



Kineticists of Porphyra III



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Kineticists of Porphyra III 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.



The KoP Team has also put together a
[FAQ document](#) for use with this series.

“The days of conflict are coming. Strong forces are collectin’, and conflict continues to boil as to this day. At this point I don’t believe we’ll make it through the year unless we join in the battle. But really, that was our plan all along, wasn’t it Lord?”

-Red Joker of the Dusk
Grand Adviser and Master Telekineticist
179 AC

Kineticists and Society

If there is one thing that is known for certain about kineticists, it is that they are the heralds of change. Change in climate, regimes, and even the landscape itself, the power of a seasoned kineticist is enough to shape the environment around them. Thrust into battles they have no part in, the number of these scions of the elements that engage in combat is staggering, as those in power see nothing more than elemental engines of destruction when looking upon kineticists. While they are certainly right with some, not all kineticists share these violent impulses. There are those that instead seek to live in harmony with both their element and themselves, never once engaging in a fight.

The welcome a kineticist receives is often based on their element, with some being better met than others. Telekineticists are often met with distrust due to their unseen powers, although this is only if they are exposed as one. Many telekineticists often pass off their powers as magic if exposing them at all, preferring to keep their powers a secret. Hydrokineticists are met with more acceptance, often seen as sages and healers, their powers considered sacred by some, especially in areas of little rainfall. These individuals are given a large amount of leeway, respected by the common folk and royalty alike.

Fear is often the first emotion felt when a pyrokineticist enters a new place, the knowledge of their wild and apparently uncontrollable power spreading like...well, wildfire. From their flaming aura to their explosive powers, pyrokineticists are the most likely to be assumed to be dangerous and unhinged, causing many of their ilk to hide away such powers for as long as they can. Geokineticists, on the other hand, are seen as builders and considered stalwart figures. Seen as patient, their powers lead others to trust them more than most, thought of as soldiers of their element.

When an aerokineticist is traveling, they are generally seen as a flighty person, rarely one to be depended on. While not feared, they are thought of as frivolous folk, the kind that easily fade from memory. The only kineticists who leave less of an impact are phytokineticists, regarded as less direct

geokineticists. Sometimes people can forget someone is a phyotkineticist, their powers lacking the more impactful edge of their more exciting fellows. It is often joked that the most exciting thing about a phytokineticist is seeing them leave, although it is rarely said to their face.

Of the more feared kineticists are the chaokineticists, met with distrust and superstition by those who don't understand them. Tales of reanimating the corpses of their foes and sapping the souls from others are used as cautionary tales among the less knowledgeable. Only toxikineticists manage to draw as much open fear and disgust, the smell of acid and poison hanging over them like a shroud. Despite the value of what they do, only the fear of a slow and painful death hang over them.

On the opposite side of the spectrum, the arrival of a vibrokineticist is met with as much fanfare as that of a bard, hopes of good songs and tales fresh in the minds of commoners. Vibrokineticists themselves often have a magnetic personality, making them quite thankful for the attention. Photokineticists are often seen as ephemeral folks, hard to keep track of even when right in front of someone. A good photokineticist does nothing to dispel that belief, instead using their powers to fade into and out of the memories of those around them.

Probably the least talked about among kineticist are the chronokineticists, and some people (incorrectly) assume that they don't even exist. With powers that seem to leave no trace, chronokineticists lack the fanfare of others, instead choosing to act at their own pace. The most reviled of kineticist however is the corpokineticist, seen as intolerable aberrations. Due to their artificial origins, they are seen as perversions of the natural order, and are almost always met with scorn and hatred.

New Archetypes

The following are archetypes common among the races and peoples of Porphyra, and take their places among the Deist-Elementalist conflict there.

Corpse Puppeteer

Not all respect life equally, and some are more apt to use its remnants than others. The shrewdest of chaokineticists and corpokineticists are likely to see value even in death, animating a corpse through either a surge of negative energy or wresting control of its very flesh and bones, wielding it as a weapon of their own design. These foul masters of power find strength in cannibalizing the bodies of others to aid their own vile beast, creating an unholy chimera

unfit to walk in the light.

Elemental Focus (Su): A corpse puppeteer must select viscera or void as their elemental focus.

Corpse Puppet (Su): At 1st level, a corpse puppeteer may create a corpse puppet from the corpse of a deceased Medium or Small humanoid or a four legged animal (other animal corpses may be allowed upon GM approval). Treat this as a skeleton for corpse puppeteers with void as their elemental focus. If their elemental focus is viscera, it instead is treated as a construct (therefore a chaokineticist's corpse would gain additional hit points upon raising its Charisma, while a corpokineticist's corpse receives additional hit points according to its size).

Medium Humanoid Corpse

Size Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** 2 claws (1d4); **Ability Scores** Str 16, Dex 13, Con —, Int —, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, construct traits (if viscera)/undead traits (if void)

Medium Animal Corpse

Size Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 17, Dex 13, Con —, Int —, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, construct traits (if viscera)/undead traits (if void)

Small Humanoid Corpse

Size Small; **Speed** 20 ft.; **AC** +2 natural armor; **Attack** 2 claws (1d3); **Ability Scores** Str 13, Dex 16, Con —, Int —, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, construct traits (if viscera)/undead traits (if void)

Small Animal Corpse

Size Small; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 17, Con —, Int —, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, construct traits (if viscera)/undead traits (if void)

This corpse functions as a druid's animal companion, using the corpse puppeteer's level as their effective druid level. Despite being mindless, it gains feats as it levels up, although they must be from the list available to an animal companion.

Controlling a corpse only requires a swift action, and a corpse will continue

whatever action it was last given, standing completely still if it has no task given to it. As it is mindless, it cannot be given any complex task, being limited to “attack”, “defend”, “stay”, and “flee.” A corpse can only be healed with the kinetic healer, regressive healer, void healer, or any other talents which require those as a prerequisite (this is an exception to the normal rule of what these talents can heal).

A corpse puppeteer can break the connection between themselves and their corpse as a full round action, causing it to revert to a normal corpse. To form a connection with a new corpse, they must spend 1 hour with a new corpse, accepting an amount of burn equal to ½ their character level (minimum 1). A corpse puppeteer can reduce the amount of burn needed by supplying an additional amount of Small or larger humanoid corpses equal to the amount of burn they must accept. Any corpse they control will rot as it normally would, although this does not affect its abilities.

This ability replaces the infusions gained at 1st, 5th, 9th, 13th, and 17th level.

Share Utility Wild Talents (Su): At 1st level, a corpse puppeteer’s animated “corpse puppet” can use any spell-like utility wild talents that require a standard action to use that the corpse puppeteer possesses. If they do so, the corpse puppeteer cannot take a standard action on their next round. A corpse puppet cannot accept burn while using any of these utility wild talents.

This ability replaces the link and share spells ability normally granted to animal companions.

Fleshcrafting (Ex): At 4th level, a corpse puppeteer can spend 10 minutes to apply the unnatural evolution talent to any corpse permanently. A corpse can only have one such alteration at a time, and adding a second causes the first one to rot off and become worthless. At 8th level, and every 4 levels afterwards, they can apply an additional use of unnatural evolution to their corpse. A corpse may take the Extra Evolution feat and apply its effects to themselves, treating its hit dice as its level for the purpose of how many times it can select it.

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

Preserved Puppet (Ex): At 6th level, a corpse puppeteer’s corpse is preserved as though under the effect of a continual *gentle repose* spell.

This ability replaces the devotion ability normally granted to animal companions.

Advanced Puppetry (Ex): At 7th level, a corpse puppeteer can form a connection with a Large corpse or spend 10 minutes and accept 1 point of burn to permanently increase the size of a Medium corpse puppet to Large. A Large corpse gains the following stats:

Large Humanoid Corpse

Size Large; **Speed** 40 ft.; **AC** +4 natural armor; **Attack** 2 claws (1d6); **Space** 10 ft., **Reach** 10 ft.; **Ability Scores** Str 20, Dex 13, Con —, Int —, Wis 10, Cha 12; **Special Qualities** DR 10/bludgeoning, construct traits (if viscera)/undead traits (if void)

Large Animal Corpse

Size Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** bite 1d8, **Space** 10 ft., **Reach** 10 ft.; **Ability Scores** Str 20, Dex 13, Con —, Int —, Wis 10, Cha 12, **Special Qualities** DR 10/bludgeoning, construct traits (if viscera)/undead traits (if void)

A corpse puppeteer can also choose to instead form a connection with two Small corpses, treating their effective druid level as their corpse puppeteer level -3 for both of them. While they both share feats, applications of fleshcrafting are separate among them.

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

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

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

Improved Fleshcrafting (Ex): At 10th level, a corpse puppeteer can use two uses of their unnatural evolution to instead apply one use of improved unnatural evolution.

Fleshcrafting Master (Ex): At 15th level, a corpse puppeteer can form a connection with a Huge corpse or spend 1 hour and accept 2 points of burn to permanently increase the size of a Large corpse puppet to Huge. A Huge corpse gains the following stats:

Huge Humanoid Corpse

Size Huge; **Speed** 50 ft.; **AC** +8 natural armor; **Attack** 2 claws (1d8); **Space** 15 ft., **Reach** 15 ft.; **Ability Scores** Str 26, Dex 13, Con —, Int —, Wis 10, Cha 14; **Special Qualities** DR 10/bludgeoning and magic, construct traits (if

viscera)/undead traits (if void)

Huge Animal Corpse

Size Huge; **Speed** 60 ft.; **AC** +8 natural armor; **Attack** bite (2d6); **Space** 15 ft., **Reach** 15 ft.; **Ability Scores** Str 26, Dex 13, Con —, Int —, Wis 10, Cha 14; **Special Qualities** DR 10/bludgeoning and magic, construct traits (if viscera)/undead traits (if void)

A corpse puppeteer can also use three uses of their unnatural evolution to instead apply one use of greater unnatural evolution. They can also instead form a connection between two Medium or smaller corpses treating their effective druid level as their corpse puppeteer level -2 for both of them. Both of these corpses gain a +4 to their strength and natural armor as well as 20 additional hit points each.

Corpse Master (Ex): At 20th level, a corpse puppeteer's corpse gains a + 8 to strength, +6 to natural armor, and 40 additional hit points. They can also instead form a connection between two Large or smaller corpses using their full corpse puppeteer level as their effective druid level, both of them gaining a +4 to their strength and natural armor as well as 20 additional hit points each.

This ability replaces omnikinesis.

Dimensional Ripper

The threads of reality are not as strong as most would be lead to believe, and there are those who possess the power to pull these threads apart, creating gaps in dimensions. A dimensional ripper is capable of finding the weak points in the fabric of dimensions through pulling at the strands of aether, slipping between moments in time, or even through more esoteric means. Reality itself is but a plaything of these kineticists, traveling in places best left untouched by mortals.

Elemental Focus (Su): A dimensional ripper must select either aether, time, or void as their elemental focus.

Dimensional Tear (Sp): At 2nd level, as a standard action a dimensional ripper can accept 1 point of burn to create up to 2 tears in the dimension veil for 1 minute per dimensional ripper level they possess. They can also choose to create tears as a full round action without needing to accept burn. The dimensional ripper must select a number of empty squares within 50 ft.

of themselves equal to the amount of tears they wish to create to which they have line of sight, creating a tear in each of those squares (these squares cannot contain hazardous terrain).

The distance from which a dimensional ripper may create a tear increases by 10 ft. per dimensional ripper level they possess past 2nd level. These two dimensional tears stand 5 ft. tall and wide, must be placed vertically upon solid ground, and can be identified by a DC 15 Knowledge (planes) as a dimensional tear. Dimensional tears block line of sight. A tear cannot be created in any space where extra dimensional travel is blocked. A dimensional ripper can close one or more tears as a free action. If a tear is closed while a creature is inside of it, they are shunted off to the nearest empty square and take 1d6 damage.

A dimensional ripper's tears are connected only to each other, making them independent of other tears, and if a dimensional ripper is ever further than 100 ft. + 10 ft. per dimensional ripper level they possess from a tear, it instantly closes. A Large or smaller creature can step into one tear, exiting on the other side of any tear to which they have line of sight. If they cannot see another tear, the tear from which they exit is decided randomly. If a dimensional ripper creates only 1 tear, anything entering it will exit through the same tear. If a dimensional ripper's placement of tears would create an infinite loop, both tears will instantly close after a creature enters the same tear a third time. Objects and spells that enter a tear (including attacks) used by a non-dimensional ripper that enter a tear exit through a random tear (or the tear they entered if there is only one tear in existence.), while a dimensional ripper can choose from which tear they exit.

A dimensional ripper can fire their kinetic blast into one tear, causing it to exit from another tear of their choice, although the maximum distance traveled cannot exceed that of the kinetic blast (if the dimensional ripper applies the kinetic blade, kinetic whip wild talent to their blast, there must be tear within 5 or 10 ft. of the target and themselves respectively, and it can only travel through 1 tear). If a dimensional ripper applies a form infusion to their blast that alters the shape of the blast, they must be within 5 ft. of a tear, using the tear that the blast is exiting from as the point of origin of the blast. For each tear a ranged kinetic blast travels through, increase the maximum range of the blast by 10 ft., up to a maximum of 10 ft. per 3 dimensional ripper levels they possess, although this doesn't change the area or shape of a blast which has an infusion applied to it with a set area such as the wall infusion.

A dimensional ripper can maintain a number of tears equal to twice the amount they can create with a single use of this ability. If a dimensional rip-

per attempts to create another tear while they already have their maximum in effect, the oldest tear instantly closes.

This replaces the utility wild talent gained at 2nd level.

Improved Tearing (Sp): At 7th level and every 4 levels afterwards, a dimensional ripper can create an additional tear when using dimensional tear, as well as being able to place a tear in the air. A tear placed in the air can be no further from the ground than half the maximum distance of the tear from



the dimensional ripper (a 7th level dimensional ripper could place a tear 45 ft into the air), and cannot be placed over hazardous terrain. In addition, they can accept 1 point of burn to create one or more tears as a move action. If the dimensional ripper chooses to create a tear as a standard action, they no longer need to accept burn to do so. They also gain an infusion for which they qualify.

This ability replaces the expanded element gained at this level.

Dimensional Travel (Sp): At 8th level, a dimensional ripper knows how to slip between dimension as though using the light speed travel wild talent. In addition, they can increase the amount of burn needed to create a tear by 1 to increase the duration of a tear to 1 hour per dimensional ripper level they possess or until they recover burn. A dimensional ripper can increase the burn cost of their blast by 1 to treat it as though it had the hyper-dimensional blast wild talent applied to it as long as passes through at least one tear.

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

Dimensional Fury (Sp): At 9th level, a dimensional ripper can increase the force of their blast by forcing it through different dimensions. Whenever a dimensional ripper attacks through one of their tears, they can increase the burn cost of their blast by 1 to increase its destructive force. For each tear a dimensional ripper's blast travels through (up to 1 per 3 dimensional ripper levels they possess), that blast gains +1 to attack and damage rolls. A dimensional ripper who makes a charge attack through a tear using either kinetic blade, kinetic fist, or kinetic whip is treated as though they had pounce for the attack, increasing their base land or flight speed by 10 ft. for each tear they pass through up to a maximum of 10 ft. per 3 dimensional ripper levels they possess.

This ability replaces metakinesis (maximize).

Rapid Tearing (Sp): At 10th level, a dimensional ripper can create one or more tears as a swift action. If they choose to create a tear as a move action, they no longer need to accept burn to do so. If they use a standard action to create a tear, they no longer need to accept burn to increase the duration.

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

Mobile Tears (Su): At 11th level, a dimensional ripper can move any number of tears they create up to 30 ft. as a move action, although two or more tears cannot occupy the same square. As an immediate action, a dimensional ripper can accept 1 burn to move a tear in the pathway of a charging enemy,

forcing them to make a Reflex save equal to $10 + \frac{1}{2}$ the dimensional ripper's level + their constitution modifier or be forced to enter the tear, the dimensional ripper choosing through which tear they exit.

This ability replaces the infusion gained at 11th level.

Expanded Element (Su): A dimensional ripper must select either aether, time, or void as their expanded element.

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

Multi-Dimensional Fury (Su): At 17th level, a dimensional ripper can split their assault by using their attacks from parallel dimensions, increasing the burn cost of their kinetic blast by 3 when they make an attack through one of their tears. If they do so, their attack emerges from each tear except for the one being used to make the attack, dealing damage as a kineticist of half their level. A kinetic blast cannot have a form infusion applied to it while using this ability except for extended range and extreme range.

This ability replaces metakinesis (twice).

Spatial Collapse (Sp): At 20th level, a dimensional ripper can accept 1 burn to move two or more tears into the same square and collapse them in on each other as a standard action. This forces all creatures within 15 ft. of the square to make a Reflex save equal to $20 +$ the dimensional ripper's Constitution modifier or be caught in the blast, disintegrating them instantly as per the spell. Those who make their saving throw only take 10d6 damage. For each two additional tears used in a spatial collapse beyond the second, increase the DC by 1 and the damage taken on a failed save by 2d6.

This ability replaces omnikinesis.

Dread Soul

The source of a kineticist's power can come from many sources, and some are far less respectable than others. When one's power fails to fully manifest, some kineticists can search for more devious sources to unlock their true strength, summoning forth the power of the lower planes. These dread souls form agreements with the denizens of evil to empower themselves beyond mortal means, selling their souls for true power.

Alignment: A dread soul cannot be of good alignment.

Aura of Evil (Ex): The power of a dread soul's aura of evil (see the *detect good*

spell) is equal to their dread soul level, even if they are not themselves evil, being treated as though their alignment was evil for the purposes of spells and other abilities that are dependant on their alignment.

Damned Loyalty (Ex): When a dread soul is killed, their soul is instantly claimed by the lower planes. In time, the dread soul's soul is transformed into an evil outsider appropriate to the greatest sins the dread soul gloried in while they lived. A lawful dread soul must swear themselves to devils, a chaotic dread soul must swear themselves to demons, and a true neutral or neutral evil dread soul must swear themselves to daemons.

Any character attempting to resurrect a slain dread soul must succeed at a caster level check equal to 10 + the dread soul's level or the spell fails. That character cannot attempt to resurrect the dread soul again until the following day, though other characters can attempt to do so if they please.

Evil Blast (Su): At 1st level, a dread soul's kinetic blasts are treated as though they had the aligned infusion wild talent applied to them, although they can only select evil as the alignment of the infusion. Evil blast's application of aligned infusion doesn't count toward the limit of substance infusions per kinetic blast. This does not increase the burn cost of their blast.

This ability replaces the infusion gained at 1st level.

Fiendish Form (Su): At 2nd level, a dread soul gains the following elemental defense:

Flesh of the Fallen

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

Your skin is as thick and sharp as a fiend's hide. You gain a +1 enhancement bonus to your natural armor. Depending on your damned loyalty, you also gain energy resistance equal to 3 times the natural armor provided by this wild talent:

Devil (Lawful): Fire

Demon (Chaotic): Electric

Daemon (Neutral or Neutral Evil): Acid

By accepting 1 point of burn, you can increase this enhancement bonus by 1. For every 3 levels beyond 2nd, you can accept 1 additional point of burn to further increase this enhancement bonus by 1 (to a maximum of +7 at 20th

level). Whenever you accept burn using a wild talent, your scales grow far sharper, dealing piercing damage equal to your elemental resistance to any creature that strikes you with a non-reach melee or natural attack for 1 round. You can dismiss or restore this effect as an immediate action.

This ability replaces elemental defense.

Damning Drain (Sp): At 5th level, a dread soul learns to sap the soul out of others, forcing them to accept burn in their stead. As part of using any wild talent for which a dread soul must accept burn (excluding defense wild talents), they can target a living intelligent creature (Intelligence of 3 or higher) within 30 ft., forcing them to make a Will save (DC = 10 + $\frac{1}{2}$ their dread soul level + their Constitution modifier) or else be forced to accept 1 point of burn, reducing the amount of burn a dread soul must accept when using the wild talent by 1. Good creatures receive a -1 penalty to these saves, while evil creatures receive a +1 circumstance bonus to them. At 11th level a dread soul can force a creature to accept up to 2 points of burn from a wild talent they use, and at 17th this increases to 3. This effect cannot be used to force a creature to accept more burn than is required to reduce the wild talent's burn cost to 0. If the target succeeds this save, the dread soul must accept the burn as normal, as well as being staggered until the end of their next round. A willing conscious creature may choose not to save against this effect. Burn a dread soul forces a target to accept counts against their daily and per-round burn limits.

This ability replaces infusion specialization 1, 3, and 5.

Evil Soul (Su): At 6th level, a dread soul increases the total amount of burn they may accept per day by 1. This increases again at 11th level, and a third time at 16th (allowing a dread soul to accept up to 6 + Con burn per day).

This ability replaces internal buffer.

Blessing of the Beast (Ex): At 7th level, a dread soul can select a second element for their flesh of the fallen wild talent to defend against, although they only gain resistance equal to two times their natural armor bonus against that element. They also gain a circumstance bonus to Intimidate checks equal to their natural armor bonus.

A dread soul also gains the following infusion:

Soul Burning Infusion

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

Associated Blast any

Saving Throw Will negates

Your infusions can burn the soul of a target with the fury of hell. When a creature takes damage from this infusion, they suffer 1 point of burn. This burn is treated as ability damage in how it can be removed, although a good aligned creature trying who attempts to use magic to heal this burn must make a caster level check equal to your level + 10 or fail to remove the burn. You can increase the burn cost of this infusion by 1 to instead treat this point of burn as lethal damage to the creature.

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

Sinful Soul (Su): At 9th level, a dread soul can pour their dark powers into their kinetic abilities, more easily searing their enemies' spirits. A number of times per day equal to their Constitution modifier, a dread soul using their damning drain ability can force a creature to make two Will saves instead of one; it must succeed both saves to avoid damning drain's effects.

This ability replaces metakinesis (maximize).

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

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

Soul Ravage (Sp): At 15th level, a dread soul adds the following two infusions to the list of wild talents they can select, gaining one instantly:

Soul Burning Infusion, Improved

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

Prerequisite(s) soul burning infusion

Associated Blast any

Saving Throw Will partial

This infusion is treated as soul burning infusion, except that the burn is always treated as lethal damage and cannot be removed through natural means, requiring greater restoration or stronger magic to recover from it.

Soul Entrapment Infusion

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

Prerequisite(s) soul burning infusion

Associated Blast any

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

Your blasts don't simply scar souls, they steal them. If a foe's hit points are reduced to 0 or lower by this blast, its body transforms into a soulstone (a soulstone is created even if the target is incorporeal) which immediately flies into your hand unless something obstructs its path. You can target a soulstone you've created with damning drain as if it was an intelligent, non-willing creature (using the trapped creature's Will save), and the soulstone shatters once it receives 1 burn per 6 hit dice of the creature used to create it. This form infusion has no effect against objects, creatures with less than 3 Intelligence, or creatures with less than half your dread soul levels in HD. If you attempt to create another soulstone while you already have one in existence, the previous soulstone immediately shatters. Soulstones have no monetary value, hardness 10, and hit points equal to three times the HD of the creature used to create them, but otherwise act like soul gems created through the soul bind spell.

In addition, a dread soul's kinetic blasts receive a +1 bonus to attack and damage rolls against good aligned creatures, and all wild talents used against good targets receive a +1 bonus to their effective caster level and DCs (these bonuses are doubled against good aligned dragons, positive energy fueled undead, and outsiders with the good subtype).

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

Soul-Damning Specialization (Su): At 16th level, the dread soul is more efficient at damaging and enslaving souls. The cost to apply soul burning infusion, improved soul burning infusion, and soul entrapment infusion to your kinetic blast is reduced by 1 burn each. In addition, when using damning drain with a kinetic blast to which any of these infusions is applied, the target only adds half their Wisdom modifier to their Will save against the effects of the infusions.

This ability replaces composite specialization.

Master of Damnation (Su): At 20th level, a dread soul's dark might rivals the evil creatures to which they've sworn their soul, becoming a master at leaving spiritual wounds upon their foes. The dread soul can now use their sinful soul ability a number of times per day equal to two times their Constitution modifier. In addition, burn they force creatures to accept through using damning drain no longer counts against their daily burn limit.

This ability replaces omnikinesis.

Elemental Brethren

(Ifrit, Oread, Suli, Sylph, or Undine)

Unlike other kineticists, an elemental brethren holds a closer connection to the raw elements, infused with their power from birth. Born with bonds to the elements that cannot be broken, an elemental brethren can tap into their heritage to draw even greater strength from the elements, tapping into sources of power unknown to most kineticists, granting them strength beyond what was thought possible.

Elemental Focus (Su): Depending on their race, an elemental brethren must select the element associated with their race:

Ifrit: Fire

Oread: Earth

Suli: Air, Earth, Fire, or Water

Sylph: Air

Undine: Water

Blood of the Elements (Su): At 1st level, a non-suli elemental brethren gains the sulis race's energy strike alternate racial ability using their primary element. Suli elemental brethren with elemental assault do not need to change it, but those with energy strike may only use their primary element for it. All elemental brethren gain Incremental Elemental Assault as a bonus feat. Non sulis elemental brethren are also treated as a suli for the purpose of selecting the Extra Elemental Assault feat. An elemental brethren can apply their elemental assault to their kinetic blast as though it was a weapon. The type of damage that can be chosen with this is determined by the race of the character, and cannot be changed by non sulis:

Ifrit: Fire

Oread: Acid

Suli: Acid, Cold, Electric, or Fire

Sylph: Electric

Undine: Cold

This ability replaces the basic utility talent gained at this level.

Elemental Fuel (Su): At 3rd level, as a free action an elemental brethren can spend 1 round of their elemental assault to reduce the burn cost of an infu-

sion of up to 3rd level by 1. At 8th level, they can spend 2 rounds of their elemental assault to reduce the burn cost of an infusion of up to 6th level by 1. At 12th level, they can spend 3 rounds of their elemental assault to reduce the burn cost of an infusion of up to 9th level by 1.

Augmented Internal Buffer (Su): At 6th level, an elemental brethren can spend 4 rounds of their elemental assault to fill 1 point of their internal buffer as a full round action.

This ability alters internal buffer.

Elemental Genius (Su): At 7th level, an elemental brethren selects one infusion on the list of those available to their element, reducing its level by 1.

They also gain an infusion and utility wild talent.

This replaces the expanded element gained at this level.

Blast Burst (Su): At 9th level, as a free action an elemental brethren can spend 3 rounds of their elemental assault to increase the damage die of their kinetic blast by 1 step (d4 to d6, d6 to d8, d8 to d10, d10 to d12) for 1 round.

This replaces the infusion gained at this level.

Improved Expanded Element (Su): At 10th level, an elemental brethren gains the expanded element class feature, although they may only select air, earth, fire, or water for their expanded elements. Unlike normal kineticists, they treat their kineticist level as two levels lower instead of four for the purpose of determining which wild talents they can select from their expanded element.

If an elemental brethren chooses to expand their understanding of an element they already have, select one infusion on the list of those available to their element, reducing its level by 1. They also gain an infusion and utility wild talent.

This ability replaces the utility wild talent gained at this level.

Efficient Assault (Su): At 15th level, an elemental brethren reduces the amount of rounds of elemental assault they need to spend to use elemental fuel, augmented internal buffer, and blast burst by 1. This cannot reduce the amount of rounds needed to 0. They also gain an infusion or utility wild talent for which they qualify.

This ability replaces the expanded element gained at this level.

Efficient Omnikinesis (Su): At 20th level, an elemental brethren can spend 4 rounds of elemental assault to use any kinetic blast wild talent they don't know for 1 round or change any of their wild talents into any other wild talent of the same category for 24 hours. An elemental brethren cannot use or change a wild talent into an element other than an air, earth, fire, water, or universal.

This ability alters omnikinesis

Elemental Saturations

The lands of Porphyra contain quite a few natural wonders within them, imbued with an unnatural amount of elemental energy. Each of these locations serves as a leyline of incredible power, especially to kineticists. For those who are able to tap into the raw power contained within, incredible powers can be acquired beyond that which was thought possible. Locations such as these can be treasures in and of themselves, sought after by kineticists and others to the exclusion of all else.

Light-The Shadeless Citadel

Photokineticists, above everyone else understand the value of not trusting one's eyes, knowing just how easily sight can be tricked. The ability to manipulate light is a power not taken lightly, but others struggle to reach a higher understanding of the art, desperate to find further power in their gift. Those with enough dedication are drawn to an old, unassuming cathedral, a place where the sun never seems to stop shining. Inside lies an altar with a large silver tome sitting atop it. The memory of this place's location never seems to stay in one's mind...

Those who wish to gain power from this location must step into the citadel, an illusion of themselves appearing in front of them before walking into them. Those who are embraced by their illusion must make a DC 20 Fortitude save or have the illusion dull their senses, receiving a -5 to all Perception checks (this penalty also affects touch, blindsense, blindsight, and other senses), suffering a -2 to Perception checks on a successful save.

After 5 rounds, those who wish to gain power from this location must step up to the altar and make a DC 15 Perception check to read the text of the tome and become one with their illusions (creatures who cannot see can simply 'feel' the words). Those who fail dispel their illusion, but lose part of their senses, suffering 4 Wisdom drain. Those who manage to read the tome gain a +2 to all sight-based Perception checks and dispel the illusion safely.

Kineticists who possess the light element again access to the following utility wild talent:

Illusion Alteration

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

You know how to alter illusions to your purpose. Whenever you disbelieve an illusion, you can touch that illusion to alter it however you want for 1 round per kineticist level you possess. You can accept 1 burn to change the illusion for as long as it would normally last or until you recover burn, whichever comes first.

Poison-The Valley of Venom

All things that contain poison do so to protect themselves, or so it is assumed by most. There is a place among the wilds of the world that houses the most dangerous of these creatures, a haven of the vilest toxins created by nature. In this den of venom lies the secret to enhancing one's own poisons, granting them a virility of such potent nature to be thought of as merely a legend. Whether a jungle or desert setting, is unknown, though both are common enough on Porphyra.

Within the valley, all immunity to poison is suppressed. Upon finding the valley, those who wish to draw power from it must find 5 different venomous creatures, making no aggressive action towards them. As long as they are approached peacefully, they will not strike unless a creature offers its hand (or other limb) to it. Once offered, the creature will bite its victim, forcing them to make a DC 22 Fortitude save or take 3 Con damage. Ability damage sustained in the valley of venom will not heal naturally.

A creature must succeed at 5 different saves while in the valley of venom, drawing in the power of the valley's virulent venom. If a creature leaves the valley before having succeeded against this trial must start over again, and those who die are eventually reborn as new venomous creatures. Those who succeed gain a +4 on saves against poisons. Kineticists who possess the poison element also gain access to the following utility wild talent:

Poison Expert

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

All poisons created by you (including those made with biological toxin) have their save DC increased by 1.

Sound-The Field of Blue Echoes

To a vibrokineticist, each and every sound is different and unique, telling a story of its origin as well as its departure from the world. In a rare few places, there exists a flower that captures all of these sounds, drawing them from the earth and into its petals, creating a symphony of unique sounds never heard before. It is in this place where the power of sound is at its strongest, a place vibrokineticists search for without fail to master the secrets of mimicking such tones. Such fields have been reported on Pale Island in the Green Sea, the Bogglewood of Blix, and eastern Hesteria, near the Wall of Sleep.

Upon finding a field of Blue Echoes, those who wish to gain their power must sit among the flowers for one hour, spending this time speaking their name over and over again. This gives the flowers enough time to absorb this sound, drawing it into themselves and robbing the person of their name until it can be recovered. A single flower will draw in the name of each person involved among the hundreds that make up the field.

After their name has been lost, those involved must make five successful DC 20 Perception checks among the flowers within the next 2 minutes or have their name lost forever, suffering 4 points of Charisma drain as well as losing any memory of what their name was, and cannot recover it by without a *wish* or *miracle* spell. Those who manage to find the flower with their name gain a +4 competence bonus to all sound-based Perception checks. Kineticists who possess the sound element also gain access to the following utility wild talent:

Sound Mimicry

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

You can recreate any sound you have heard, including the voices of others, granting you a +10 circumstance bonus on sound-related Bluff checks.

Time-The Chamber of Compressed Time

Time is an ever-flowing element that has no set form or shape, and yet controls all around it. There are certain places in the world where time manages to gather in a dense collection of memories and thoughts, a waypoint for both the future and the past which can alter one's perception, causing them to perceive time differently. One such place is carved deep into a seemingly empty rock face in the northern Calinsur Mountains, where only the dull drip of water signifies anything beyond the mountain's face.

The inside of this chamber is a dead magic zone, cut off from the rest of the

world. Each minute spent inside of the chamber feels as though 10 years have passed for both body and mind. After spending 1 minute inside of the chamber, those inside of it must make a DC 10 Fortitude and Will save, staving off both the decay of their body and the ennui of their mind, suffering 1 Constitution or Wisdom damage on a failed save respectively. For each additional minute spent inside of this chamber, increase this DC by 3.

Those wishing to gain the power of this location must spend 5 minutes inside of the chamber, and may fail up to 5 saves before being unable to draw the power out of this location. Once you leave the chamber, the effects of it end, although any ability damage taken remains. Those who manage to do so gain a +2 circumstance to initiative checks due to their ability to perceive time. Kineticists who possess the time element gain access to the following wild talent:

Seize the Initiative

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

Whenever you are able to act in the surprise round, you can take both a move and standard action.

Viscera-The Genus Loci

Tales of the land made of flesh are common among the researchers of the Hightower College in the Pinnacle Lands of Sharira, and rumors abound that samples from a mysterious location were collected to create the first corpokineticist. Known to others as ‘The Fanged Land’, the Genus Loci is often hidden away among rubble connected to the graveyards of dragons and other such solitary creatures, devouring the rotting flesh in the ground as an offering. Large fang-like pillars are often seen surrounding the area, lined with an acidic saliva that eats at the ground underneath.

Once a Genus Loci has been found, those who wish to gain its power must make their way to the center of it with no weapons drawn, showing their peaceful intent. As long as no actions are made against the land, it will swallow those who stand upon it, slowly beginning to devour them. Each round for 10 rounds, all those inside of the Genus Loci must make a DC 15 Fortitude save or take 4d6 acid damage, taking half on a successful save. You may heal yourself during this time, but any aggressive action made against the Genus Loci will be interpreted as a threat, and it will attempt to swallow you without bestowing any power upon you.

After 10 rounds, the Genus Loci will assume that those inside of it are ined-

ible, spitting them back out onto its surface. Those who survive gain a +1 to their natural armor bonus. Kineticists with the viscera element gain access to the following bonus utility wild talent:

Endure Pain

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

You can convert 1 point of lethal damage per kineticist level you possess into non-lethal damage. You cannot use this utility wild talent while suffering from non-lethal damage from a source other than burn.

New Composite Blasts

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

Clarification: Any composite blast treated as having an infusion applied as part of the blast's description doesn't count the added effect toward the limit of substance or form infusions with a kinetic blast, but cannot have that infusion applied to it.

Gore Blast

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

Prerequisite(s) bone blast, water blast

Blast Type physical; **Damage** bludgeoning

You fire a blast of raw gore and viscera at a foe, a disgusting and devastating attack.

Hellfire Blast

Element(s) fire and void; **Type** composite blast (Sp); **Level** —; **Burn** 3

Prerequisite(s) blue flame blast and negative blast or void blast and fire blast

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

You burn your opponent with the flames of Hell. Increase the size of the damage die of this blast by 1 and treat it as though the improved burning infusion was applied to it, dealing both fire and negative energy damage.

Meteor Blast

Element(s) earth and fire; **Type** composite blast (Sp); **Level** —; **Burn** 3

Prerequisite(s) fire blast, metal blast

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

You create a flaming hunk of space rock to batter an opponent. This blast deals an additional 2 damage per damage die and is treated as though it had the rare-metal infusion applied to it.

Noxious Blast

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

Prerequisite(s) acid blast, air blast

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

Your blast of air carries acidic fumes to burn a foe, searing eyes and flesh.

Rainbow Blast

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

Prerequisite(s) light blast, water blast

Blast Type physical; **Damage** bludgeoning

You reflect your light off misty water vapors to create a glorious rainbow to batter a foe.

Shatterstorm Blast

Element(s) earth, light, and sound; **Type** composite blast (Sp); **Level** —;

Burn 3

Prerequisite(s) crystal blast, sonic blast

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

You create a crystal, shattering it with sonic waves just as it nears your target. This blast deals an additional 2 damage per hit die, has its hit dice size reduced by one step (1d6 to 1d4), and is treated as though it has the kinetic bomb infusion applied to it unless a form infusion besides extended range or extreme range is applied to it.

Silverlight Blast

Element(s) aether and light; **Type** composite blast (Sp); **Level** —; **Burn** 3

Prerequisite(s) force blast, light blast

Blast Type energy; **Damage** half force, half positive energy

You weave aetheric threads into the positive energies within your light, allow-

ing it to sear unholy abominations. Creatures that would be healed by positive energy are not healed by this blast (instead only taking half this blast's damage as force damage). In addition, for 3 rounds, creatures this blast hits emit and are affected by *silverlight*, as the spell. It is associated with the same infusions as its prerequisites. This blast and infusions applied to it cost twice as much burn for kineticists who are harmed by positive energy, those of the evil alignment, or those with the dread soul archetype.

Subzero Blast

Element(s) void and water; **Type** composite blast (Sp); **Level** —; **Burn** 3

Prerequisite(s) ice blast and negative blast, or cold blast and void blast



Blast Type special (see text); **Damage** cold and/or piercing

You chill the air around the target to temperatures so cold that nearly all matter solidifies for an instant. This blast deals an additional 2 damage per hit die, and can use any infusion available to cold, ice, negative, or water blast. You may choose to make this blast deal cold damage, piercing damage, or both. If you choose to deal only cold damage this is an energy blast; otherwise this is a physical blast. When used as an energy blast, this blast deals half damage with the singularity infusion and full damage with the spray infusion.

Supernova Blast

Element(s) fire, light, and void; **Type** composite blast (Sp); **Level** —; **Burn** 3

Prerequisite(s) gravity blast, solar blast

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

You channel the heat and pressure of a dying star into your blast. This blast's hit die is increased by one step and is treated as an energy blast regardless of damage type. Creatures reduced to 0 hit points or lower by this composite blast are disintegrated as per the *disintegrate* spell.

Thunder Flash Blast

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

Prerequisite(s) electric blast, fire blast

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

Your flaming assault is crisscrossed with an electric charge to fry a foe.

Tundra Blast

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

Prerequisite(s) earth blast, cold blast

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

You fire a frigid hunk of stone to smash a foe.

New Infusion Wild Talents

The following infusion wild talents can be added to the options available to kineticists of Porphyra. Wild talents with a † are reprinted from *Kineticists of Porphyra* or *Kineticists of Porphyra II*.

Adamantine Infusion

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

Associated Blast metal or meteor

Your blast is strong enough to shatter most objects with ease. This blast can ignore up to 20 hardness of any object it connects against as well as being treated as adamantine for the purpose of bypassing damage reduction.

Aligned Infusion †

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

Associated Blasts any

Saving Throw none

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

Bloody 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, gore, haunted, ice, injecting, metal, sandstorm, shatterstorm, spring, summer, telekinetic, tundra, 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.

Bullying Infusion

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

Saving Throw none

You know how to add a bit of fear to your blast. Whenever a creature is dealt damage by this blast, you can attempt an Intimidate check (to demoralize)

against them. You can increase the burn of this infusion by 1 to increase the duration of the demoralization by 2 rounds.

Burning Infusion, Improved

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

Prerequisite(s) burning infusion

Associated Blast acid, acid rain, acidic bolt, blue flame, fire, flensing blast, green flame, injecting, magma, nightshade, plasma, ultraviolet, and virulent

Saving Throw Reflex negates

This infusion functions as burning infusion except targets that catch fire or are covered in acid are dealt 1d6 additional damage per round. The save to end this effect is increased to the DC of this infusion.

Burning Infusion, Greater

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

Prerequisite(s) improved burning infusion

Associated Blast acid, acid rain, acidic bolt, blue flame, fire, flensing blast, green flame, injecting, magma, nightshade, plasma, ultraviolet, and virulent

Saving Throw Reflex negates

This infusion functions as improved burning infusion except that all creatures adjacent to a creature affected by your greater burning infusion must make a Reflex save or be affected by this infusion as well.

Discharging Infusion

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

Associated Blast acidic bolt, bioelectric, charged water, electric, and lightning

Saving Throw Reflex half

Your blasts are capable of frying aquatic foes. When this infused blast targets water, all creatures within 30 ft. of the blast inside the targeted body of water are affected, taking ½ the damage of this blast.

Dismissing Infusion

Element(s) aether, time, or void; **Type** substance infusion; **Level** 5; **Burn** 4

Associated Blast chrono, epoch, force, negative, telekinetic, or void

Saving Throw Will negates

Your blasts can sever an outsider's connections to a plane. Whenever a crea-

ture is dealt damage by this blast, it is treated as though affected by a *dismissal* spell with a caster level equal to your kineticist level.

Follow-Up Shot

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

Associated Blast any

Saving Throw none

You know how to add a little extra kick to your blast. You may make a second attack with your kinetic blast after your first with a -2 to the attack roll, treating yourself as a 1st level kineticist for the damage this blast deals. For every 3 kineticist levels you possess, you can increase the burn cost of this infusion by 1 to increase your effective kineticist level by 2 for the purpose of how much damage this second attack deals.

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, supernova, 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.

Kinetic Bomb †

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

Associated Blasts any

Saving Throw Reflex half (see text)

Your blast has far more power packed behind it. Whenever an infused blast hits a foe and deals damage to them, it is treated as though it is a splash weapon, dealing splash damage to all adjacent squares (reflex save for half damage). This infusion is treated as an alchemist's bomb for the purposes of which feats may be applied to it. Splash damage from this infusion is always equal to the blast's minimum damage.

Kinetic Bomb, Improved

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

Prerequisite(s) kinetic bomb

Associated Blast any

Saving Throw Reflex half (see text)

This infusion functions as kinetic bomb, extending its splash radius by 5 ft. You can increase the burn cost of this blast by 1 to increase the splash radius of this infusion by an additional 5 ft.

Pyroclastic Infusion

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

Prerequisite(s) burning infusion, extended range

Associated Blast blue flame, fire

Saving Throw Reflex half

You can incinerate those foolish enough to be burned by your blast. Select a number of creatures up to your Constitution modifier within 120 ft of you that are currently on fire. Each such creature becomes the center of a 5 ft. radius explosion that damages all creatures within it for half your kinetic blast's damage; all creatures affected by the explosions can attempt a Reflex save to reduce that amount to ¼ damage. If a creature is within the area of multiple explosions, the damage from each sphere stacks.

Smoke Infusion †

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

Associated Blasts blue flame, fire, and hellfire

Saving Throw Reflex negates

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

Smoke Infusion, Improved

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

Prerequisite(s) smoke infusion

Associated Blasts blue flame, fire, and hellfire

Saving Throw Reflex negates

This infusion functions as smoke infusion, and the smoke clings to the target for the duration of this effect, lasting for 1 round per kineticist level you possess.

Vital Blade

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

Prerequisite(s) kinetic blade

Associated Blasts any

This infusion functions as kinetic blade, except it can be used with Vital Strike and Improved Vital Strike even when used as part of a charge attack. If you have the kinetic whip infusion wild talent, you can instead have this infusion function as kinetic whip, although it does not benefit from these feats on attacks of opportunity.

New Utility Wild Talents

The following utility wild talents can be added to the options available to kineticists of Porphyra. Wild talents with a † are reprinted from *Kineticists of Porphyra* or *Kineticists of Porphyra II*.

Adaptive Skin

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

Prerequisite(s) reactive skin

Whenever you would receive damage from an energy type that you are not currently resisting, you may cause your skin to adapt to this new stimulus, changing the type of damage your reactive skin guards against. This wild talent activates after the damage has been dealt, providing no protection against the triggering attack.

Aerial Supremacy

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

You know how to use flight to your advantage. When you are flying and attacking a non-flying opponent, you gain a +1 bonus to attack and damage rolls against it. While in the air, if you use a charge attack, you may include up to two 90 degree turns in your movement.

Aqua Bubble

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

Prerequisite(s) aquatic adaptation

You know how to take the sea with you. You can create a bubble of water around yourself which last for 1 minute per kineticist level you possess. While in this bubble, you can use your swim speed while on land, and all creatures inside of your aqua bubble must hold their breath or begin to drown. You can accept 1 point of burn to increase the area of this bubble by 5 ft.

Armor of Nature

Element(s) earth, water, or wood; **Level** 2; **Type** utility (Sp); **Burn** 0

You can create armor out of wood, ice, stone, or metal to form around yourself. This armor lasts for 24 hours and has an armor bonus of +4, a maximum Dexterity bonus of +4, 20% arcane spell failure, and 0 armor check penalty, being treated as light armor for the purposes of your speed and other considerations. You can accept 1 point of burn to increase this armor bonus by +1 for every 3 kineticist levels you possess. If you possess the paper control and metal-wood wild talents, you can also make this armor from paper.

Charged Attacks

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

For every 3 kineticist levels you possess, apply your elemental overflow bonus to one attack made with natural weapons, armor spikes or spiked gauntlets granted to you through wild talents other than unnatural evolution per round.

Cloud Cover

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

You can collect air vapor to create a 20 ft. cloud in the air that lasts for 1 minute per kineticist level you possess, obscuring vision as though it was a *fog cloud*. This cloud must be at least 30 ft. above solid ground and can have a maximum altitude of 10 ft. per kineticist level you possess. The light condition directly below the cloud is reduced by 1 step. You can summon an additional cloud at 5th level, and every 5 levels thereafter (up to 5 at 20th level). If you attempt to summon a cloud beyond this limit, the oldest cloud you had summoned dissipates.

Crushing Atmosphere

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

Prerequisite(s) oppressive atmosphere

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

All foes affected by your oppressive atmosphere take 1 bludgeoning damage per 2 kineticist levels you possess whenever they end their round in your aura. Creatures that take damage from this wild talent must make a Fortitude save or be fatigued for 1 round.

Deceptive Rip

Element(s) aether, time, or void; **Level** 3; **Type** utility (Su); **Burn** —

Prerequisite(s) dimensional rip or dimensional tear class feature

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

You are capable of laying a tear across a solid surface, disguising it as normal terrain. If a creature steps into your deceptive rip, they are transported to another tear of your choice. Creatures exiting from a deceptive rip may choose which space adjacent to the selected exit tear to occupy. The Perception check to locate this tear is equal to your kineticist level plus 10.

Dimensional Rip

Element(s) aether, time, or void; **Level** 3; **Type** utility (Sp); **Burn** 1

You gain the dimensional tear class feature of the dimensional ripper archetype.

Dimensional Rip, Improved

Element(s) aether, time, or void; **Level** 4; **Type** utility (Sp); **Burn** 0

Prerequisite(s) dimensional rip

You gain the improved tearing class feature of the dimensional ripper archetype, treating your kineticist level as 2 lower for the number of tears you can create.

Dimensional Rip, Greater

Element(s) aether, time, or void; **Level** 6; **Type** utility (Sp); **Burn** 0

Prerequisite(s) improved dimensional rip

You gain the rapid tearing class feature of the dimensional ripper archetype,

treating your kineticist level as 1 lower for the number of tears you can create.

Dimensional Traveler

Element(s) aether, light, time, or void; **Level** 6; **Type** utility (Su); **Burn** —
Prerequisite(s) light speed travel, time skip, or the dimensional travel class feature

Your skill at stepping between worlds improves, treating you as though you had the Dimensional Assault and Dimensional Dervish feats, applying them to the prerequisite wild talents or class feature.

Dimensional Traveler, Improved

Element(s) aether, light, time, or void; **Level** 7; **Type** utility (Su); **Burn** —
Prerequisite(s) dimensional traveler

You are treated as though you had the Dimensional Maneuvers and Dimensional Savant feats, applying them to the prerequisite wild talents or class feature.

Distorted Area

Element(s) aether or earth; **Level** 2; **Type** utility (Sp); **Burn** 0
Saving Throw none; **Spell Resistance** no

You are capable of either destroying the ground around you or flooding the area with enough telekinetic energy to make normal movement impossible. You can activate this wild talent as a swift action to make all squares adjacent to you into difficult terrain for 1 minute. While this wild talent is active, you cannot run or charge. A geokineticist can only use this talent while standing on dirt or unworked stone unless they also possess the aether element.

Elemental Acceleration

Element(s) air, fire, water, or time; **Level** 1; **Type** utility (Su); **Burn** —

You channel your element to dash along freely. Choose one movement speed granted by your element, or your base land speed. Increase this speed by 10 ft. At 5th level and every 5 levels thereafter, this speed increases by another 10 ft.

Elemental Hand

Element(s) earth, light, viscera, water, or wood; **Level** 4; **Type** utility (Sp);

Burn 0

Saving Throw none; **Spell Resistance** no

You are capable of creating a large hand out of your element treating it as though it was the *interposing hand* spell. At 10th level you can instead treat this as a *forceful hand*. You can only have 1 elemental hand active at a time; using it again while another elemental hand is still active will cause the previous one to crumble.

Elemental Hand, Improved

Element(s) earth, light, viscera, water, or wood; **Level** 6, **Type** utility (Sp);

Burn 0

Prerequisite(s) elemental hand

Saving Throw none; **Spell Resistance** no

You can treat your elemental hand as though it was a *grasping hand*. At 16th level, you can treat it as though it was a *crushing hand*.

Elemental Limb

Element(s) earth, light, viscera, water, or wood; **Level** 1; **Type** utility (Sp);

Burn —

You can augment your limbs with elemental power. If you are missing one or more limbs, you create one or more permanent replacements out of an element; this limb functions in all ways as though it was a natural part of your body, although the limb is still treated as though it is made out of its element for how it is affected by spells and other abilities and lacks tactile sensation. You can accept 1 point of burn to gain a +2 bonus to all Strength checks you make for 24 hours. You can select this talent in place of the basic utility wild talent you would gain for selecting an element.

Elemental Limb, Improved

Element(s) earth, light, viscera, water, or wood; **Level** 2; **Type** utility (Sp);

Burn 0

Prerequisite(s) elemental limb

You've learned to manipulate the shape of your elemental limbs, turning them into deadly weapons. You may shape a single elemental limb into a fanged

mouth, blade, or claw, or back into a limb at will; doing so treats the elemental limb as a primary natural weapon which deals 1d8 (1d6 for small, 2d6 for large) bludgeoning, slashing or piercing damage (chosen at the time the limb is shaped) and has a critical range of 19-20 and critical multiplier of 2x. This natural attack cannot benefit from the improved natural attack feat, and is considered a kinetic blast for the purpose of feats which affect weapons of a specific type (such as weapon focus). If you have two arms from the elemental limb wild talent, you may choose to have these manifest as two natural weapons, as described above. You may only shape one limb per round with this ability, even if you have more than one elemental limb (shaping two arms into 1d4 weapons counts as shaping a single limb for this purpose).

Elemental Limb, Greater

Element(s) earth, light, viscera, water, or wood; **Level** 6; **Type** utility (Sp); **Burn** 1

Prerequisite(s) improved elemental limb

You can create extra elemental limbs in addition to replacements to your natural ones that last for 24 hours. You may choose to gain an additional pair of arms (which cannot wield weapons or shields, or be used to make attacks), a tail (primary attack, 1d8 damage), or a pair of tentacles (secondary attacks, 1d4). You can grasp objects with these additional limbs. In addition, you can apply the effects of improved elemental limb to a non missing limb as well, covering it in elemental material.

Enlarged Rip

Element(s) aether, time, or void; **Level** 4; **Type** utility (Su); **Burn** —

Prerequisite(s) dimensional rip or dimensional tear class feature

You can stretch dimensions even further to create an enlarged tear. Large tears are 10 ft. tall and wide, and can be traveled through by huge or smaller creatures, being able to exit out of normal sized tears.

Explosive Cover

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

Prerequisite(s) explosive illusions, kinetic cover

Saving Throw Reflex half; **Spell Resistance** yes

Whenever you choose to make a barrier of hard light with your kinetic cover, you can choose to make it out of unstable light. When your unstable light

barrier is broken, all creatures within 5 ft. of it take bludgeoning damage equal to your kineticist level. If you have the improved kinetic cover wild talent, you can choose to expand the radius of the explosion to 10 ft. If you possess the sharding cover wild talent, you can apply it to explosive cover.

Explosive Flame

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

Saving Throw Will or Fortitude partial; **Spell Resistance** yes

You know how to use fire to its fullest, even while ending it. You can use *pyrotechnics* as per the spell. If the source of fire you target is a creature engulfed in flames, they take a -2 to their save against this wild talent.

Fist of Granite †

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

Prerequisite(s) flesh or stone

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

Fist of Oak †

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

Prerequisite(s) flesh or wood

Your hands are as tough as a mighty redwood. While your flesh of wood is active, you gain a slam attack as per *fist of granite*. If you also possess the thorn body wild talent, this slam attack also deals piercing damage.

Flame Conduit

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

You can draw upon the flames around you to empower your blast. You can select any source of fire to be the point of origin for your fire blast or its composites. Both the point of origin and target must be in range of your kinetic blast, and must be no further apart than your kinetic blast's range. If you choose a creature currently engulfed in flames as your blast's source, that creature takes an additional 1d6 fire damage and suffers a -2 to all saves against

your blast, putting out any fire from which the foe is currently engulfed.

Flame Step

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

You know how to become one with flames. You no longer take damage from natural fires. Once per turn, when you step into a square with fire in it, and can teleport to another square within 30 ft. that also contains flames completely unharmed. You may also use this ability while standing in natural fire as an immediate action.

Flash Step

Element(s) aether, air, or time; **Level** 4; **Type** utility (Sp); **Burn** 0

Through pushing yourself forward with air, aether or even stealing time from the future, as a swift action you can grant yourself an additional move action this round. If you do, you cannot take another swift or immediate action for 4 rounds. You can accept 1 burn to ignore the loss of swift action.

Fog Step

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

Prerequisite(s) fade into the mist, windsight

You know how to disappear into the mist, allowing you to teleport up to 20 ft. per kineticist level you possess as a move action while you are inside of normal or magical mist or fog as long as you remain inside of it. You can accept 1 point of burn to use this wild talent as a swift action.

Frigid Terrain

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

Prerequisite(s) cold adaptation

Saving Throw none; **Spell Resistance** no

With but a thought, you can manipulate your environment into a chilly wasteland. As a move action, you radiate an aura of cold for 1 minute per 2 kineticist levels you possess. While your aura is active, all squares within 10 ft. of you are treated as icy terrain. You are not hindered by this wild talent, instead increasing your base land speed in areas of icy terrain by 10 ft.

Grasp of the Void †

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

Saving Throw none; **Spell Resistance** no

You know the secrets to summon forth a fragment of the void as per the spell *black tentacles*. You can accept 1 point of burn to treat the area of this effect as though under the effects of a *darkness* spell. You may only have 1 grasp of the void active at a time; using it again while another grasp of the void is still active will cause the previous one to disappear.

Heirloom Affinity

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

Prerequisite(s) aetheric tempering

Your talent is at its highest using a particular item. When you select this wild talent, you must choose one specific object. When using this object with your telekinetic blast, all infusions applied to your blast have their DC increased by 1. When you use an object aside from your chosen one, all infusions applied to your blast have their DC reduced by 1. If this object is lost or broken, you can accept 1 point of burn and spend 1 day to attune yourself to a new object.

Hydro Cutter

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

Prerequisite(s) water blast

As you learn to master the art of water manipulation, you can now choose to deal piercing damage with your water blast or its composite blasts in addition to any other physical damage type dealt, gaining a +1 to attack and damage rolls due to how easily your water blades pierces the air. You can also add bloody infusion to your list of wild talents, and are able to apply it to a piercing water blast or its composite blasts. You can choose to gain this wild talent instead of basic hydrokinesis.

Hypnotic Pattern

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

Prerequisite(s) strobe lights

Any creature fascinated by your strobe lights may also be given one command as a swift action as per the *command* spell. This command lasts for 1 round

per kineticist level you possess.

Invasive Rip

Element(s) aether, time, or void; **Level** 2; **Type** utility (Sp); **Burn** 0

Requirement(s) dimensional rip or dimensional rip class feature

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

Whenever you create a dimensional tear, you can attempt to create it in a square occupied by a creature, forcing them through it and out of a tear of your choice. If the target succeeds at this saving throw, the tear is instead created in an adjacent square to the target of your choice. If you have the mobile tear class feature, you can attempt to move a tear into a creature's square, although a successful saving throw stops the tear's movement.

Joint Lock

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

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

Your knowledge of metals allows you to stiffen the joints of one suit of metal armor within 60 ft., doubling its armor check penalties for 1 minute.

Joint Lock, Improved

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

Prerequisite(s) joint lock

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

You are even more skilled at locking up armor, treating the wearer of any affected suit of armor as though they were not proficient in it.

Kinetic Cover, Improved

Element(s) aether, earth, light, viscera, water, and wood; **Level** 3; **Type** utility (Sp); **Burn** 0

Prerequisite(s) kinetic cover

Your kinetic cover gains hardness 5 as well as 5 additional hit points per kineticist level you possess.

Liquid Body

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

Your body can become one with water. You can use *fluid form* as per the spell, although the duration is changed to 1 round per kineticist level you possess. You can accept 1 burn to increase the duration to 10 minutes per kineticist level you possess.

Long Distance Travel

Element(s) aether, light, time, or void; **Level** 6; **Type** utility (Sp); **Burn** 0
Prerequisite(s) light speed travel, time skip, or dimensional travel class feature

You can spend 1 minute to *teleport* as per the spell, although only you are affected by this talent. You can accept 1 burn to bring along an additional amount of creatures up to your Constitution modifier.

Magnetic Pull

Element(s) air or earth; **Level** 2; **Type** utility (Sp); **Burn** 0

As a swift action, you can create a magnetic pull towards yourself that is hard for others to resist. All attacks made with metal weapons within 15 ft. of you take a -2 to their attack roll if they are not attacking you, gaining a +1 on attack rolls against you. This penalty and bonus increases by 1 each for every 3 kineticist levels you possess.

Magnetic Pull, Improved

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

Prerequisite(s) magnetic pull

When you create a magnetic field, you can choose to increase the area of it by 10 ft. Also as an immediate action, you can redirect any spell or spell-like ability with the [electricity] descriptor to target yourself, taking a -2 on any saving throw the spell may grant.

Material Affinity

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

You are more talented than others when it comes to manipulating certain materials. When you select this wild talent, you must choose either stone, wood, metal, glass, paper, or another similar material. When using this material with your telekinetic blast, you gain a +1 to attack and damage rolls. When you use a material aside from your chosen one, you suffer a -1 penalty to attack

and damage rolls. You can choose to gain this wild talent instead of basic telekinesis. These bonuses and penalties also apply to physical blasts associated with the chosen material (such as earth blast for stone or ice blast for ice).

Metal-Wood

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

You know how to create the most powerful of lumber, being able to alter wood as per the *ironwood* spell for 24 hours. You can accept 1 burn to instead make this effect permanent. If you possess the paper control wild talent, you can also apply this effect to paper.

Natural Rush

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

Whenever you make a charge attack, you are treated as though you had pounce when only making attacks with natural weapons, armor spikes, or spiked gauntlets granted to you through wild talents other than unnatural evolution.

Oppressive Atmosphere

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

Saving Throw none; **Spell Resistance** no

You radiate a field of incredible pressure around yourself for 1 minute per kineticist level you possess. Opponents within 20 ft. of you have all of their movement speeds reduced by 10 ft. for every 3 kineticist levels you possess and suffer -2 to all Reflex saves made while inside your aura. You can accept 1 point of burn to activate this wild talent as a swift action.

Paper Control

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

You are adept at controlling paper as well as wood. You can manipulate paper freely, being able to control it as though using the basic telekinesis wild talent. Whenever you use your wood blast, you can instead create paper, gaining a +1 to attack rolls with it. You can choose to gain this wild talent instead of basic phytokinesis.

Photographic Transference

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

Prerequisite(s) phantom illusion

You can see through your illusions. Whenever you create an illusion, you can choose to transfer your sense of sight to it. This blinds you, but allows you to see through the illusion and make sight-based Perception checks through it.

Pitfall +

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

Prerequisite(s) shift earth

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

You are capable of creating traps underneath your foes. Treat this as *create pit*, although you can only use it on surfaces of dirt or unworked stone, and it does not create an extradimensional space. You may end this effect at any time, refilling the pit as it was before this effect. At 9th level you may instead treat this as *spiked pit*, and at 12th level you may treat this as *hungry pit*. You may only have 1 pitfall active at a time; using it again while another pitfall is still active will cause the previous one to refill.

Ring of Fire

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

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

You can create a 30 ft. wide circle of flames that stands up to 20 ft. tall centered around yourself that lasts for 1 round per kineticist level you possess. This fire deals damage equal to $\frac{1}{2}$ your fire blast. You can accept 1 point of burn to allow your flames to burn those who come into contact with your flames, being treated as though affected by the burning infusion wild talent.

Sealing Wound

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

As an immediate action, you can deal 1 point of fire damage to yourself to end any bleed effect from which you are currently suffering. This damage cannot be reduced by resistance to fire. As a move action, you can use this wild talent on any ally within 30 ft. You also can treat kinetic healer and wild talents that require it as a prerequisite as though they were on fire's list of selectable wild talents, but you cannot accept burn to use it unless it is used on

yourself. You may select to gain this wild talent in place of basic pyrokinesis.

Seismic Stomp

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

Prerequisite(s) distorted area

Raising up your foot, you can slam it back down onto the ground as a move action to make a trip attempt that does not provoke an attack of opportunity against all squares adjacent to you, substituting your Constitution modifier for your Strength modifier. If you fail this trip attempt, you cannot be tripped in return. You can accept 1 point of burn to use this wild talent as a swift action. A geokineticist can only use this talent while standing on dirt or unworked stone unless they also possess the aether element.



Sharding Cover

Element(s) aether, earth, light, viscera, water, and wood; **Level** 2; **Type** utility (Sp); **Burn** 0

Prerequisite(s) kinetic cover

Whenever you use the kinetic cover wild talent, you can choose to make it into sharding cover. Whenever your sharding cover is broken, all spaces within 5 ft. of it are treated as difficult terrain for 1 minute. If you possess the improved kinetic cover wild talent, any creature that enters an area of difficult terrain made by this effect takes 1 damage for every 2 kineticist levels you possess.

Shroud of Shadows †

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

Prerequisite(s) emptiness

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

Shroud of Shadows, Improved

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

Prerequisite(s) shroud of shadows

Your darkness grows even stronger, increasing the radius of darkness to 15 ft. You can accept 1 point of burn to reduce the movement speed of all creatures inside of this darkness by 10 ft.

Sinkhole

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

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

You create a 10 foot area of quicksand within 60 ft. of yourself, causing all creatures within it to sink into the sand. Those who fail their Reflex save have their land movement speed reduced to 0 ft. and take bludgeoning damage equal to 1/4th of your earth blast. Each round those inside of the sinkhole must make a Reflex save to exit the sinkhole, moving to the closest possible spot outside of it. If no safe spot exists (such as if it is created inside of a hole), creatures instead do not take damage for that round, and may attempt

to climb along any available walls. If a creature fails 2 or more saves in a row, they are also treated as though drowning, and must hold their breath as appropriate. You can only have 1 sinkhole active at a time; using it again while another sinkhole is still active will cause the previous one to refill, expelling anyone inside of it. If you possess the pitfall utility wild talent, you can accept 1 burn to create a sinkhole at the bottom of your pitfall.

Spined Armor

Element(s) earth or wood; **Level** 1; **Type** utility (Sp); **Burn** 0

Your knowledge of natural materials makes it easy for you to manipulate their substance. You can cause any metal, stone, or wooden armor or gauntlets you wear to become covered in spikes as a free action, effectively giving you armor spikes and/or spiked gauntlets. Removing the armor or gauntlets reverts it back to its non-spiked version if it did not possess spikes before you donned it. If you possess the paper control, metal-wood, and natural armor wild talents, you can also affect paper armor with this effect, and if you possess replacement or additional arms through the elemental limb or greater elemental limb wild talents, you can affect those arms as if they were equipped with spiked gauntlets of which are composed of the same substance as their limb.

Spined Armor, Improved

Element(s) earth or wood; **Level** 2; **Type** utility (Su); **Burn** —
Prerequisite(s) spined armor

Increase the damage of armor spikes and spiked gauntlets granted to you through wild talents by 1d6.

Storm Cloud

Element(s) air; **Level** 3; **Type** utility (Su); **Burn** —
Prerequisite(s) cloud cover

You can use any square in your cloud as the point of origin for your air blast or electric blast. If you use the flurry of blast form infusion with this wild talent, increase the damage of each blast by 1 for every 2 kineticist levels you possess.

Storm Diffuser

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

Your control of the winds allows you to calm storms. When in severe or weaker winds, you can reduce the intensity of the winds within 100 ft. of you by 2 steps (to a minimum of light). Using this against magical winds requires an opposed caster level check against the effect, treating your kineticist level as your caster level. At 10th level, you can also affect up to a windstorm, at 13th level you can affect a hurricane, and at 16th level you can affect a tornado. You can accept 1 burn to reduce the intensity of winds down to light, regardless of their intensity. You can use this wild talent multiple times upon the same winds, although magical winds are only affected for 1 minute per kineticist level you possess.

Strobe Lights

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

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

You can create a field of strobing lights for 1 round per two kineticist levels you possess. Any creature within 10 ft. of you becomes fascinated as long as they are within the effect of your strobing lights.

Sustained Form

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

You do not need to eat or drink to survive.

Telekinetic Grasp

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

Prerequisite(s) telekinetic haul

Saving Throw Fortitude negates **Spell Resistance** yes

You can now use your basic telekinesis to lift living creatures with the same limitations for 1 round per kineticist level you possess, although unwilling creatures receive a Fortitude save to avoid being moved in this way. At the beginning of a creature's round, it can make a Fortitude save to end this effect, taking falling damage as appropriate to its height and falling prone. If you possess the friend throw utility wild talent, you do not need to accept 1 burn to allow your ally to make an attack at the end of their movement. Any creature affected by your telekinetic grasp automatically fails their saving throw against your foe throw or many throw wild talent.

Terrifying Roar

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

Saving Throw Will partial; **Spell Resistance** no

You let out a loud roar that frightens all foes within 20 ft. of yourself for 1 round per 2 kineticist levels you possess. Those who save against this effect are instead shaken for 1 round. This effect cannot stack with itself.

Threaded Armor

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

You are capable of threading the strands of aether into your armor, increasing the ways it can defend you. Any armor or shield you wear gains the *ghost touch* property. You can accept 1 point of burn to bestow any object you wield, or up to 50 tiny objects or pieces of ammo, to with the *ghost touch* property until you recover burn.

Toxic Barbs †

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

Prerequisite(s) thorn body

Saving Throw Fortitude negates

Your thorns secrete a naturally poisonous liquid. All foes who take damage from your thorn body or slam attack granted by your fist of oak are sickened for 1 round. This is a poison effect.

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.

Vacuum Rip

Element(s) aether, time, or void; **Level** 4; **Type** utility (Sp); **Burn** 0

Prerequisite(s) dimensional rip or dimensional tear class feature

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

As a move action, you can cause all creatures within 5 ft. of any of your dimensional tears to be draw into them, exiting through any other tear of your choice. You can accept 1 burn to increase the range of this effect by 10 ft.

Visceral Whip

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

Requirement(s) aetheric tempering, petrified innards

You pull your intestines out through a spatial rip in your body cavity and sheath them in force, using them as a prehensile whip appropriate for your size with no enhancement bonus and with which you are proficient. If you are proficient with whips already, your visceral whip is also treated as having the grappling weapon quality. Your intestines cannot be stolen, sundered, or attacked as a separate creature. This effect lasts for 1 minute per kineticist level or until you end it early as a swift action. If you release your grip on your intestines, this effect ends instantly. As a swift action, you can apply a substance infusion to all attacks made with your visceral whip until the beginning of your next round, increasing the burn cost of an applied substance infusion by 1.

Visceral Whip, Improved

Element(s) aether and viscera; **Level** 5; **Type** utility (Su); **Burn** —

Requirement(s) visceral whip

While visceral whip is active, you gain the benefits of the Whip Mastery, Improved Whip Mastery, and Greater Whip Mastery feats with your visceral whip, increase its base damage die by one step, and can treat it as an additional limb capable of fine manipulation (although it cannot be used to wield

weapons, make unarmed strikes, or use kinetic blasts). Substance infusions applied to your visceral whip no longer have their burn cost increased by 1.

Visceral Whip, Greater

Element(s) aether and viscera; **Level** 7; **Type** utility (Su); **Burn** —
Requirement(s) improved visceral whip, force ward, reactive skin

As long as your force ward and reactive skin defense wild talents are active, you can use your visceral whip at will as a swift action for no burn cost, and with no maximum duration. You treat your base attack bonus as equal to your kineticist level when performing attacks and combat maneuvers with your visceral whip, increase its base damage by one additional step, and gain the benefits of the Serpent Lash and Greater Serpent Lash feats. Reduce the burn cost of substance infused applied to your visceral whip by 1.

Void Resonance

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

You are in tune with the darker energies of the universe, allowing you to be healed by negative energy if you are normally hurt by it.

Wind Blade

Element(s) air; **Level** 1; **Type** utility (Su); **Burn** —
Prerequisite(s) air blast

As you learn to master the art of air manipulation, you can now choose to deal slashing damage with your air blast or its composite blasts in addition to any other physical damage type dealt, gaining a +1 to attack and damage rolls due to how easily your air blades cut through the air. You can also add bloody infusion to your list of wild talents, being able to apply it to a slashing air blast or its composite blasts. You can choose to gain this wild talent instead of basic aerokinesis.

Combo Wild Talents

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

Acid Manipulator

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

Prerequisite(s) basic toxikinesis, water manipulator

This functions as the water manipulator wild talent, except it affects liquid acid rather than water. In addition, if you have the basic hydrokinesis wild talent, you may use it to putrefy water as the *putrefy food and water* spell at will and may accept 1 burn to turn a flask of any kind of water into acid or a flask of acid into clean water as a move action.



Acid Pit

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

Prerequisite(s) acid blast and pitfall

You can treat your pitfall as an *acid* pit as per the spell. If you use this wild talent as hungry pit or crushing pit, you can add acid to the bottom of it as though it was an *acid* pit.

Chilling Void

Element(s) void and water; **Level** 3; **Type** utility (Su); **Burn** —

Prerequisite(s) cold blast and darkness infusion, shroud of shadows, or grasp of the void

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

All creatures that end their rounds within an area of darkness you have created take 2 cold damage for each kineticist level you possess.

Choking Vacuum

Element(s) air and void; **Level** 6; **Type** utility (Sp); **Burn** 1

Prerequisite(s) basic aerokinesis, no breath, and suffocate

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

This functions as suffocate, except it affects all creatures within 30 feet of you instead, and you automatically expel the air from the lungs of all creatures affected.

Corporeal Tear

Element(s) aether, time, or void and viscera; **Level** 3; **Type** utility (Sp); **Burn** 0

Prerequisite(s) basic corpokinesis and dimensional rip or the dimensional tear class feature

Saving Throw Fortitude negates or half (see text); **Spell Resistance** no

You are able to create a dimensional tear inside of a corporeal creature (except for constructs), using it as though it was a dimensional tear of the creature's size. The creature is allowed a Fortitude save to negate being treated as a tear, and if you choose to have a kinetic blast exit through a corporeal tear, the creature is made into the target and is the only creature affected by it, regardless of any infusion applied to the blast. If a creature chooses to exit through a corporeal tear, they can decide to deal damage equal to twice the kineticist's

level to the creature (Fortitude for half), although a creature forced to exit through a tear always deals damage.

Crystal Skin

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

Prerequisite(s) flesh of stone and basic photokinesis

Your skin takes on the shine and luster of a perfectly cut gem, allowing your form to catch the light and dazzle opponents. You gain a +1 deflection bonus against rays for every 3 kineticist levels you possess. You can accept 1 point of burn to also apply this bonus against slashing and piercing attacks until you recover burn.

Fist of Nature

Element(s) earth and wood; **Level** 2; **Type** utility (Su); **Burn** —

Prerequisite(s) fist of granite and fist of oak

Your fists are now infused with the power of the nature itself, granting you two slam attacks which deal 1d12 damage, gaining a +2 bonus on attack and damage rolls with these slam attacks. If you possess the bone spikes, jagged flesh or thorn flesh utility wild talents, you also deal slashing and piercing damage with your slam attacks. If you possess the toxic barbs utility wild talent, increase the duration of the sickening effect by 2 rounds.

Rapid Burn

Element(s) fire or poison and time; **Level** 3; **Type** utility (Sp); **Burn** 1

Prerequisite(s) improved burning infusion and time's echo

When you would set a creature on fire or cover it in acid with burning infusion, improved burning infusion, or greater burning infusion, you can choose as an immediate action to instead have it continue to roll Fort saves (using the substance infusion's DC) up to your Con modifier or until one succeeds, whichever comes first. The creature takes an additional 1d6 fire and/or acid damage (depending on the blast used) for each save it fails this way.

Lava Pool

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

Prerequisite(s) pitfall and ring of fire

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

You can create a 20 ft. sheet of lava across an area of dirt or unworked stone for 1 round per 4 kineticist levels you possess before the lava cools. This lava is only 5 ft. deep, and all creatures inside of this area must make a Reflex saving throw to move themselves into the closest safe square or take 10d6 fire damage and being treated as entangled in the lava. Even after a creature leaves this lava, they take ½ of the damage they took last round. You can accept 1 point of burn to increase the duration of this wild talent to 1 round per kineticist you possess. Creatures inside of the lava when it cools become entangled, requiring an escape artist or strength check equal to the DC of this wild talent to escape.

Metal Blades

Element(s) earth and viscera; **Level** 2; **Type** utility (Su); **Burn** —
Prerequisite(s) basic geomancy and bone blades

You can coat your bone blades in metal, treating them as either cold iron, silver, adamantite, or any other rare metal for the purposes of bypassing damage reduction. Metal blades gain a +1 bonus to attack and damage rolls.

Venom Spikes

Element(s) poison and viscera; **Level** 2; **Type** utility (Su); **Burn** 1
Prerequisite(s) biological toxin and bone spikes

When you use your bone spikes utility wild talent, you can also use your biological toxin or greater biological toxin utility wild talent to coat your bone spikes with any contact or injury poison you create. This poison can be applied a number of times equal to your Constitution modifier (minimum 1) before drying up. Venom spikes deal additional damage equal to ½ your Constitution modifier (minimum 1).

Undead Evolution

Element(s) viscera and void; **Level** 3; **Type** utility (Sp); **Burn** 1
Prerequisite(s) unnatural evolution and reanimating infusion or aura of ash

You are capable of altering the undead you create. You can spend 10 minutes with an undead you have created with a wild talent to grant it the benefit of your unnatural evolution utility wild talent for a number of days equal to your class level. If you possess the improved unnatural evolution utility wild talent, you can instead accept an additional point of burn to grant the benefits of that utility wild talent in place of unnatural evolution.

Elemental Mutations

In the world of Porphyra, the powers of the kineticist are rarely understood, and sometimes these powers can become corrupted, leading to more ‘pure’ strains of kinetic power. Only certain types of kineticists have the ability to become corrupted, often favoring those who have more varied powers than their fellows. A character can only take 1 elemental mutation. The following mutations have been discovered, although there are still rare cases of less common ones being found:

Brutal Mutation

A brutal mutation is one that occurs when a kineticist is born with too much potential. The mutation causes their raw power to rip apart their body as it is used, often leaving lasting scars. Those who possess this mutation are far more easily able to tap into their elemental power.

Special: A fusion kineticist with this mutation treats their sub element as 2 levels lower than their main element at 1st level, removing the restriction limiting them to only 1st level talents until 7th level. At 7th level, they consider their sub element 1 level lower than their main element rather than 2.

Restrictions: Must possess the Burn class feature

Benefit: Whenever a kineticist with this mutation gains the expanded element class feature, if the kineticist selects a new element to expand into, they gain an infusion for that element. They are also only treated as 2 levels lower than their main element for selecting wild talents from their new element. If the kineticist chooses to expand their original element, they gain both a new infusion and utility wild talent.

Also when they select the Extra Wild Talent feat, they can increase the level of the talent they can select with this feat by 1 as well as removing the prerequisite of the feat, allowing you to select level 1 wild talents at 1st level.

Drawback: All damage a kineticist receives from burn or an ability that alters burn is treated as lethal damage instead of non-lethal damage. This damage cannot be reduced or healed except by the methods of removing non-lethal damage from burn.

Special: A fusion kineticist with this mutation treats their sub element as 2 levels lower than their main element at 1st level, removing the restriction lim-

iting them to only 1st level talents until 7th level. At 7th level, they consider their sub element 1 level lower than their main element.

Conservative Mutation

Some kineticists don't have the physical fortitude to channel their powers fully, causing their full strength to be locked within themselves, although they lessen the strain needed to channel their powers, leaving them in far better condition afterwards.

Restrictions: Must possess the Burn class feature

Benefit: Whenever a kineticist with this mutation receives a point of burn, they only take 1 point of non-lethal damage for every 2 levels they possess instead of for every level.

Drawback: Reduce the damage die of all kinetic blasts the kineticist possesses by 1 step (d10 to d8, d8 to d6, d6 to d4, d4 to d3, d3 to d2) as well as reducing the DCs of any infusions applied to their blast by 1.

Dense Mutation

While some kineticists wield raw elemental energy such as fire or lightning, others manage to impart too much of their own power into the blast, making them far less adept at finding weaknesses in their opponent's armor. These blast instead pack a far more powerful punch to them.

Restrictions: Must possess a basic energy blast

Benefit: Kineticists with this mutation determine the damage of their energy blast as though they were physical blast (dealing 1dx+1 damage + their Constitution modifier), as well as gaining a +4 on checks against spell resistance.

Drawback: The kineticist's energy blast now targets normal AC instead of touch AC and is treated as a physical blast for how it interacts with infusions and class features.

Intelligent Mutation

The power of most kineticists is in their creativity, although some kineticists manage to express this in even more unique fashions, their education far

surpassing their allies'. These intelligent warriors have forsaken other ways of gaining power in a more physical sense.

Restrictions: Must possess the gather power class feature

Benefit: Kineticists with this mutation gain two additional skill points per level, and can select 2 skills, treating them as class skills.

Drawback: The kineticist can only use their gather energy or supercharge class feature as a move action.

New Feats

The following feats are available to kineticists in Porphyra. Feats with a † are reprinted from *Kineticists of Porphyra* or *Kineticists of Porphyra II*.

Basic Kinetic Training

"Sometimes you just have to get back to basics."

Prerequisite: Kineticist 1st or character level 5th

Benefit: You gain the basic utility wild talent for any one element. If you later gain a level in the kineticist class, you can immediately exchange this basic utility wild talent for a level 1 utility wild talent for which you qualify unless you possess a wild talent that requires the basic utility you wish to replace.

Composite Blast Technique

"You don't need that much training...or any, really..."

Prerequisite: Kineticist 7th

Benefit: If your primary element grants a composite blast for having an expanded element with it (such as metal blast for earth), you gain access to that composite blast.

Special: A fusion kineticist can take this feat a second time at 11th level, applying its effects to their sub element.

Extra Burn

"If I must suffer for my cause, so be it!"

Prerequisite: Burn class feature

Benefit: You can accept an additional 2 burn per day.

Special: You may take this feat multiple times; its effects stack.

Extra Tear

“I just needed a little more space, okay?”

Prerequisite: Dimensional rip wild talent or dimensional tear class ability

Benefit: You can create an additional dimensional tear with your dimensional rip wild talent or the dimensional tear class feature.

Kinetic Acceleration

“Oh, you should see me when I get going...”

Prerequisite: Character level 7th

Benefit: Whenever you are affected by a *haste* spell or effect, increase the attack bonus, reflex save, and dodge bonus by +1. In addition, when you use the gather energy class feature while affected by *haste*, you can increase the reduction of a blast's burn an additional 1.

Kinetic Pin

“Now that you can't move, we can really have some fun!”

Prerequisites: Kinetic blast class feature, Improved Grapple

Benefit: Whenever you would deal damage with a grapple check, you can instead deal ½ of your kinetic blast damage instead, allowing a Reflex save for ¼ damage.

Kinetic Pin, Improved

“Just hold still, this will only hurt a lot.”

Prerequisites: Kinetic blast class feature, Kinetic Pin

Benefit: Whenever you use your kinetic pin feat, you can also apply a substance infusion to it.

Kinetic Prodigy †

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

Prerequisite: Kineticist 3rd

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

Kinetic Proficiency

“There’s more to swordsmanship than just swinging it around, you know.”

Prerequisite: Devastating infusion, kinetic blade, or kinetic fist; Weapon Focus (kinetic blast)

Benefit: You may use devastating infusion, dual blades, kinetic blade, kinetic fist, or kinetic whip as part of a coup de grace, disarm, sunder, or trip attempt.

Normal: You may only use these blasts as part of an attack action, full attack, or charge.

Kinetic Proficiency, Improved

“The elements are my blade, and they cry for me to run you through!”

Prerequisite: Kinetic Proficiency

Benefit: Your devastating infusion, dual blades, kinetic assault, kinetic blade, kinetic fist, kinetic whip, and vital blade are considered to have the deadly, disarm, distracting, sunder, and trip weapon qualities.

Overwhelming Defense

“I know it’s hard for you, but not for me.”

Prerequisite: Overwhelming soul 3rd

Benefit: You are treated as though you have accepted 1 burn when determining the effect of your elemental defense. At 6th level, and every 3 levels thereafter, you are treated as having accepted an additional burn in your elemental defense. If you have more than 1 elemental defense, you can split this effective burn between them in whatever way you wish.

Special: This feat cannot allow you to be treated as accepting more burn than would normally be allowed by an elemental defense.

Simple Composite

“I mean, you’re just mixing this with that, how hard can it be?”

Prerequisite: Any composite kinetic blast wild talent except force blast

Benefit: Choose one composite blast you know. You may choose to have it deal damage as a simple blast, reducing its burn cost by 1. You may not apply this to a force blast.

Special: You may take this feat multiple times; each time it applies to a different composite blast.

Telekinetic Muscle

"I have a different kind of strength."

Prerequisite: Telekinetic haul wild talent

Benefit: You can replace your Strength score with your Constitution score for the purpose of making strength checks and Strength based skill checks.

New Artifact

The following minor artifact was discovered by kineticists on Porphyra.

Elemental Heart (Minor Artifact)

Slot none; **Aura** overwhelming (conjunction); **CL** 20th; **Weight** 2 lbs.

Description

This pulsing heart seems to beat with all of the elements in sync, flaring up with different elements depending on its wielder. The bright core of the heart always seems to swirl with unearthly power, a weak heat emanating from the heart when held by someone in tune with the elements. When held by a kineticist, they gain a +2 to attack and damage rolls with their kinetic blast, a +3 to the DC of all wild talents, and no longer take damage from accepting burn, instead channeling it into the *elemental heart*. A hand holding an *elemental heart* is considered free for the purpose of gathering energy and other kineticist class abilities. Once the *elemental heart* has taken 300 damage in this way, it glows black and will not provide any benefit to that kineticist for 1 year.

As a full round action, any kineticist who holds the *elemental heart* may permanently change either their primary element or one of their expanded elements into a different element. If they do, all wild talents with the previous element must be changed to one fitting their new element, possibly causing the loss of archetypes or changes to other wild talents. If used in this way, it grows black as though it had accepted 300 points of damage through burn.

Destruction

An *elemental heart* can be destroyed if it is swallowed by an ancient or older dragon, spending a week inside of the creature's stomach as its powers are drained into the great beast. Once it has been absorbed, the dragon who devoured it advances 1 age category, making them very popular for dragons of all kinds.

New Magic Weapon

The following magic weapons was developed by kineticists on Porphyra.

Blaster's Bearing

Aura moderate evocation; **CL** 8th

Slot none; **Price** 940 gp; **Weight** —

Description

To the untrained eye this small, rough steel ball appears to be a normal *+1 sling bullet*, but tiny holes dotting its surface lead to a conductive crystal core that can hold elemental force indefinitely. A kineticist can infuse a blaster's bearing with a simple energy kinetic blast and any one substance infusion up to 3rd level they know as an action that takes 1 minute. When fired with a ranged weapon, the bullet bursts and unleashes the infused blast, dealing an additional 1d6 damage per 3 damage dice of the blast infused into the bullet (minimum 1d6), using the blast's damage type. This is reduced to d4s if the damage is force, sonic, or untyped. The DC of the substance infusion is treated as though the infusing kineticist had used it, and can only affect the target. Blaster's bearings are highly volatile when infused; while they will not react with other sling bullets, if two of them are infused with blasts and directly touch one another, both will violently react, destroying both bullets in a burst of energy and dealing 2d6 nonlethal damage to any creatures in the square where they touched.

A blaster's bearing may be loaded into a phaleros or tied into a halfling rope-shot; it triggers on the first hit made by such weapons.

Construction

Requirements Craft Magic Arms and Armor, kinetic fist, kinetic blast and supercharge class features; **Price** 470 gp

New Wondrous Items

The following wondrous items were developed by kineticists on Porphyra.

Burn Fragment

Aura faint conjuration; **CL** 1st

Slot none; **Price** 500 gp (basic), 2,000 gp (standard), 5,000 gp (grand);

Weight 1 lb.

Description

This small stone lacks any identifying feature except for a pale glow inside of it, feeling warm to the touch. When held, it allows the holder to reduce the

burn cost of a wild talent of 3rd level or lower by 1, to a minimum of 0. After it is used, the burn fragment is instantly destroyed. A standard burn fragment can be used with a wild talent of 6th level or lower, while a greater burn fragment can be used with a wild talent of 9th level or lower.

Construction

Requirements Craft Wondrous Item, crafter must be a 1st level kineticist;

Price 250 gp (basic), 1,000 gp (standard), 2,500 gp (greater)

Robe of Burn Conversion

Aura strong transmutation; **CL** 15th

Slot chest; **Price** 30,000 gp; **Weight** 10 lbs.

Description

This nondescript white robe hangs low on the wearer, appearing ordinary and a bit plain. The garment only shows its true nature upon the wearer accepting burn, flashing a deep vibrant red before fading back into its plain white hue. If the wearer accepts burn, they are instantly granted temporary hit points equal to ½ the amount of damage they suffered from accepting burn (minimum 1). Temporary hit points from this item stack with those gained from itself and wild talents and last for 24 hours or until lost, whichever comes first.

Construction

Requirements Craft Wondrous Item, crafter must be a 15th level kineticist, force ward; **Price** 15,000 gp

Sample Character

The following character is built from options available in this and other books from this series.

Jade Strider

“Aw, come on guys! Who wants to be stuck at home all the time when you could be out exploring? Now let’s go, I think I can remember some people out there who needed help with...something?”

Jade Strider (CR 10; XP 9,600)

Female human kineticist (dimensional ripper) 11

CG Medium humanoid (human)

Init +3; **Senses** Perception +17

Defense

AC 21, touch 14, flat-footed 19
(+5 armor, +1 deflection, +3 Dex, +1 natural, +2 shield)

hp 108 (11d8+55)

Fort +12, **Ref** +11, **Will** +7

Offense

Speed 30 ft.

Melee masterwork dagger +13/+8 (1d4-1, 19-20), kinetic whip +12/+7 (6d6+12), or vital blade +12 (12d6+12)

Ranged telekinetic blast +12 (6d6+10, 20/x2)

Special Attacks dimensional fury, elemental overflow +3, metakinesis (empower)

Kineticist Wild Talents Known

Defense—force ward

Infusions—extended range, foe throw (F-DC 19), follow-up shot, kinetic blade, kinetic whip, vital blade

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

Utility—basic telekinesis, deceptive rip (R-DC 17), telekinetic haul, telekinetic invisibility

Tactics

Before Combat At the start of the day, Jade generally invests 5 points of burn into her force ward, altering her stats to the following, through elemental overflow:

Initiative +4

AC 22, **Touch** 15, flat-footed 19

hp 75 (36 temporary hit points)

Fort +14, **Ref** +12, **Will** +7

Melee masterwork dagger +14/+9 (1d4-1/19-20), kinetic whip +16/+11 (6d6+20), or vital blade +16 (12d6+20)

Ranged kinetic blast +16 (6d6+18, 20/x2)

Infusions—foe throw (F-DC 21)

Utility—deceptive rip (R-DC 19)

Str 8, **Dex** 18, **Con** 22, **Int** 10, **Wis** 16, **Cha** 12

SQ burn (3/round, 9 maximum), 15% chance to ignore critical hit or sneak attack damage

If at all possible, Jade will set up her dimensional tears ahead of time, increasing their durations and using her telekinetic invisibility to hide herself before combat begins, placing deceptive tears at obvious exit points.

During Combat Finding fun in combat, Jade will often engage with her

foe throw, using it to send people through tears into each other, using her own tears to move around the battlefield with ease. If forced into melee, she's quick to make use of her vital blade to establish distance. She's wary of accepting anymore burn, and will generally use her burn fragment only if pushed, preferring to use it offensively rather than defensively.

Morale If reduced to 15 hit points or less, Jade will surrender, although she will try to escape at a moment's notice, using her dimensional travel ability or dimensional tears to flee.

Statistics

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

Base Atk +8; **CMB** +7; **CMD** 20

Feats Extra Wild Talent (kinetic blade), Extra Wild Talent (telekinetic invisibility), Kinetic Prodigy, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (Kinetic Blast)

Skills Acrobatics +17, Diplomacy +12, Perception +17, Sense Motive +14, Stealth +17

Languages Common

SQ burn (3/round, 7 maximum), dimensional tear (4 tears), dimensional travel, elemental focus (aether), improved tear, infusion specialist 3, mobile tears, internal buffer 2, rapid tearing, supercharge

Combat Gear *blast fragment*, *potion of cure light wounds* (2); **Gear** master-work dagger, chain shirt, *amulet of natural armor* +1, *burn fragment (basic)*, +1 *buckler*, *cloak of resistance* +1, *belt of mighty constitution* +2, *headband of vast wisdom* +2, *ring of protection* +1, 143 gp

Few can match Jade Strider in either combat or forgetfulness, as the young girl is prone to losing track of things if she doesn't take effort to remind herself. A native of the Middle Kingdoms, Jade's powers manifested early in her life, allowing her plenty of time to master them. With the ability to walk through dimensions, Jade has traveled to many far off places, and she has developed a strong love of travel. Her aristocratic parents often lament their daughter's wandering tendencies, but the joyous whirlwinds visits that mark Jade's infrequent returns with are almost always enough to assuage any long lasting hard feelings.

While off on her travels, Jade spends most of her time enjoying the local culture, exploring new locations, or helping people with whatever needs done. A good person at heart, she can be a bit overzealous, choosing not to explain herself or her goals to people. Often times her lack of communication causes problems, leading to quite a few situation where she has been chased off by those she would attempt to help.

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