runs through the length of it, and a four pointed gem adorning the front of it that glows when charged. When its wearer uses the gather power class feature, they can choose to store that power inside of the *crown of focused power* for up to 24 hours.

While the crown is charged, the kineticist increases the bonus to attack from elemental overflow by 2, although they cannot use their gather power class feature. As a free action while making an attack with their kinetic blast, the wearer can discharge the crown's power, reducing the total burn cost of their blast by 1.

A *greater crown of focused power* increases the bonus from elemental overflow by 4 and when discharged can reduce the total burn cost of the wearer's blast by 2.

Construction

Requirements Craft Wondrous Item, creator must be a 9th level kineticist;

Cost 3,500 gp (normal), 10,000 gp (greater)

Crystal of Elemental Knowledge

Aura strong transmutation; **CL** 15th

Slot none; **Price** 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th); **Weight** —

Description

This small crystal is the size of a child's fist covered in eldritch runes, glowing in different shades depending on the element held within. Each *crystal of elemental knowledge* contains knowledge of one spell-like utility wild talent (such as wings of air or quenching infusion) which can be determined by examining the crystal for 1 minute with a successful DC 15 Spellcraft check. If a creature with the utility wild talent class feature spends 24 hours attuning themselves to a crystal, they can use the contained utility wild talent as long as they would normally be able to select it (this item will not let a 1st level pyrokineticist learn kinetic healer or eruption).

A creature cannot use a utility wild talent gained from a crystal as a prerequisite to take another utility wild talent and can only be attuned to 1 crystal at a time. If a creature has the expanded element class feature, they can attune themselves to an additional crystal for each time they have gained that class feature.

A *crystal of elemental knowledge* is priced based on the level of the utility wild talent it contains.

Construction

Requirements Craft Wondrous Item, creator must be a kineticist with the contained utility wild talent; **Cost** 500 gp (1st), 2,000 gp (2nd), 4,500 gp (3rd), 8,000 gp (4th), 12,500 gp (5th), 18,000 gp (6th), 24,500 gp (7th), 32,000 gp (8th), 40,500 gp (9th)

Focusing Glove

Aura moderate transmutation; **CL** 5th

Slot hands; **Price** 4,000 gp (+1), 16,000 gp (+2); **Weight** —

Description

This light white glove seems to shine in a prism whenever used, flashing brilliantly in a rainbow of colors before dulling once again. A *focusing glove* is made with a special ability (such as *distance* or *frost*) that may be applied to the user's kinetic blast as though it was a weapon. Using a *focusing glove* requires the wearer to increase the total burn cost of their blast by an amount equal to the bonus of the special ability being applied to the blast. Any additional damage the special ability would do is the same as the type done by the kinetic blast unless the special ability specifies a damage type. A focusing glove may only have one special ability from the following list:

+1: *corrosive*, *cunning*, *breaking*, *compassionate*, *distance**, *distracting*, *flaming*, *frost*, *ghost touch*, *hunter*, *liming**, *merciful*, *planar*, *seeking**, *shocking*, *sniping (normal)**, *thundering*, *veering**

+2: *anarchistic, axiomatic, corrosive burst, cyclonic*, designating (lesser)*, distracting (greater), flaming burst, holy, icy burst, phase locking, igniting, shattering, shocking burst, sniping (improved), stalking, unholy*

*This special ability can only be applied to a ranged blast that requires an attack roll.

A *focusing glove* uses up the wearer's entire hands slot. The wearer may not use another item (even another *focusing glove*) that also uses the hands slot except for a *conduit glove*.

Construction

Requirements Craft Wondrous Item, creator must be an 8th level kineticist;

Cost 2,000 gp (+1), 8,000 gp (+2)

Kinetic Blademaster Glove

Aura moderate transmutation; **CL** 6th

Slot hands; **Price** 4,000 gp (normal), 10,000 gp (enduring), 10,000 gp (focused); **Weight** —

Description

This well-worn grey fingerless glove appears unassuming at first, glowing with power in the hand of a kineticist. If the wearer possesses the kinetic blade form infusion, the burn cost for that wild talent is reduced by 1. Some *kinetic blademaster gloves* are imbued with the power of a *focusing glove* as well, possessing 1 of the +1 special abilities listed for that item (except for *distance, seeking, sniping, or veering*). A *focused kinetic blademaster glove* follows all the normal rules of using that special ability as stated in the *focusing glove* description.

While wearing an *enduring kinetic blademaster glove*, you can increase the burn cost of your kinetic blade form infusion by 1 to increase the duration of it until the beginning of your next round, allowing you to make attacks of opportunity with it.

A *kinetic blademaster glove* uses up the wearer's entire hands slot. The wearer may not use another item (even another *kinetic blademaster glove*) that also uses the hands slot except for a *conduit glove*.

Construction

Requirements Craft Wondrous Item, creator must be a 6th level kineticist;

Cost 2,000 gp (normal), 5,000 gp (enduring or focused)

Ring of Elemental Strength

Aura moderate transmutation; **CL** 10th

Slot ring; **Price** 5,000 gp (simple), 10,000 gp (composite); **Weight** —

Description

This simple pale stone sits atop a plain steel band, flickering every so often with unknown power. When worn by a creature who possesses a kinetic blast, add 1 damage to each damage die their simple blast deals. Stronger versions can also augment a creature's composite blast as well as their simple blast.

Construction

Requirements Forge Ring, creator must be a 10th level kineticist; **Cost** 2,500 gp (simple), 5,000 gp (composite)

Robe of Elemental Resistance

Aura strong transmutation; **CL** 15th

Slot body; **Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6); **Weight** 6 lbs

Description

Appearing to be a plain white robe at first, when worn by someone with kinetic powers, it fills with elemental runes matching that of its bearer. When worn by a creature who possesses the elemental overflow class feature, they gain a resistance bonus to all of their saving throws equal to the bonus to attack rolls they gain from that class feature while it is active. This bonus is limited by the strength of the robe, and versions exist that allow greater resistance bonuses to saving throws.

Construction

Requirements Craft Wondrous Item, creator must be a kineticist of a level at least three times the bonus of the robe; **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5), 18,000 gp (+6)

Teardrop Ioun Stone

Aura strong evocation; **CL** 12th

Slot none; **Cost** 280 gp (cracked), 7500 gp (flawed), 10,400 gp (normal); **Weight** —

Description

This stone is capable of increasing the damage dealt by a kineticist's kinetic blast wild talents, with the enhanced element depending upon the color as noted below. The normal variant treats the kineticist as two levels higher for the purpose of using kinetic blasts of the stone's associated element, stacking with other effects that would increase effective kineticist levels for this purpose.

Flawed variants act like normal variants, but also double the burn cost to use the kinetic blast, including the cost of infusions and metakinesis, or increase it to 1 when using a kinetic blast that normally would cost 0 burn.

Cracked variants instead increase the damage dealt by kinetic blasts associated with them by +1 so long as the blast would normally receive a bonus from the elemental overflow class feature. Composite blasts associated with more than one element can only benefit from one *teardrop ioun stone* at a time.

The colors of teardrop ioun stones associated with each element are as follows:

Color	Element
Aether	Clear
Air	White
Earth	Green
Fire	Red
Light	Gold
Poison	Purple
Sound	Iridescent
Time	Silver
Water	Blue
Wood	Brown
Viscera	Pink
Void	Black

Resonance

+1 circumstance bonus to DC for wild talents of the associated element

Construction

Requirements Craft Wwondrous item, kinetic blast; **Cost** 140 gp (cracked), 3750 gp (flawed), 5200 gp (normal)

Vambraces of Overflowing Power

Aura moderate abjuration; CL 6th

Slot wrists; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6); Weight 2 lbs.

Description

These bracers are made of a highly flexible metallic substance, covering the wearer’s forearms and the tops of their hands. Glass globes line the length

of them, the one over the hand being the largest, and decreasing in size up to where the vambraces end at the elbows. If the wearer is under the effects of the elemental overflow, overwhelming power, or cerebral overflow class feature, rather than visually displaying their abilities as they normally would (such as an aerokineticist having wind and lightning around them, or water weeping from a hydrokineticist's pores), the glass globes brightly glow with a color or range of colors associated with the kineticist's elemental powers. This glow sheds light as a torch, and the effect may be suppressed in the same manner as elemental overflow could be. In addition, the wearer may apply their bonus to damage rolls granted by elemental overflow, overwhelming power, or cerebral overflow to attacks made with blasts modified by kinetic blade, kinetic fist, kinetic whip, devastating infusion, and to any other blast that would normally be denied this bonus. The amount of bonus that can be applied is limited by the strength of the vambraces.

Construction

Requirements Craft Wondrous Item, creator must have either elemental overflow, overwhelming power, or cerebral overflow class features; **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5), 18,000 gp (+6)

Vest of Elemental Defense

Aura strong transmutation; **CL** 15th

Slot chest; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5), 72,000 gp (+6); **Weight** 4 lbs

Description

This ornate vest is littered with elemental runes across the front of it, the back portraying a myriad of symbols relating to each element. When worn by a creature who possesses the elemental overflow class feature, they gain a deflection bonus to their Armor Class equal to the bonus to attack rolls they gain from that class feature while it is active. This bonus is limited by the strength of the vest.

Construction

Requirements Craft Wondrous Item, creator must be a kineticist of a level at least three times the bonus of the vest; **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6)

Wraps of Suppressed Size

Aura strong transmutation; **CL** 12th

Slot body; **Cost** 32,000 gp (regular), 76,000 gp (surging); **Weight** 1 lb.

Description

This length of fabric is wrapped around the wearer's abdomen or chest. On most wearers it appears as a simple roll of gauze, but when a creature wearing it can access elemental powers, it appears as a white satin ribbon edged in a bluish silver. While the wearer is under the effects of the kinetic form wild talent, they gain all of its benefits as normal from changing size to Large, but take up the same space as they ordinarily would, and are treated as if their size has not been changed for the purpose of other effects that alter size, such as the *enlarge person* spell. This only affects a creature using kinetic form if it's used to increase size to Large. A surging wraps of suppressed size provides the same benefits, but also provides its benefits to a creature that has used kinetic form to increase its size to Huge. For the purpose of determining the effects on a creature due to change in size, effects that would alter its size stack (for example, a Medium creature wearing wraps of suppressed size and affected by both kinetic form and *enlarge person* would become a Large creature and have its ability scores adjusted as such, but would be considered a Huge creature to determine reach, penalty to AC and attack rolls, effective weapon size and damage, and so on).

Construction

Requirements Craft Wondrous Item, kinetic form, kineticist level 12th (16th for surging); **Cost** 16,000 gp (regular), 38,000 gp (surging)

Sample Character

The following character is designed with the karza drow race from Patricia Willenborg's *Drow of Porphyra* series. More information about the races of Porphyra can be found here: <http://porphyra.wikidot.com/race>

Zeltryx Lastbloom

"I do not desire power, I am power. I carry the blood of dragons in my veins, and their legacy is mine to carry on as I wish. And soon you and everyone you know and love will worship my name like the mindless drones that you are."

Zeltryx Lastbloom (CR 11; XP 12,800)

Female drow (karza) kineticist (dragon pact kineticist) 12

CE Medium humanoid (elf)

Init +2; **Senses** blindsense 30 feet, darkvision 120 feet; Perception +18

Defense

AC 19, touch 13, flat-footed 17

(+5 armor, +1 deflection, +2 Dex, +1 natural)

hp 165 (12d8+108)

Fort +13, **Ref** +11, **Will** +7; +2 vs. enchantment spells and effects

Immune *sleep*; **Resist** acid 6; **SR** 17

Weakness light blindness

Offense

Speed 30 ft.

Melee claw +12 (1d2+3), bite, +12 (1d6+3 plus 1d6 acid plus kinetic fist) and tail +7 (1d6+1 plus 1d6 acid plus kinetic fist)

Ranged ranged blast +11 (as kinetic blasts)

Special Attacks elemental overflow +4, metakinesis (empower, maximize)

Kineticist Wild Talents Known

Defense—corrosive miasma (SR 17), skin of the dragon (resist acid 6, +1 natural armor)

Infusions—decaying infusion (F-DC 20), kinetic fist (+2d6), laced infusion, neutralizing infusion (F-DC 20) psychotropic infusion (W-DC 20)

Kinetic Blasts—acid blast (6d6+4 acid), draconic fusion (12d6+4 acid [composite]), negative admixture acid blast, (12d6+4 half acid, half negative [composite]), negative blast (6d6+4 negative)

Utility—basic chaokinesis, basic toxikinesis, biological toxin, draconic form, expanded defense (corrosive miasma), kinetic form, master poisoner, poison amplification, poison healer [crystal], wings of the dragon, tail of the dragon

Tactics

During Combat Zeltryx begins most encounters by charging her foes with her bite attack, applying her neutralizing infusion to break through any poison resistance they may have. Once she has done so, she continues to assault foes with her psychotropic infusion to sow discord among their ranks.

Morale If brought to 10 hit points or fewer, Zeltryx will attempt to use her potion of invisibility to escape, fighting to the death otherwise.

Statistics

Str 16, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 9

Base Atk +9; **CMB** +12; **CMD** 24

Feats Afterburn, Burn Resistance†, Kinetic Prodigy†, Ranged Freedom, Stealth Gathering†, Toughness

Skills Craft (alchemy) +15, Knowledge (nature) +15, Perception +19, Spellcraft +15

Languages Elven, Undercommon

SQ burn (4 points/round; maximum 7), dragon pact (form/black), elemental focus (poison), expanded element (void), gather power, infusion specialist 3, internal buffer 2, supercharge

Combat Gear *potion of cure moderate wounds (2), potion of invisibility*; **Other Gear** *amulet of mighty fists (corrosive), belt of mighty constitution +2, +1 chain shirt, crystal of elemental knowledge (1st; poison healer), handy haversack, headband of vast wisdom +2, robe of elemental resistance +1, vest of elemental defense +1, 950 gp*

† indicates a feat from *Kineticists of Porphyra*

Unlike a great deal of pact bound kineticists, Zeltryx actually keeps in close contact with her patron, a female wyrm black dragon by the name of Drexylyne of the Salt. While the initial reason between the two was based on a mutually beneficial relationship, the two slowly began to realize a very real intimate connection between themselves. It wasn't long before the two were romantically involved, although the loyalty of either partner is suspect at best considering the two's personalities. Nevertheless, the two have formed a powerful duo among the deep dwellers, orchestrating quite a few shifts in the greater drow political landscape.

At the moment the two ladies have set their sights upon the surface, working together to possibly rot away at the Great Green. While Drexylyne plays at politics among the elves of the Great Green, Zeltryx continues to stockpile a variety of poisons to use upon them, using her lover's scouting runs to determine which would most hinder the elves. Their plans are but a few scant weeks from fruition as the pair seeks to consolidate their supplies and those loyal to the two, including a number of half black dragon drow that Drexylyne has sired.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure

such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Anger of Angels. © 2003, Sean K Reynolds.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Demon, Shadow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.

Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Pathfinder Chronicles: Seekers of Secrets. Copyright 2009, Paizo Publishing, LLC; Authors: Tim Hitchcock, Erik Mona, Sean K Reynolds, James L. Sutter, and Russ Taylor.

Pathfinder Player Companion: Animal Archive © 2013, Paizo Publishing, LLC; Authors: Amanda Hamon, Philip Minchin, Jason Nelson, Patrick Renie, Owen K.C. Stephens, and Christina Stiles.

Pathfinder Player Companion: Occult Origins © 2015, Paizo Inc.; Authors: Robert Brookes, Ben McFarland, Jason Nelson, and Mark Seifter.

Pathfinder Player Companion: Ranged Tactics Toolbox © 2014, Paizo Inc.; Authors: David N. Ross, David Schwartz, and Kaitlyn Sprague.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Kineticists of Porphyra II © 2016, Purple Duck Games.; Author N. Jolly.

Open Game Content: All text is Open Game Content.