



Kineticists of Porphyra IV



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Introduction

In this 4th volume of *Kineticists of Porphyra*, I'd like to take a second to talk to you all about how to best include kineticists in your game world. For a lot of people, their games assume the core classes as the default, but what do you have to consider when you include kineticists in your world building? There's a few things that help make kineticists stand out from other characters, as well as help shape them, and that's something I'd like to discuss here.

1. At-will blasting and utility wild talents

Now this is something that's obvious about the class, but is still something which you should consider. Every other 'magical' class has some innate limit to it; be it spell slots, limited uses of class abilities, or other such issues. These are things kineticists lack, and due to this, kineticists could be considered preferable for guards or military scenarios. Adding form infusions and other such things makes them quite formidable in mass combat and they are capable of battling all day, both things that help to make them excellent in the role of more military styled campaigns. Consider having kingdoms include units made solely of kineticists, using their innately high Constitution and ability to damage a wide area as selling points for this role.

2. Abilities not tied to spells

Despite a tie to another plane, the majority of kineticist's wild talents are unique to them and aren't treated as spells for a lot of things (such as item construction), making them very different from traditional casters. In this way, they could be seen as another evolution of casting, much in the way sorcerers are seen by wizards. Consider having kineticists treated as the most 'basic' manipulation of supernatural energies, innately tied to an element at their core. This should help them feel different than arcane and divine casters by creating that separation. Playing up the related planes can help kineticists feel unique and otherworldly, giving them a much different feel than other magical characters.

3. Using abilities has direct physical consequences

A normal spellcaster seldom suffers from physical strain as a result of using

their abilities. This is a very large difference thematically and mechanically between the two; to use their powers to the fullest, kineticists must push their bodies, taking a physical toll on themselves. Aside from playing this up, consider adding a burn-like mechanic to other classes, possibly allowing them to use abilities beyond their normal limit with the cost of them being burn. Examples include a barbarian pushing past their normal rage rounds, paladins smiting beyond their normal limits, and other such ideas. Make burn feel impactful to the character regardless of the form it takes through archetypes, to really drive home just how much it affects a kineticist to accept it.

4. They are the masters of their elements

Kineticists are really quite varied in what they can do, but something that should be played up is just how tied they are to their elements. A pyrokineticist should feel like an elemental flame, far more than a fire focused wizard or druid. Elemental overflow helps with this, allowing one to be drenched in their preferred element, but it should always be clear that the connection a kineticist has with their element is special beyond mere specialization. Allowing a kineticist to feel like a raw force of nature is key, and this is how they should be treated in a campaign to help them stand out, made to feel like an avatar of their element given flesh.

There's a lot more I could say about the kineticist, but by this point you probably just want to get to the good stuff. I won't keep you, and I thank you for your support of the *Kineticists of Porphyra* series,

Team KOP

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New Kineticist Archetypes

Archetypes are a fun way to experiment with different ways of interpreting a class. More than one archetype can be taken at a time, as long as they do not replace or modify the same class feature.

Aberrant Kineticist

From pacts made beyond the stars, aberrant kineticists do not summon forth material from the elemental planes, but instead draw it from the boundless space between spaces. Risking their minds, aberrant kineticists know only the whispers of their dark gods, following instructions unheard by others.

Class Skills The aberrant kineticist gains Knowledge (dungeoneering) as a class skill.

Mental Fortitude (Ex) An aberrant kineticist's Will save bonus is equal to $2 + \frac{1}{2}$ their aberrant kineticist level, and their base Fortitude save bonus is equal to $\frac{1}{3}$ their aberrant kineticist level.

This ability alters the kineticist's base saving throws.

Malign Manifestation (Su) At 1st level, an aberrant kineticist's kinetic blast takes on a physical form, appearing to others as a wysp according to their element:

- *Aether Wysp*: aether, time, void
- *Air Wysp*: air, sound
- *Earth Wysp*: earth, viscera, wood
- *Fire Wysp*: fire, light
- *Water Wysp*: poison, water

This wysp is known as a malign manifestation. This malign manifestation is the physical form of their patron's power, being treated as though it was a wysp improved familiar. The aberrant kineticist's kinetic blast originates from the malign manifestation (a malign manifestation cannot use a kinetic blast with infusions which would cause the blast to be used as part of another action (such as an attack action)). An aberrant kineticist benefits from their malign manifestation's resonance ability as if they possessed an elemental subtype matching that of their malign manifestation. They can allow the malign manifestation to use its living battery ability without dying once per day,

although it loses access to its resonance ability for 24 hours (a malign manifestation cannot use living battery without its resonance ability).

If the malign manifestation is killed, it can be re-summoned by accepting 3 burn as a full-round action (doing this can allow the aberrant kineticist to surpass their normal burn limit).

While a malign manifestation follows the orders of its master, it also does its best to tempt its master into granting it more power, and as such tries to stay close to its master. If a malign manifestation is ever more than 30 ft. plus 5 ft. per aberrant kineticist level its master possesses away from its master, it winks out of existence, instantly appearing in a randomly determined square next to its master.

This ability replaces the basic utility wild talent gained upon selecting an elemental focus and alters kinetic blast.

Possessive Burn (Ex) Rather than summoning elemental matter from the elemental planes, an aberrant kineticist conjures fragments of the space between stars. An aberrant kineticist uses their Wisdom modifier instead of their Constitution modifier to determine their damage with wild talents, the DCs of Constitution-based wild talents, the durations of wild talents with Constitution-based durations, their bonus on concentration checks for wild talents, and other Constitution-based effects of all their wild talents.

Whenever an aberrant kineticist accepts burn, rather than taking non-lethal damage, the malign manifestation gains an equal amount of points of influence over the aberrant kineticist as though it was a spirit from the medium class. This influence is lost in the same fashion as burn would be removed.

When the malign manifestation gains at least 3 points of influence over the aberrant kineticist, they take a -2 penalty to their Charisma and are treated as an evil aberration for spells and effects whenever it would least benefit them.

If a malign manifestation ever possesses 5 points of influence over the aberrant kineticist, the aberrant kineticist completely loses control of their malign manifestation, the two joining into a single aberrant creature. They effectively become an NPC under the GM's control for 12 hours or until the malign manifestation's influence has been severed.

As a swift action, an aberrant kineticist can accept 1 point of lethal damage per aberrant kineticist level they possess to reduce the influence their malign manifestation possesses over them by 1. This lethal damage cannot be prevented in any way, and cannot be healed until the aberrant kineticist would remove their burn.

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

Alien Union (Su) An aberrant kineticist can accept 1 point of burn to join with their malign manifestation as a swift action, fusing it with themselves. While fused, the aberrant kineticist is treated as though the malign manifestation had at least 3 points of influence over them and reduces the burn of all kinetic blasts they use by 1. This fusion lasts for 1 minute, after which the malign manifestation appears in a space next to the aberrant kineticist. The aberrant kineticist can accept 1 additional point of burn to increase the duration by 1 minute.

At 11th level, the burn of all kinetic blasts the aberrant kineticist uses is reduced by 2 while fused with their malign manifestation.

An aberrant kineticist cannot use this ability while their malign manifestation is in control of them.

This ability replaces gather energy and supercharge.

Tainted Manifestation (Ex) Whenever an aberrant kineticist displays their elemental overflow, rather than an effect related to their element, the elemental overflow manifests in a more alien fashion, causing the aberrant kineticist's body to morph and twist with small mouths and minute tentacles forming along their skin. While this effect is not suppressed, the aberrant kineticist gains a circumstance bonus to Intimidate checks equal to their elemental overflow bonus.

This ability alters elemental overflow.

Energy Roper

Many kineticists have a preferred form for their kinetic blasts: some enjoy throwing their energy as long-range projectiles, some use it as a melee weapon, some prefer to mold it into a barrier. The energy roper chooses to transform the elements into a powerful tentacle that can wrap around enemies and keep them helplessly bound and controlled.

Kinetic Tendril (Su) At 1st level, the energy roper gains Kinetic Pin as a bonus feat, ignoring its prerequisites. By accepting the cost of a composite blast, they can use its damage in place of their simple blast's damage when using this feat. In addition, they receive the following form infusion:

Kinetic Tendril

Element(s) universal; **Type** form infusion; **Level** 1; **Burn** 0

Associated blasts any

You form a lash out of elemental matter or energy and whip it toward your foe as a melee attack. Your blast's damage die size is reduced by 1 step and its critical threat range is 19-20. It has a reach equal to your natural reach; this increases by 5 ft. at 4th level and every 4 levels thereafter (adding up to 25 ft. at 20th level). A kinetic tendril vanishes at the end of your turn unless it is being used to grapple a target. Kinetic tendril is considered a light weapon for the purposes of all feats, and as the kinetic blade infusion for Kinetic Proficiency, Improved Kinetic Proficiency, Defensive Kinetic Proficiency, and Kinetic Clutches. Telekinetic blasts used with this infusion cannot be used to throw objects or creatures.

The energy roper can increase the burn cost of their kinetic tendril infusion by 1 to attempt to grapple the target hit by it as a free action without provoking an attack of opportunity; if a substance infusion would have them perform another combat maneuver, it is attempted before the grapple. Successfully grappling a creature this way does not give the energy roper the grappled condition, and they do not need to move the grappled foe into an adjacent square (though they can still choose to do so as part of initiating the grapple). They must maintain line of effect between themselves and the grappled creature or else the grapple is broken (creatures of the grappled creature's size or smaller are not considered to break line of effect for this purpose even if they provide cover), and maintaining the grapple keeps one hand occupied. For the purpose of initiating or maintaining a grapple with a kinetic blast, the energy roper's BAB from their energy roper levels is equal to their energy roper level to determine their CMB and no penalty is applied for attempting a grapple with one hand unless they are already grappling another creature. This otherwise functions as if the target had been grappled by a weapon with the grapple weapon trait.

The energy roper cannot use their kinetic blast without applying kinetic tendril except as part of their Kinetic Pin feat, and a hand occupied by a grappling kinetic tendril is treated as free for the purpose of gather power, but not for using a kinetic blast. An energy roper cannot learn any other form infusions.

This replaces the basic utility wild talent and infusion gained at 1st level and alters infusions and kinetic blast.

Grappling Utility (Ex) At 2nd level and every 4 levels thereafter, the energy roper can choose to gain a bonus feat in place of a utility wild talent. They use their energy roper level in place of their BAB to meet the requirements of bonus feats gained this way, but must meet all other prerequisites. They can

select their bonus feat from among the following: Body Shield, Bushwhack, Chokehold, Defensive Kinetic Proficiency, Dirty Fighting, Dirty Grapple, Greater Grapple, Improved Grapple, Improved Kinetic Pin*, Improved Kinetic Proficiency*, Kinetic Proficiency, Kraken Style, Kraken Throttle, Kraken Wrack, Kinetic Coils, Pinning Knockout, Pinning Rend, Rapid Grapppler, Sleeper Hold, Snapping Turtle Clutch, Snapping Turtle Shell, Snapping Turtle Style, Snoutgrip, Stout Deterrent*, Stout Maneuvers*, Unfair Grip, Weapon Focus (kinetic blast or grapple). They can use kinetic blasts in place of unarmed strikes for any feat in this list. (*Improved Kinetic Pin, Improved Kinetic Proficiency, Stout Deterrent, and Stout Maneuvers can be found in *Kineticists of Porphyra II* and *III*.)

This alters the utility wild talents gained at 2nd, 6th, 10th, 14th, and 18th level.

Elemental Grip (Su) The energy roper does not receive a bonus to their damage rolls or a chance to ignore the effects of critical hits or sneak attacks from their elemental overflow ability. They instead gain a bonus to their CMB to initiate and maintain a grapple equal to twice their elemental overflow's attack roll bonus, and creatures currently grappled by them receive a penalty to attack rolls and saving throws against the energy roper equal to the energy roper's attack roll bonus from elemental overflow.

This ability alters elemental overflow.

Powerful Tendrils (Ex) At 5th level, the energy roper gains Kinetic Clutches as a bonus feat, ignoring its prerequisites. If they already possess Kinetic Clutches, they can instead gain a bonus feat as if through their grappling utility ability. In addition, they can use kinetic blasts and gather energy even while grappling a creature so long as they have at least one hand free, and they reduce the burn cost of a kinetic blast by 1 when they confirm a critical with it (to a minimum of 0; this effect stacks with other effects which reduce burn cost).

This replaces the infusion gained at 5th level and infusion specialization 1.

Energy Roper Talents At 9th, 13th, and 17th levels, the energy roper can select one of the following abilities:

Advanced Kinetic Pin (Sp): By accepting 1 additional point of burn as part of a Kinetic Pin used as a standard action, the energy roper can instead attempt to deal $\frac{1}{4}$ their blast's damage to each creature they are currently grappling. A single combat maneuver roll is made at a -10 penalty

and applied against each grappled creature's CMD individually, and the grapple is successfully maintained against all creatures this combat maneuver succeeds against. The energy roper must be 13th level to select this roper talent.

Around the World (Sp): When the energy roper successfully trips a creature with their kinetic tendril infusion, they can treat it as if they'd used the Spinning Throw feat, with the Ki Throw and Improved Ki Throw feats, as a move action. By accepting 1 point of burn, the energy roper deals $\frac{1}{4}$ their kinetic blast's damage as additional bludgeoning damage against each creature successfully bull rushed by this talent. The energy roper must possess the sweep roper talent to select this roper talent.

Collateral Damage (Su): When the energy roper successfully uses Kinetic Pin to damage a grappled creature, they also deal their blast's minimum damage to each creature in a direct line between them and the grappled target, allowing a Reflex save to negate it.

Counterstriking Tendril (Ex): The energy roper can make attacks of opportunity with their kinetic tendril infusion, but only threaten squares within their natural reach, and they cannot attempt grapples when making attacks of opportunity this way.

Deadly Tendrils (Su): Increase the damage die size of the energy roper's kinetic blast by 1 step. If this would increase its damage die from a d10, it increases to a d12 instead of 2d6s; it cannot be increased higher than a d12 this way. This roper talent can be taken up to three times; its effects stack.

Empowered Grip (Sp): When using their kinetic tendril infusion, the energy roper can choose to increase its burn cost by up to 1 point per 4 energy roper levels they possess. For each point of burn added to the blast's burn cost in this way, they receive a +1 bonus to their CMB to perform combat maneuvers with their kinetic tendril.

Extended Reach (Su): Increase the reach of the energy roper's kinetic tendril infusion and the effective weapon reach for the Kinetic Clutches feat by 10 ft. each. This roper talent can be taken up to three times.

Extra Grappling Utility (Ex): The energy roper gains a single bonus feat

from the list of those they could learn with their grappling utility ability. They must still meet the prerequisites as if they had gained it through that ability.

Focused Kinetic Pin (Sp): When the energy roper deals damage with Kinetic Pin to a creature they are grappling, their Kinetic Pin deals double damage so long as they've made no other actions this round except maintaining their grapple against that creature.

Giant Wrangler (Su): Combat maneuvers originating from the energy roper's kinetic blast which would normally only affect creatures up to one size category larger can affect creatures up to two size categories larger than themselves. They can increase the burn cost of their kinetic tendrils by up to 3 additional points when performing a combat maneuver to allow it to affect a creature one additional size category larger for each point of burn the cost is increased by. The energy roper must be 13th level to select this roper talent.

Natural Grappler (Su): Choose one natural attack the energy roper possesses. They can use the appendage normally used to deliver it to instead use their kinetic blast, even if it is not prehensile (for example, an energy roper with a bite attack could choose it to allow themselves to use a kinetic blast with their mouth). They cannot use this natural attack while maintaining a grapple made with a kinetic blast from that appendage.

Planar Leash (Ex): When a creature grappled by the energy roper's kinetic blast attempts to move outside of their kinetic tendrils' reach, the energy roper can attempt a drag combat maneuver as an immediate action. If the energy roper succeeds, they can either move that creature to a square adjacent to them or force it to end its movement once it has reached a distance from the energy roper equal to the kinetic tendrils' reach; either way, it must then succeed a Reflex save (DC = 10 + the energy roper's level) or be knocked prone. The energy roper must possess the yank roper talent to select this roper talent.

Strongarm (Ex): When the energy roper deals damage with a kinetic blast or the Kinetic Pin feat, they deal additional bludgeoning damage equal to their Strength modifier (minimum 0), plus an additional +1 per 4 energy roper levels they possess.

Sweep (Ex): When the energy roper successfully strikes a target with a kinetic blast, they can attempt a trip combat maneuver against it as a swift action that does not provoke attacks of opportunity. The energy roper cannot be knocked prone by this attempt even if they fail the attempt by 10 or more. If they possess the tendril splice talent, they can attempt to trip both creatures hit by it with the same combat maneuver.

Tendril Rage (Ex): The energy roper can increase the burn cost of kinetic tendril by 2 to perform a full attack with it, treating their BAB as their energy roper level for this purpose. However, they cannot attempt grapples when using kinetic tendril for a full attack, and their kinetic blast loses the grappling weapon quality until the beginning of their next turn.

Tendril Revenge (Ex): The energy roper threatens all squares within their kinetic tendril infusion's reach and can attempt grapples when using kinetic blasts for attacks of opportunity. The energy roper must possess the counterstriking tendril roper talent to select this roper talent.

Tendril Splice (Sp): When the energy roper uses their kinetic tendril infusion, they can choose to simultaneously attack two targets which are no further apart than the kinetic tendril's reach with a single melee attack or melee touch attack (whichever is normally used for their blast's type) at a -5 penalty against both targets. Any decisions regarding grappling them are made independently (for example, if both creatures become grappled, the player can choose to move one into an adjacent space while letting the other remain where it was hit), and the grapples must be maintained individually. Both grapples initiated and maintained through this ability occupy the same hand.

Tendril Utility (Su): The energy roper can use their kinetic tendril to assist them in other ways than battle. They add a competence bonus equal to their Constitution modifier to Climb and Swim checks. In addition, they can use a kinetic tendril to retrieve an unattended object within its reach as a move action, and can use a standard action to have their kinetic tendril perform finer tasks (such as pulling a lever or pressing a button), though it cannot perform any task one couldn't perform with a *prehensile* whip.

Yank (Ex): When the energy roper successfully strikes a target with kinetic tendril, they can attempt a drag combat maneuver check to pull the crea-

ture 5 ft. closer to them as a swift action that does not provoke attacks of opportunity. They need not move when performing this action unless they wish. If they possess the tendril splice talent, they can attempt to drag both creatures hit by it with the same combat maneuver.

This replaces metakinesis (maximize, quicken, and twice).

Suregrip (Ex) At 11th level, when using a weapon with the grappling property (including their kinetic blast), the energy roper only needs to threaten a critical to be allowed a free grapple attempt, rather than confirm it, and if they threaten a critical with a kinetic blast, they receive a +2 bonus to DCs of any substance infusions applied to it. At 17th level, the energy roper only needs to hit with a grappling weapon to get a free grapple attempt.

This replaces infusion specialization 3 and infusion specialization 5.

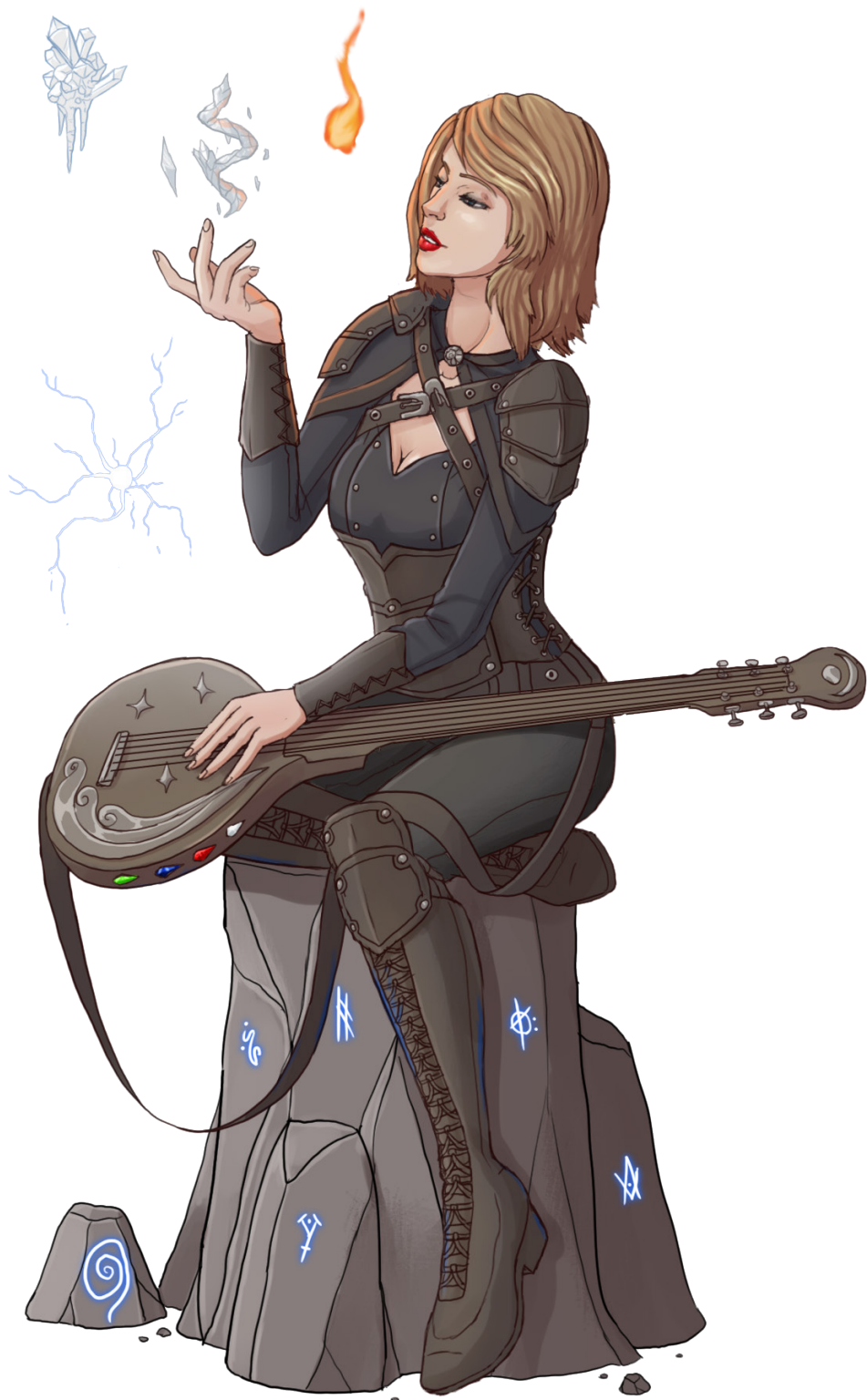
Tetherlord (Sp) At 20th level, the energy roper has mastered their ability to bind others in their kinetic tendrils. The cumulative penalty to combat maneuvers to initiate or maintain grapples imposed by their own feats and abilities, including the -4 penalty to initiate or maintain a grapple with one hand and the -10 penalty to tie up a grappled target, is reduced by 3 plus an additional 1 for each point of burn they possess (penalties imposed by other creatures' abilities are not reduced this way).

In addition, the energy roper selects one substance infusion wild talent they possess, which can be either universal or of their primary element and up to 2nd level, and which does not require them to attempt a combat maneuver. They reduce its burn cost to 0 and can use it without it counting against the normal limit of 1 substance infusion per blast (though it can only be applied once per blast).

This ability replaces omnikinesis.

Entropist

The great majority of kineticists have stable power sources to draw from, whether they dedicate themselves to a single element or spread their abilities amongst several at once. For some who revere the powers of Chaos and Entropy however, their power can be granted by a more capricious source. Entropists' elemental powers prove incredibly unpredictable, even to themselves. The erkunae people of Erkusaa combine elemental skills with the power of Chaos, as do others that emulate them.



Alignment Entropists are typically just as fickle as their powers are, leaning toward Chaotic, but some are Neutral, simply not concerned with how their power manifests. The random nature of an entropist's kinetic powers seems to be stifled by more rigid personalities; as such, an entropist cannot be Lawful.

Class Skills The entropist does not gain specific class skills based on their chosen elements (see Planar Array) but gains Knowledge (planes) as a class skill.

Planar Array (Ex) At 1st level, rather than choosing one element, the entropist must choose a group of four elements known as an array. The choices include:

- *Elemental Array* - Air, Earth, Fire, Water
- *Esoteric Array* - Aether, Light, Time, Void
- *Material Array* - Poison, Sound, Viscera, Wood

This determines what wild talents they can learn as well as what elements are available for their shuffling focus and favored focus abilities. At the GM's discretion, they or the player can instead choose four elements for an array, assigning each to a number 1-4 for the purpose of shuffling focus.

Choosing an array also grants the entropist an attuned heirloom, typically a striking piece of jewellery, exotic weapon or bizarre tri-dimensional device. The attuned heirloom contains all of the entropist's wild talents, and they cannot access them without it. If the attuned heirloom is lost or destroyed, the entropist must seek out a new heirloom, spending one week's time and 500 gp per entropist level in the process. This new heirloom contains a number of 1st level wild talents equal to the entropist's Constitution modifier in addition to any bonus wild talents gained based on the entropist's level.

This alters the kineticist's class skills.

Wild Talents Unlike most kineticists, entropists learn a great multitude of infusion and utility wild talents, but do not necessarily have access to them all at once. Entropists can learn and prepare wild talents in much the same manner as an arcanist might learn and prepare spells.

To prepare and use wild talents, the entropist must have a Constitution score of at least 10 + the wild talent's level, and the wild talent must be either universal or an element within their chosen array. They can prepare one wild talent of each wild talent level they can access based on their entropist level. In addition, starting at 3rd level, they can prepare additional wild talents

if they have high Constitution (refer to *Table: Ability Modifiers and Bonus Spells*). However, no matter what their level or Constitution modifier, they can never have more than three wild talent slots of each wild talent level unless they've gained additional slots from the Extra Talent Slots feat.

To prepare any utility wild talent that has a prerequisite, they must also prepare its prerequisite wild talent or, if the prerequisite is a basic utility or defense wild talent, have access to it through an entropist class ability, a utility wild talent, or a feat. Infusion wild talents can be prepared even if their prerequisites are not (for example, the flurry of blasts infusion can be prepared without needing to prepare the extended range infusion). Utility wild talents can be prepared and benefitted from even if the entropist does not have access to the wild talent's element (for example, an entropist who prepares wings of air gains its benefits even if they are not an aerokineticist), but infusions can still only be used with their associated blasts. Both infusions and utility wild talents share the same pool of slots per day.

Wild talents can be prepared in any slot of their level or higher; if a utility wild talent is prepared in a higher-level slot, the wild talent's save DCs receive a competence bonus equal to the slot's level minus the wild talent's level (for example, a 1st level wild talent prepared in a 3rd level slot receives a +2 competence bonus to its DCs); they do not gain this bonus if they possess the Adaptive Utility feat. The entropist can also choose to leave a wild talent slot empty, but this provides them with no benefit. They cannot prepare the same wild talent in multiple slots.

Unlike other wild talents, basic utility and defense wild talents, as well as utility wild talents that could be selected in the place of a basic utility wild talent (such as glass cannon) do not need to be prepared in this way; whether temporarily or permanently available to the entropist, they can always access them, much like how psychic casters can access knacks.

An entropist can know any number of wild talents. They must choose and prepare their wild talents by getting 8 hours of sleep and meditating for 1 hour with their attuned heirloom. While meditating, they select which wild talents they have access to that day. For the purpose of prestige classes that gain spells per day, the entropist is treated as a psychic spellcaster, using this class feature in place of spells per day.

Starting Wild Talents An entropist begins play with an attuned heirloom which contains three 1st-level wild talents of their choice. They also learn additional 1st-level wild talents equal to their Constitution modifier. Basic utility wild talents cannot be learned this way.

Learning New Wild Talents: Each level they select one new wild talent of a level up to ½ their entropist level, and this wild talent is infused into their attuned heirloom. They do not need to meet prerequisites involving basic utility or defense wild talents, but can only choose universal wild talents or those of elements within their array, and must meet any other prerequisites; they cannot learn basic utility wild talents in this manner. At any time they can learn a new wild talent for which they qualify by meditating over another entropist's attuned heirloom or a *crystal of elemental knowledge** which contains the wild talent, being taught by any kineticist who possesses the wild talent, or spending time within an elemental saturation, otherwise using the same rules as those they learn upon gaining levels. If none of these methods is available, they can choose to meditate over their attuned heirloom for eight hours per level of the wild talent they wish to learn (these do not need to be consecutive, but cannot include hours spent resting or preparing wild talents), as well as spending 300 gp per level of the wild talent on components to help them focus on their elements. (**Crystal of elemental knowledge* can be found in *Kineticists of Porphyra II*.)

This ability alters and replaces infusions and utility wild talents.

Shuffling Focus (Ex) Each day, the entropist's attuned heirloom becomes aligned to a random element in their chosen array; the heirloom floods their body with power, allowing them temporary access to a single simple kinetic blast of their choice belonging to that element, as well as temporarily granting them that element's basic utility wild talent. Wild talents of the same element as their shuffling focus receive a +1 bonus to their DCs and caster levels, while those that are not of their shuffling focus or favored focus elements receive a -1 penalty to DCs and caster levels (minimum caster level 1st). Universal wild talents receive neither a bonus nor a penalty in this fashion. They must roll a d4, using the table below to determine their shuffling focus for the day (or using the numbers assigned to the elements chosen for their array if allowed to create a custom array for themselves):

- 1 - Air (Elemental Array), Aether (Esoteric Array), or Poison (Material Array)
- 2 - Earth (Elemental Array), Light (Esoteric Array), or Sound (Material Array)
- 3 - Fire (Elemental Array), Time (Esoteric Array), or Viscera (Material Array)

4 - Water (Elemental Array), Void (Esoteric Array), or Wood (Material Array)

This ability replaces elemental focus and alters kinetic blast.

Mutable Defense (Su) Starting at 2nd level, when an entropist's shuffling focus element is chosen, they gain temporary access to that element's defense wild talent as well. Entropists cannot take the expanded defense wild talent.

This ability alters elemental defense.

Favored Focus (Ex) At 7th level, the entropist has adapted to their powers well enough to choose one they favor, and is capable of accessing their powers in this element at any time. They select one element from their array, permanently learning a single simple blast and the basic utility and defense wild talents of that element, and receive a permanent +1 bonus to DCs and caster levels on wild talents of this element. They cannot replace a basic utility wild talent gained this way with another utility wild talent. In addition, they can access the simple blast and basic utility wild talent this grants even if they've lost their attuned heirloom, but treat themselves as a kineticist 1/5 their entropist level to determine their effects until the attuned heirloom is replaced.

When their shuffling focus element is determined, if it is a different element than their favored focus, they gain temporary access to any composite blasts with the blast they choose for it and the blast provided by their favored focus as prerequisites, as well as any composite blast for which a blast they know and expanded element (any) would be prerequisites (such as aetheric boost). Their shuffling focus element's bonuses to DCs and caster levels increase to +2.

If their shuffling focus and favored focus are the same element, they instead gain temporary access to the composite blast that would require that element as both their primary and expanded element, as well as gaining access to both simple blasts for that element should more than one be available and any composite blasts for which a blast they possess and expanded element (any) would be prerequisites. Their defense wild talent is treated as if they'd accepted 1 burn per 6 entropist levels to improve it (up to 3 at 18th), and they receive a +3 bonus to the DCs and caster levels of this element's wild talents (not stacking with their favored focus element's normal +1 bonus) and increase the penalty to DCs and caster levels of other elements to -2.

At 15th level, the entropist gains a second favored focus element and permanently gains any composite blasts they would qualify for with the two blasts they have permanent access to alongside the normal benefits this class

feature grants. They cannot select the same element as they chose at 7th level, and do not suffer the -2 penalty for one of these elements if their shuffling focus is the same as the other element (but still suffer this penalty on elements they cannot access). Any composite blasts gained this way can be accessed if the entropist loses their attuned heirloom, but are treated as if from a kineticist 1/5 the entropist's level until the attuned heirloom is replaced.

This ability replaces expanded element.

Bend Fate (Sp) At 9th level, the entropist learns to sacrifice a little of their power to subtly guide the fates to bend to their will. When rolling to determine their shuffling focus element, the entropist can choose to reroll the result once per day. If they choose to reroll, however, they cannot prepare wild talents at the highest level at which they could normally prepare them, and they must take the result of the second roll to determine their shuffling element even if it is the same as the first.

At 17th level, they can instead choose their element from any within their array, making themselves unable to prepare wild talents at the two highest levels at which they could normally prepare them (this decision can be made whether or not they have already used bend fate to reroll). If they use the ability this way, they cannot select the same element they had as their shuffling element the previous day unless they give up the ability to prepare wild talents at the third-from-highest level they normally could prepare as well.

This ability replaces metakinesis (maximize) and metakinesis (twice).

Full Array (Sp) At 20th level, the entropist loses one less level of wild talents they can prepare when using their bend fate ability (they lose no wild talent slots for rerolling, lose only the highest level of slots when they choose a different element than they had the previous day without rolling, and lose only the two highest levels of slots if they choose the same element as the previous day without rolling). They can choose to accept 3 burn when using their bend fate ability to choose an element without rolling; if they do so, they can choose any element, even if it is not within their array, without losing the ability to prepare wild talents.

In addition, they permanently gain the following composite blast:

Array Blast

Element(s) varies (see text); **Type** composite (Sp); **Level** —; **Burn** 4
Blast Type varies (see text); **Damage** varies (see text)

The entropist has fully explored their array's elements, and can combined

them into a perfect storm of kinetic power. They choose any four damage types that simple blasts in their array (even those they don't possess) can deal, and this blast deals 10d6 damage of each type. They cannot choose the same type of damage multiple times unless there are three or fewer combined types of damage amongst simple blasts within their array's elements, in which case they must choose all possible types before duplicating types. Force, sonic, and untyped damage is reduced to 10d4 each, and untyped damage is nonlethal. This blast is only considered an energy blast if all types chosen are also energy types; otherwise, it's a physical blast, and deals an additional +1 damage per damage die. This blast is counted as all four elements in the entropist's array, and is associated with infusions from all of those elements.

This ability replaces omnikinesis.

Kinetic Lancer

Masters of the sky, kinetic lancers have mastered the ancient art of combat practiced by the dragoons of old, blessed by the wind itself and given power to nearly fly for short periods of time. Untethered by the ground, these warriors can make impressive aerial strikes that would be impossible for their lesser kin. They were the elite forces of the Ghadabi cavalry forces, and may still yet exist in that capacity in some isolated oasis.

Energy Pounce (Ex) At 1st level, a kinetic lancer gains Kinetic Leap as a bonus feat, ignoring its prerequisites, as well as the kinetic blade infusion. Whenever the kinetic lancer accepts burn with their Kinetic Leap feat, they also reduce the burn cost of the kinetic blade infusion as well as any infusion for which it is a prerequisite by 1 until their burn is removed. All movement during a round in which the kinetic lancer has used the Kinetic Leap feat does not provoke attacks of opportunity, and a kinetic lancer does not take falling damage from falling from any height.

This ability replaces the basic utility wild talent and 1st level infusion.

Dragon Dive (Ex) As a full round action, a kinetic lancer can use their Kinetic Leap feat to leap into the air, making an attack with the kinetic blade infusion or any infusion for which it is a prerequisite at the end of their movement (including vital blade), reducing the burn cost of the blast by 1. This is treated as a charge for the purposes of bonuses and penalties. At 11th level, they instead reduce the burn cost of the blast by 2.

This ability replaces gather power.

Dragoon Leap (Ex) At 2nd level, a kinetic lancer gains the air's leap utility wild talent, regardless of their element. They also ignore their base land speed for determining if their jumping distance exceeds their base land speed while using the Kinetic Leap feat, allowing them to leap as far as their Acrobatics check would allow. If the kinetic lancer already possesses air's leap, they can select another utility wild talent for which they qualify.

This ability replaces the 2nd level utility wild talent.

Kinetic Spear (Su) At 5th level, a kinetic lancer can select the following form infusion:

Kinetic Spear

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

Prerequisite(s) kinetic blade

Associated Blasts any

Saving Throw none

You form a dense spear of raw energy. This form infusion functions as kinetic whip except its critical threat range is increased by 1 (this stacks with Improved Critical and *keen* but is applied last). If you make an attack inside of your natural reach with this infusion, you cannot score a critical hit with this infusion and its damage die is reduced by 1 step. If you also possess the vital blade form infusion, you can use this infusion with it as though it was the kinetic whip form infusion.

Dragoon Frenzy (Ex) At 8th level, a kinetic lancer can make a full-attack with the kinetic blade infusion or any other infusion for which it is a prerequisite while using the dragoon dive class feature. If the kinetic lancer applies the vital blade form infusion to their kinetic blast, all adjacent squares to the target take damage equal to the minimum damage of the kinetic lancer's kinetic blast (Reflex save for half). A kinetic lancer can choose a number of spaces equal to their Constitution modifier; these spaces do not take damage from this ability.

This ability replaces the 8th level utility wild talent.

Impaling Crash (Su) At 9th level, by accepting 1 point of burn when they use their dragoon dive class feature, they can impale their foe with their kinetic blast upon making a successful attack, leaving it inside of the creature for a number of rounds equal to their Constitution modifier. Each round the creature is impaled by this weapon, they take damage equal to the minimum



damage of the kinetic blast (substance infusions do not apply to this damage), although elemental overflow damage is not applied to this damage. The creature can spend a standard action to make a Strength check (DC equal to 10 + twice the kinetic lancer's Constitution modifier) to remove it.

This ability replaces metakinesis (maximize).

Impossible Leap (Ex) At 11th level, whenever a kinetic lancer possesses 3 or more burn, they are always treated as though they have accepted burn when using the air's leap wild talent.

This ability replaces supercharge.

Furious Dragoon (Ex) At 13th level, by accepting 2 points of burn when they use their dragoon dive class feature, they can make an additional attack with their kinetic blade or an infusion for which it is a prerequisite.

If the kinetic lancer kinetic blast has the vital blade form infusion applied to it, they instead double the area of additional damage done by dragoon frenzy.

This ability replaces the 13th level infusion.

Brutal Dragoon (Su) At 17th level, whenever a kinetic lancer uses the dragoon dive class feature, they deal 1 additional damage for each damage die their kinetic blast deals and increase the DC of any substance infusion applied to it by +2.

This ability replaces metakinesis (twice).

New Elemental Saturations

Throughout the multiverse, there are places where hyperconcentrated pools of elemental energy seep through the very fabric of existence, saturating it with primal power. Such elemental saturations, as they are called, are as common on the Elemental Planes as seashells on a beach. On other planes, though, they are rare, often difficult to reach, and frequently defended by dangerous guardians or deadly hazards. Treacherous as these locations are, they are fonts of power for kineticists, who can use them to access elemental synergies in otherwise impossible ways.

A kineticist who finds an elemental saturation can attempt to attune herself to it. Finding such a place can be a quest in itself, though, and attunement might require a challenging ritual. The rewards are well worth it, as a kineticist who successfully attunes herself to an elemental saturation typically gains access to unique and wonderful powers. Usually, attunement grants the abil-

ity to learn a special wild talent, but each saturation is a unique convergence of elemental power, and the possibilities for dedicated kineticists are endless.

Void-The Eternal Night

Lost among the sky of the world is a patch of darkness which never relents, an area that despite hanging in the sky above all is constantly mired by darkness, so much so that even the stars themselves fail to show. The power of this location is lost on most, although a skilled chaokineticist knows that only through intense personal improvement can one unlock the true mysteries of this forsaken sky.

Upon reaching the eternal night, a chaokineticist must willingly let themselves fall asleep beneath the darkness, letting their mind wander to the sky above. Once there, each round those who wish to gain power from this location are within the eternal night, they must make a DC 15 Fortitude save as well as a DC 15 Perception check to both handle the crushing darkness of the eternal night as well as begin to locate the stars lost within. Failing this Fortitude save deals damage equal to that character's level as well as increasing the DC of the Perception check by 5. Each round, the DC of the Fortitude save increases by 1 while the DC of the Perception check increases by 2.

A creature must make 4 successful Perception checks while within the eternal night, finding the stars necessary to guide their mind out of the darkness and back into the light. If a creature is reduced to 0 or fewer hit points by the endless night, they are killed and reborn as an undead creature. Those who succeed gain darkvision 60 ft. or increase the range of their darkvision by 30 ft. if they already possessed darkvision or gain it from a wild talent. Kineticists who possess the void element gain access to the following utility wild talent:

Night Sense

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

While you are in dim light or worse light conditions, you can detect the location of all creatures who are also in dim lighting or worse as though you had blindsense 30 ft. for a number of rounds equal to your kineticist level. You can accept 1 burn to instead treat this as blindsight 30 ft.

Wood-The Soul Oak Grove

Many strange forests exist in the world, each with its own kind of magic and mystery, but for phytokineticists, the tales of the soul oak grove call to them

with a singular determination. Stories of the trees born of humans are rampant there, but the fruit of the soul oak and its power is enough to lead many a kineticist to this location to attempt its challenge.

The soul oak grove itself holds no danger, yet the fruits that grow inside very much do. Those wishing to gain power from this location must eat one of the grove's fruits, and then each round afterwards, they must make a DC 14 Fortitude save or take 1 Constitution damage as the fruit attempts to eat them from the inside out, and must continue to make saves until they have made 3 successful saves or been reduced to 0 Constitution.

Upon making 3 successful saving throws, those who have eaten the fruit overcome its ravenous nature, absorbing its strength into themselves and gaining the Toughness feat (this feat cannot be exchanged or retrained). Those who are reduced to 0 Constitution by this ability damage die and become soul oaks themselves. Kineticists who possess the wood element gain access to the following utility wild talent:

Wood in the Blood

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

You recover twice as many hit points while resting as well as recovering from ability damage two times as fast. If you benefit from full bed rest, you can reduce any ability drain from which you are suffering by 1.

New Composite Blasts

Composite blasts combine elements to form a new blast. When a kineticist gains a new element through expanded element, she gains access to all composite blasts for which she qualifies.

Afterburn Blast

Element(s) fire and time; **Type** composite blast (Sp); **Level** —; **Burn** 3
Prerequisite(s) blue flame blast and chrono blast, or epoch blast and fire blast
Blast Type energy; **Damage** fire

You use a blast of flames that fires with incredible speed. Creatures are always denied their Dexterity bonus to AC against this blast. In addition, the blast leaves a trail of magical fire behind it that ignites the ground in all squares into which it traveled for 1 round, dealing this blast's minimum damage to all creatures that enter or end their turn in those squares. You can increase the burn cost of this blast by 1 to increase the trail's duration to 1 round per 4

kineticist levels you possess. This is associated with the same infusions as blue flame and epoch blasts.

Chlorophyll Blast

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

Prerequisite(s) solar blast, wood blast

Blast Type physical; **Damage** half fire and half bludgeoning, piercing, or slashing

You process solar energy within your body, converting it into a burst of power. This blast deals an additional 2 damage per damage die, and infusions applied to it ignore any immunities provided to a creature by its plant traits. This is associated with the same form infusions as fire and light infusions, and the same substance infusions as fire, light, and wood blasts.

Complex Negative Admixture

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

Prerequisite(s) negative admixture, any other composite energy blast

Blast Type energy; **Damage** see text

Choose a composite energy blast you know other than negative admixture with a burn cost of 2 or less. Complex negative admixture deals that blast's normal damage plus 1d6 negative energy damage per 2 damage dice of the chosen blast. Creatures that would be healed by negative energy are not healed by the negative energy of this blast.

Darklight Blast

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

Prerequisite(s) force blast, negative blast

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

You pull negative energy into a powerful blast of dread darkness. Creatures that would be healed by negative energy are not healed by the negative energy of this blast (instead only taking this blast's force damage). In addition, for 3 rounds, creatures this blast hits emit *blacklight*, as the spell, and creatures entering within 20 ft. of those emitting this blacklight are also treated as if affected by the *dark-light* spell. This composite blast and infusions applied to it cost twice as much for kineticists of a Good alignment. This is associated with the same infusions as force and negative blasts.

Esoteric Modification

Element(s) aether, time, and void; **Type** composite blast (Sp); **Level** —;

Burn 4

Prerequisite(s) aetheric boost, alteration amplification, gravitic boost

Blast Type special; **Damage** see text

You twist the fabric of space and time around a simple blast, bending reality itself to bolster it. This composite blast increases the damage die size by two steps and deals an additional 2 damage per damage die, otherwise treating this as the simple blast. By accepting an additional 2 points of burn you can apply this to a composite blast.

Flashbang Blast

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

Prerequisite(s) light blast, sonic blast

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

Your blast creates a painful burst of light and sound. This deals damage as a simple blast. In addition, treat this as if it had both dazzling and thundering infusions applied to it (this does not prevent a substance infusion from being applied to this blast). This is associated with the same infusions as light, sonic, and vibration blasts.

Prismatic Blast

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

Prerequisite(s) ice blast or glorious blast, rainbow blast

Blast Type energy; **Damage** untyped

You fire shimmering light through water or ice, creating a radiant burst of color. Those hit by this blast are affected as if by *color spray*, treating them as having 1/3 their normal hit dice for this effect. This is associated with the same infusions as light and water blasts.

Quicksilver Blast

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

Prerequisite(s) metal blast, water blast

Blast Type physical; **Damage** bludgeoning

You assail enemies with a gout of mercury. Increase the damage of this blast by 2 per damage die, and it counts as silver for the purposes of bypassing

damage reduction and regeneration. This is associated with the form infusions of water blast and the substance infusions of metal blast.

Ravaging Nature Blast

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

Prerequisite(s) bone blast, earth blast, wood blast

Blast Type physical; **Damage** bludgeoning, piercing, or slashing (see text)

You ravage foes with the primal might of the untamed wilds. This blast deals an additional 2 damage per damage die. In addition, creatures damaged by this blast must make a save based on this blast's damage type (DC 10 + the blast's effective spell level + ½ their kineticist level) or receive ability damage related to the chosen save (slashing requires a Fortitude save and deals 1d2 Str damage, piercing requires a Reflex and deals 1d2 Dex damage, bludgeoning requires a Will and deals 1d2 Cha damage). This is associated with the same infusions as bone, earth, and wood blasts.

Regression Blast

Element(s) aether and time; **Type** composite blast (Sp); **Level** —; **Burn** 0

Prerequisite(s) chrono blast, force blast

Blast Type energy; **Damage** force

You can halt the energy being built up in your force blast early, weakening it enough that it no longer strains you to use it. Reduce this blast's damage die size by 1 step, otherwise treating this as force blast.

New Infusions

By using infusions along with her kinetic blasts, a kineticist can alter her kinetic blasts to suit her needs. Infusions come in two types, each of which changes a kinetic blast differently: a substance infusion causes an additional effect, while a form infusion causes the kinetic blast to manifest in a different way. Each infusion can alter only certain kinds of kinetic blasts, which are listed in its Associated Blasts entry. Each time the kineticist uses one of her kinetic blast wild talents, she can apply up to one associated form infusion and up to one associated substance infusion. Some infusions change the action required to activate a kinetic blast or entirely transform the kinetic blast's normal effects. The burn cost listed in each infusion's Burn entry is added to the burn cost of the kinetic blast the infusion modifies.

Bloody Infusion †

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

Associated blasts autumn, bioelectric, bioluminescent, blizzard, blood, bloody murder, bone, charnel, chilled bone, crystal, earth, fossilized, great oak, gore, haunted, ice, injecting, metal, meteor, ravaging nature, sandstorm, shatterstorm, spring, subzero, summer, telekinetic, tundra, venus, warped bone, water*, 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. It can only be used with water blast by a blood kineticist.

Bloody Infusion, Improved

Element(s) aether, air, earth, water, viscera, or wood; **Type** substance infusion; **Level** 5; **Burn** 4

Prerequisite(s) bloody infusion

Associated blasts autumn, bioelectric, bioluminescent, blizzard, blood, bloody murder, bone, charnel, chilled bone, crystal, earth, fossilized, great oak, gore, haunted, ice, injecting, metal, meteor, ravaging nature, sandstorm, shatterstorm, spring, subzero, summer, telekinetic, tundra, venus, warped bone, water*, winter, wood

Saving Throw Reflex negates

This infusion functions as bloody infusion except that bleed damage from multiple uses of this infusion stacks with itself (although it can only be applied once per round), as well as with bleed caused by bloody infusion and bleeding infusion. The Heal DC needed to end this bleeding effect increases by the amount of bleed damage from which the target is suffering. It can only be used with water blast by a blood kineticist.

Colorburst Infusion

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

Associated blasts aurora, bioluminescent, crystal, glorious, light, lightning, prismatic, rainbow, silverlight, solar, supernova

Saving Throw varies; **Spell Resistance** yes

Your blast's colorful bursts of light can have an array of unusual effects on those hit. Treat creatures you hit with the infused blast as if they were also hit by the *prismatic spray* spell.

Flurry of Blasts, Improved

Element(s) universal; **Type** form infusion; **Level** 5; **Burn** 4

Prerequisite(s) flurry of blasts

Associate blasts any

Saving Throw none

This infusion functions as flurry of blasts, except it doubles the number of attacks you make with that infusion and targets don't take a penalty against substance infusions for being hit multiple times by this blast. For every three times you hit the same creature with this blast, they must attempt an additional save against any substance infusion applied to it or suffer its effects again.

Flurry of Blasts, Greater

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

Prerequisite(s) improved flurry of blasts

Associate blasts any

Saving Throw none

This infusion functions as improved flurry of blasts, except it triples the number of attacks that flurry of blasts would normally allow.

Fungal Explosion

Element(s) poison; **Type** form infusion; **Level** 6; **Burn** 3

Prerequisite(s) fungal infestation

Associated blasts acid, acid rain, acidic bolt, green flame, nightshade, noxious, ultraviolet, virulent

Saving Throw Reflex halves/negates (see text)

You empower the mushrooms created through your fungal infestation with wild talent, causing them to shoot out goutts of acidic spores. Each creature adjacent to a mushroom or in a mushroom's square takes your blast's damage for energy blasts or half your blast's damage for physical blasts. Creatures within the mushrooms' squares take half this damage on a successful Reflex save; all others negate damage instead.

Hypertensive Infusion

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

Associated blasts blood, bloody murder, bone, charged water*, gore, haunted, injecting, steam*, warped bone, water*

Saving Throw Fort negates

Your blast causes the blood vessels of the affected to slowly constrict. This blast does not deal its damage immediately; instead, treat those affected by your blast as if affected by *blood boil*, as the spell, except creatures that fail their save on the third round take your blast's damage instead. It can only be used with charged water, steam, or water blasts by a blood kineticist.

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.

Osteotomy

Element(s) viscera; **Type** form infusion; **Level** 2; **Burn** 1

Associated blasts bioelectric, bloody murder, bone, charnel, chilled bone, fossilized, injecting, ravaging nature, warped bone

Saving Throw Fortitude negates

You rip slivers of an enemy's bones out of its body. The infused blast automatically hits unless the target succeeds its Fort save, appearing instantly at the target's location, and deals half its normal damage. In addition, the removed bone shards drop into a random square adjacent to the target, being treated as caltrops for a number of rounds equal to your kineticist level. The infused blast can affect a corporeal undead, but the target must have an internal skeleton to be affected.

Reconstruction Infusion

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

Prerequisite(s) negative blast, void healer

Associated blasts darklight, hellfire, negative, void

Saving Throw none

If a creature hit by this blast could be healed by negative energy, it is healed by 1 hit point for each damage die from the infused blast which would deal negative damage. All other damage is dealt as normal.

Suspended Impact †

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

Associated blasts afterburn, chrono, epoch, regression

Saving Throw none

Your blasts are able to hide their exact moment of impact. Whenever an infused blast hits a foe and penetrates their spell resistance, you can chose to delay the damage, leading your foe to believe you missed. You can delay the damage for 1 round per 3 kineticist levels you possess, and each round the damage is delayed, this infusion deals an additional 1d4 damage (2d4 for afterburn blast and epoch blast).

Vital Blade †

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

Prerequisite(s) kinetic blade

Associated blasts any

Saving Throw none

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.

Vital Mobility

Element(s) universal; **Type** form infusion; **Level** 5; **Burn** 4

Prerequisite(s) vital blade

Associated blasts any

Saving Throw none

This infusion works as vital blade. You are treated as though you possessed the Spring Attack feat, allowing you to use it with the vital blade wild talent.

Utility Wild Talents

A kineticist can select one of the following wild talents at each even level as permitted, provided she meets the prerequisites.

Advanced Exoskeleton

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

Prerequisite(s) bone armor

This acts as the bone armor utility wild talent, except it provides DR 10/bludgeoning and adamantine, and double the amount of damage it can receive before breaking. If you possess the bone spike utility wild talent, that wild talent's damage doubles.

Advanced Kinesis

Element(s) universal; **Level** 2; **Type** utility (Sp); **Burn** varies (see text)

Prerequisite(s) any basic utility wild talent

You can achieve a variety of fantastical feats through the use of your kinetic powers, emulating magic. You can use a bonus spell associated with a domain (as the cleric class feature) as a spell-like ability, based on which basic utility wild talent(s) you possess:

- Aerokinesis - Air (Cloud)
- Chaokinesis - Darkness (Loss)
- Chronokinesis - Time*
- Corpokinesis - Strength
- Geokinesis - Earth (Petrification)
- Hydrokinesis - Water (Rivers)
- Photokinesis - Trickery
- Phytokinesis - Plant (Thorns)
- Pyrokinesis - Fire (Arson)
- Telekinesis - Protection
- Toxikinesis - Death (Plague)
- Vibrokinesis - Song*

Activating this wild talent is a full-round action (or the emulated spell's normal casting time if longer) that provokes attacks of opportunity and costs an amount of burn equal to $1 + \frac{1}{3}$ the level of spell you wish to use, and you can only use spells of a level no more than $\frac{1}{2}$ your kineticist level in this way. Any



variables dependent upon a mental ability score instead use your Constitution. Domains listed without a subdomain use their default spell lists. (*The Time domain can be found in *Gods of Porphyr*a (Purple Duck Games) and the Song domain can be found in *The Book of Divine Magic* (4 Winds Fantasy Gaming); both are open game content.) Other domains can be granted for unlisted basic utility wild talents at GM discretion.

Advanced Kinesis, Greater

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

Prerequisite(s) any basic utility wild talent, advanced kinesis

You gain the granted powers from any domains from which you can cast spells as spell-like abilities through advanced kinesis (including any bonus feats, class skills, and other effects they provide), using your kineticist level -4 as your cleric level and your Constitution modifier in place of your Wisdom modifier. For domains without a listed subdomain, always use the default granted powers.

Air's Overarching Reach

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

Prerequisite(s) air's reach

The effects of your air's reach utility wild talent extend to the range of all of your thrown and projectile weapons, as well as the range and reach of your air wild talents and the effects thereof.

Benign Cyst †

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

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

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

Biological Toxin †

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

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

Bone Armor †

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

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

Building Reverberation

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

Prerequisite(s) sonic reverberation

While holding a sonic blast charge from sonic reverberation you can stack another sonic blast as a separate standard action. You can stack up additional sonic blasts equal to 1/5 your kineticist level; this still counts as a single charge that deals the damage of all blasts you have stacked. In addition, you do not automatically discharge the sonic blast charge if you touch or are touched by something unless you choose to do so.

Complete Circuit

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

Prerequisite(s) chain

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

You can select the initial target of a blast with the chain infusion a second time. To do so you must have hit at least two other targets with the same blast, and you cannot select any additional targets after selecting the initial target a second time, regardless of whether it hits or how many damage dice the blast currently has. If this attack hits, the energy from the completed circuit surges inward, dealing your blast's current minimum damage (accounting for damage die reduction) to any creatures within the area that the blast's tar-

gets encircle (Reflex save for half); you can accept 1 point of burn to increase this to your blast's current damage.

Corpomancy

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

You can perform the Prognostication occult skill unlock even if you do not possess the Psychic Sensitivity feat or the ability to cast psychic spells, but only when using extispicy or osteomancy (those with Psychic Sensitivity or the ability to cast psychic spells can perform any form of prognostication as normal). In addition, when performing prognostication using extispicy or osteomancy, you can accept 1 point of burn to reduce the casting time to one full round and add a circumstance bonus equal to 10 + your kineticist level to your Sense Motive check after you've rolled it but before the results are revealed. Prognostication performed this way can be used a number of times equal to your Constitution modifier per creature per 24 hour period.

Deadly Premonition

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

Prerequisite(s) corpomancy

You can use corpomancy to perform extispicy using your own intestines, taking 6d6 damage and 2d3 bleed damage to simulate the effects of divination, except information gleaned this way is always correct. This damage and bleed is prevented if you possess the visceral whip wild talent or if this is used again after the first use but before you receive any healing, but the damage cannot be prevented or reduced otherwise.

Death Globe

Element(s) viscera or void; **Level** 4; **Type** utility (sp); **Burn** 0

Prerequisite(s) mobile blast

You create an attacking mass of dead matter, as *anubis's flail*, except using your Constitution modifier in place of a mental ability score modifier. By accepting 1 additional point of burn, you can expand this ability's range to Medium and the mass can be used as the point of origin of any viscera or void kinetic blast you use except kinetic fist.

Defensive Osteotomy

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

Prerequisite(s) osteotomy

When using a blast infused with osteotomy, instead of having the bone shards land, you can choose to surround yourself with them as a free action, providing you with a deflection bonus to AC equal to +1 per 4 damage dice dealt by the blast until your next turn. You can accept 1 point of burn to increase the duration of this effect to 1 round per 3 kineticist levels.

Devourer

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

Prerequisite(s) acid blast, oozing form

You gain the gruesome gobbler class feature of the witch's gingerbread witch archetype. If you possess the venom vector wild talent, you can expose creatures you have swallowed whole to any poison currently stored inside your body at the end of a round they spend inside you as an immediate action, consuming the dose of poison in the process. By accepting 1 point of burn as part of using the swallow whole special attack this grants, you can digest a creature you've swallowed, dealing your acid blast's damage to it each round. Creatures that die from this damage are treated as one size category smaller after being in your stomach 12 hours thereafter, and are fully digested 24 hours thereafter, leaving no remains; you do not need to eat for this duration.

Divisive Osteotomy

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

Prerequisite(s) osteotomy

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

As a full-round action, you can separate a living corporeal creature's skeleton from its body. This deals 2d6 + 6 Constitution damage and 1d3 Constitution bleed to the target and rips the skeleton out of their flesh, placing it in their space or a space adjacent to them. Creatures that survive the process have all move speeds reduced to 5 ft. and cannot take any other actions except to move toward their skeleton or attempt to put it back inside themselves as an action that requires 2 full rounds, ending their Constitution bleed. The skeleton can be reanimated as the base creature with the bloody skeleton template applied. If a creature targeted by this ability succeeds its Fort save, it instead only suffers 1d6 Constitution damage and is staggered for 1 round. A creature must have an internal skeleton to be affected by this wild talent.

Endlessly Enduring Earth

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

Prerequisite(s) enduring earth

Whenever you accept burn on a kinetic blast affected by enduring earth, increase the duration of its infusions by 1 additional round for each point of burn accepted.

Failsafe

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

This functions as the *contingency* spell, except you use it with another utility wild talent of a level no higher than $\frac{1}{3}$ your kineticist level. By accepting 1 additional point of burn, this becomes a standard action, regardless of the companion wild talent's normal casting time.

Fire's Explosive Fury

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

Prerequisite(s) fire's fury

Whenever you accept burn on a kinetic blast affected by fire's fury, double the bonus fire's fury provides to it.

Focused Celerity

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

Your powers over time are more potent when you focus them on yourself. You can activate this effect as a move action, being treated as though under the effects of a *haste* spell. You also gain the benefits of the Kinetic Acceleration feat for the duration of this effect.

Glass Cannon

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

You specialize in control over glass rather than more common earthen materials. Your crystal, earth, flensing, magma, sandstorm, shatterstorm, or tundra blasts can create glass or obsidian rather than stone or sand, adding +1 to your attack rolls and damage with these blasts. In addition, wild talents with which you could normally only affect earthen surfaces or material (such as earthmeld, shift earth, or stone sculptor) can affect glass or obsidian as well.

You can choose to gain this wild talent in place of basic geokinesis.

Imbue Kinesis

Element(s) aether, air, fire, poison, sound, time, void, or water; **Level** 1; **Type** utility (Sp); **Burn** 0

Prerequisite(s) any energy blast

As a standard action, you can charge a single manufactured weapon with the power of an energy kinetic blast you possess with a touch. For 1 round, the affected weapon deals an additional 1d6 damage of the blast's type; this damage does not stack with weapon properties that deal additional energy damage of the same type (such as electric blast on a shock weapon). If you select an energy blast that deals two types of damage, the weapon instead deals an additional 1d3 of each type, and if the blast deals three types of damage, the weapon instead deals an additional 1d2 of each type. Force, sonic, and untyped damage is reduced by one step in all cases (to 1d4, 1d2, or 1, respectively), and untyped damage is always nonlethal. You can accept 1 additional point of burn to have this effect last 1 round plus 1 for every 3 kineticist levels you possess (minimum 2 rounds, up to 7 rounds at 18th level). Blasts that deal more than three types of damage cannot be selected in this way.

Implant Blast

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

Prerequisite(s) suspended impact or Delay Blast feat, kinetic bomb

You implant a simple kinetic blast into a creature as if using the Implant Bomb feat. You can apply any one substance infusion to the implanted blast by paying its burn cost as part of using this wild talent, and the blast is always treated as if the kinetic bomb infusion has been applied to it. No scars are left behind by the procedure, but the afflicted takes on a mundane symptom thematic to the blast's element (such as a fever for fire blast or excessive sweating for water blast). By accepting 1 additional point of burn, you eschew a time limit, replacing it with a password that triggers the blast when spoken by the afflicted. No Heal check is needed to implant or remove an implanted blast, but it still requires either dispel magic or a Disable Device check (DC = 11 + kineticist level) to disable.

Kinetic Cover, Improved †

Element(s) aether, earth, light, viscera, water, or 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.

Kinetic Cover, Greater

Element(s) aether, earth, light, viscera, water, or wood; **Level** 6; **Type** utility (Sp); **Burn** 0

Prerequisite(s) improved kinetic cover

Your kinetic cover can instead function as *wall of stone*, except it is composed of whatever matter you choose which your kinetic cover could produce, it can merge with any solid surface, it has 5 hardness and 25 hit points per inch of thickness per 5-foot square, and it can also produce a hemisphere as *wall of ice* (with the same hardness and hit points as *wall of stone*). A wall created this way exists for 1 minute unless you accept 1 point of burn to make it permanent.

Kinetic Shelter

Element(s) aether, earth, light, viscera, water, or wood; **Level** 4; **Type** utility (Sp); **Burn** 0

Prerequisite(s) improved kinetic cover

You produce a temporary shelter out of elemental matter. This functions as the *secure shelter* spell, except the cottage and all of its furnishings are composed of whatever matter you choose which your kinetic cover could produce (this matter does not change the shelter's properties in any way). You can make this permanent by accepting 1 point of burn. You can only ever have 1 temporary shelter and up to 1 permanent shelter per 4 kineticist levels you possess in existence at any time.

Licker

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

Prerequisite(s) Agile Tongue feat

Until the next time you recover from burn, your tongue can be used to make melee attacks (dealing damage as a tentacle appropriate for your size) and grapple combat maneuvers (taking a penalty as if grappling with one hand). You use your kineticist level as your BAB for attacks and combat maneuvers made with your tongue, and it can be used to lift and carry objects and crea-

tures weighing up to 15 lbs. per kineticist level you possess.

Malignant Cyst †

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

Prerequisite(s) benign cyst

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

With a thought, you can grow a cyst onto any creature within 60 feet, bonding you to them until you recover burn. Creatures with a cyst take a -1 penalty on attack rolls against you and their armor class against your attacks for every 4 kineticist levels you possess (minimum -1). When you target a creature affected by your malignant cyst with your bone blast, you can instead deal half the normal amount of damage without an attack roll, allowing a Fortitude save to reduce that amount to $\frac{1}{4}$ normal damage. Damage dealt this way is untyped and ignores damage resistance. You can end the effects of a malignant cyst early, forcing the creature to make a Fortitude save or have the cyst drain into them, taking control of their body's movements as per dominate monster for 1 round per 2 kineticist levels you possess. This ability does not affect incorporeal undead or constructs.

Mutable Visage †

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

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

Offensive Osteotomy

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

Prerequisite(s) osteotomy

When using a blast with the osteotomy infusion, instead of having the shards of bone land on the ground, you can use them offensively as an immediate action. Treat this as if you had used bone blast, except the point of origin is the target of the original blast, the new blast deals half its normal damage and deals piercing instead of bludgeoning and/or slashing, and it cannot have a form infusion applied to it (if you apply a substance infusion you must still pay its burn cost as normal for using a kinetic blast). If you possess a composite blast with which osteotomy is associated, you can pay its burn cost to treat

this as that composite blast instead of bone blast.

Oozing Form

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

Prerequisite(s) slime control or mutable visage

Your contact with oozes has begun to affect your body, making your flesh gooey and bones pliable. You gain DR 3/bludgeoning and can move through spaces as little as 1/8 your body width without taking penalties for squeezing, being able to move through spaces as small as 1 inch wide while taking squeezing penalties as normal for your size. This movement is limited by any gear you wear or carry.

Personalized Venom

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

Prerequisite(s) biological toxin

You gain the toxic secretion class feature of the alchemist's toxicant archetype, using 1/2 your kineticist level as your alchemist level and your Constitution in place of your Intelligence, except toxins created this way cannot be safely imbibed nor grant the benefits of imbibing them unless you possess the venom vector wild talent. If you possess the greater biological toxin utility wild talent, you instead treat your kineticist level as your alchemist level.

Powerful Motivation

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

You can grant one ally except yourself an additional move action for 1 round. You can accept 1 burn to increase the duration of this additional move action to 1 round per 4 kineticist levels you possess.

Quivering Defense

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

Prerequisite(s) victorious aria

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

Until the next time you recover burn, as long as your victorious aria is active, any shield you use is treated as if it had the *clangorous* armor quality, using this wild talent's DC instead.

Roiling Flesh †

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

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

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

Shadow Blaster

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

You can draw from the shadows to empower your blast. Whenever the target of your negative blast, gravity blast, or their composites is in an area of dim or darker light conditions, you gain a +1 on attack and damage rolls. You can select to gain this wild talent instead of basic chaokinesis.

Simple Versatility

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

You can empower your simple blasts to greater potential. If you possess a simple blast of an element that has more than one simple blast (such as electric blast), you can use infusions with it associated with either of that element's simple blasts. This has no effect on simple blasts of elements with only one simple blast (such as fire blast).

Slime Control

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

Prerequisite(s) acid blast

You've learned how to solidify poisonous substances into a toxic sludge. When using your acid blast, virulent blast, or any blast for which either is a prerequisite, you can replace acid damage with bludgeoning damage. Energy blasts affected this way become physical blasts. In addition, you can affect creatures of the ooze type with mind-affecting effects even if they are mindless and receive a +4 circumstance bonus on all mind-affecting effects and Charis-

ma-based skill checks against all oozes. You can choose to gain this ability in place of basic toxikinesis.

Sonic Reverberation

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

Prerequisite(s) sonic blast

As a standard action you can bounce a sonic blast off of a wall within 15 ft. and hit yourself with it. Doing so deals no damage to you, instead causing you to store the power of your sonic blast inside your body. This charge follows the same rules for holding a charge from a touch range spell, except you do not get a free melee touch attack to deliver it (though it can be delivered with a melee touch attack later), and it is automatically delivered along with the next sound blast or composite blast which includes sound that you use, adding its damage to the first target hit by the blast (or closest to you if multiple targets are hit simultaneously). You must discharge it within 1 round per 3 kineticist levels (minimum 1 round) or it is dispelled harmlessly, and using any non-sound kinetic blast or accepting any burn also dispels the charge harmlessly; you can accept 1 additional point of burn to increase this duration to 10 minutes per 3 kineticist levels (minimum 10 minutes). If you take sonic damage (even if it would normally discharge your sonic blast charge into the attacker), you must succeed a concentration check (DC = 10 + $\frac{1}{2}$ kineticist level + damage dealt) or the charge is harmlessly dispelled.

Time's Echo †

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

When using time blast or composite blast that includes time, whenever a creature fails a save against your blast, they must make an additional save at the beginning of their next round or have the duration of any substance infusion they are suffering from increase by 1 round. This wild talent only affects substance infusions which have a duration of at least 1 round.

Time's Cruel Echo

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

Prerequisite(s) time's echo

Whenever a creature fails a save against your time's echo, they take 2 damage for each kineticist level you possess.

Time's Powerful Echo

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

Prerequisite(s) time's echo

Whenever a creature makes a save against your time's echo, increase the DC of that save by 2.

Time's Unending Echo

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

Prerequisite(s) time's echo

You empower a blast affected by your time's echo, causing it to repeatedly loop. When a creature fails a save against your time's echo, you can activate this ability as a free action to deal damage to them equal to your kinetic blast's minimum damage. The target must then continue to make saving throws against this damage until they succeed at one or die.

Tongue Twister

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

You gain Agile Tongue as a bonus feat, ignoring its prerequisites.

New Combo Wild Talents

As combination blasts, both elements must be known to use these wild talents.

Clangorous Shroud

Element(s) sound and water; **Level** 4; **Type** utility (Su); **Burn** —

Prerequisite(s) shroud of water, quivering defense

As long as your shroud of water is active and is providing a shield bonus to your AC, you benefit from quivering defense even if you have no shield.

Devolve

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

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

You reverse the flow of time for a creature in the service of another. Select an animal companion, familiar, or eidolon within 30 ft. It must succeed a

Will save or be reverted to an earlier stage of its evolution. It receives a -4 penalty to Intelligence and Charisma and a +2 size bonus to Constitution for 1 minute per kineticist level, and for the duration it does not recognize or understand its master and is out of their control, acting only in its own best interests. You can accept 1 additional point of burn to increase this duration to 1 day per kineticist level.

Force Gloves

Element(s) aether and sound; **Level** 6; **Type** utility (Su); **Burn** —
Prerequisite(s) force ward, quivering defense
Saving Throw Fort negates; **Spell Resistance** yes

You sheath your hands and forearms in vibrating layers of aether. As long as your force ward is active you receive a shield bonus to AC equal to +1 for each empty hand you have, up to a maximum of +3; at 16th level this increases to +2 per hand and a maximum of +6. Hands being used for kinetic blasts are not considered empty for this purpose, removing their part of the bonus until your next turn. In addition, so long as this talent is providing a shield bonus, you are treated as if you were using a shield with the *jarring* quality, using this wild talent's DC instead.

Fungal Infection

Element(s) poison, wood, and viscera; **Level** 7; **Type** utility (Sp); **Burn** —
Prerequisite(s) fungal infestation, malignant cyst
Saving Throw Fort negates; **Spell Resistance** no

When using fungal infestation, you can cause your mushrooms to grow on a creature. Whenever damage is dealt to mushrooms manifested on a creature this way, ¼ of that damage is transferred to the affected creature instead; damage transferred this way ignores hardness, DR, and resistance, but not immunity. This talent can affect constructs and corporeal undead.

Fungal Infestation

Element(s) poison and wood; **Level** 3; **Type** utility (Sp); **Burn** 1

You can create patches of poisonous mushrooms as the *garden of peril* spell.

Glorious Bastion

Element(s) light and water; **Level** 8; **Type** utility (Sp); **Burn** 1
Prerequisite(s) illusory duplicates, shroud of water

Your body is protected from harm by thin layers of prismatic light until you recover from burn. While both your illusory duplicates and shroud of water wild talents are active and you haven't accepted any burn since using this wild talent, you are protected from any effect a *prismatic wall* would block. In addition, creatures that touch you trigger the effect of the outermost layer as if touching a *prismatic wall*, dispelling that layer in the process (this does not affect gear you are wearing or creatures or objects you touch purposefully). The layers of protection can be removed in the same manner as those of a *prismatic wall*, with each layer regenerating when you recover burn. If you ever accept burn or use a kinetic blast, you lose the outermost layer until the next time you would recover burn, even if that burn is removed in some other way beforehand.

Grotesque Armor

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

Prerequisite(s) roiling flesh, shroud of water

For one round per kineticist level you possess, you shape an adjacent creature affected by your roiling flesh into a part of the armor or shield created by your shroud of water. As long as that creature is not in a stable shape and your shroud of water is active, damage that directly targets you is instead split evenly between you and the affected creature before accounting for damage reduction, hardness, energy resistance, or immunity, and the creature cannot take any action except attempting Will saves to stabilize its shape. If the creature's shape becomes stable or you deactivate shroud of water, this effect ends and the creature appears in a space adjacent to you of its choice.

Photosynthesis

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

Prerequisite(s) heat adaptation, roots

You draw energy from the sun to help recover wounds. As long as you are receiving a bonus from your roots wild talent, you receive fast healing 1 in normal light, or fast healing equal to $\frac{1}{3}$ your kineticist level in bright light, and you can forgo eating so long as you spend at least 4 hours per day in sunlight. If you possess solar blast, you can accept 1 point of burn to receive an equal amount of regeneration (cold, fire, or slashing) instead until the next time you recover burn. This fast healing can only heal you up to 50% of your total hit points if you are in normal light or 75% of your total hit points if you are in bright light, and you must be in natural sunlight or light produced



by a harmless evocation [light] spell to be healed (not including *light* used via basic pyrokinesis).

Shadowbend

Element(s) light and void; **Level** 3; **Type** utility (Sp); **Burn** 1

Prerequisite(s) basic chaokinesis, basic photokinesis

You can control the shadows cast around you. In normal light conditions, you can reproduce the effect of any illusion spell with the shadow descriptor up to 3rd level, treating your kineticist level as your caster level and using your Constitution modifier instead of any mental ability score modifiers. In bright light, treat your caster level as your kineticist level +4 instead. In dim light conditions you can only reproduce spells up to 1st level, and you cannot use this ability in darker than dim light.

Shadowbend, Improved

Element(s) light and void; **Level** 6; **Type** utility (Sp); **Burn** 2

Prerequisite(s) shadowbend

Treat this as shadowbend, except you can reproduce spells up to 6th level in normal light conditions or brighter, 3rd in dim light conditions, and 1st in darker than dim light conditions.

Shadowbend, Greater

Element(s) light and void; **Level** 9; **Type** utility (Sp); **Burn** 3

Prerequisite(s) improved shadowbend

Treat this as shadowbend, except you can reproduce spells up to 9th level in normal light conditions or brighter, 5th in dim light conditions, and 3rd in darker than dim light conditions.

Writhing Bodies

Element(s) viscera and void; **Level** 7; **Type** utility (Sp); **Burn** 1

Prerequisite(s) death globe

Saving Throw Fort negates

As a full round action you can target any space within 60 feet of you, and all creatures with 0 or fewer hit points within 30 feet of that space must succeed a DC 26 Fort save or be pulled together, creating a corpse orgy (as if affected by the corpse orgy's absorb body ability) which functions as normal except it

is of the non-Good, non-Lawful alignment closest to yours. Dead creatures automatically fail their Fort save; if fewer than two creatures fail the save, the wild talent fails. You command the corpse orgy completely, but must maintain concentration to keep it from falling apart. If you possess basic pyrokinesis or fire blast, you can treat this talent as fire, viscera, and void element, and instead create a fiery corpse orgy (found in *Monsters of Porphyra*)

New Elemental Mutations

Mutations are variants found within the application of kineticist powers, changing the way in which they are utilized, with distinct advantages and disadvantages, typically based on the type of archetype or restriction that an archetype changes.

Arrow Mutation

While kinetic blasts tend to be large masses of elemental energy and matter, some individuals shape their blasts into condensed, precise forms.

Restrictions: Must possess a kinetic blast.

Benefit: A kineticist with this mutation increases the critical threat range of their blast by 1. This effect stacks with other effects which increase a blast's critical threat range, but is applied last. Any bludgeoning or slashing damage dealt by their blast is converted to piercing damage.

Drawback: A kineticist with this mutation does not deal full damage to swarms, instead dealing damage to it as a normal weapon depending on the swarm's size (half damage to swarms of Tiny creatures, no damage to swarms of Diminutive or Fine creatures). In addition, their blast's damage die size is reduced by 1 step.

Special: Blasts used with infusions which cause them to affect an area (such as explosion or cloud) still affect swarms as normal for area of effect attacks (dealing half again as much damage to them).

Avatar Mutation

While some elemental avatars are composed of the basic elements of nature, there are those who instead embrace a different natural order, choosing to

summon the elements of other realms of existence, forsaking the natural order.

Restrictions: Must have the elemental avatar archetype.

Benefit: A kineticist with this mutation can choose the material or esoteric array from the entropist archetype when deciding the elements to which they have access. Avatar blast counts as poison, sound, viscera, and wood element and can be used with infusions with which bone, vibration, and/or wood blast are associated. Spirit blast counts as aether, light, time, and void element and can be used with infusions with which chrono, force, and/or light blast are associated.

Drawback: A kineticist who chooses esoteric array cannot learn avatar blast, and one that chooses material array cannot learn spirit blast.

Furyshaper Mutation

While most blood kineticists receive the benefits of hydrokinetic and sometimes corpokinetic powers, the furyshaper can use fire to the same effect.

Restrictions: Must possess the blood kineticist archetype.

Benefit: A blood kineticist with this mutation gains fire as their primary element instead of water and fire blast as their kinetic blast instead of water blast, and treats hypertensive infusion as a fire infusion. They can apply bleeding, foe throw, gut-wrenching, hypertensive, vampiric, and wrack infusions to their fire and blue flame blasts. In addition, they can apply any infusion to their blood blast which is associated with fire blast (including those previously listed), and their blood blast deals half bludgeoning, half fire damage.

Drawback: A blood kineticist with this mutation cannot apply infusions to their blood blast that are associated with water blast unless those infusions are also associated with fire blast. They do not gain blue flame blast the first time they select fire as an expanded element, gaining blood blast instead (they can gain blue flame blast by selecting fire as an expanded element a second time). The wrack infusion deals fire damage if applied to a fire or blue flame blast.

Utilitarian Mutation

Some kineticists prefer to use their powers with more cunning and finesse than wielding their element as a tool of war.

Restrictions: Must possess gather power.

Benefit: A kineticist with this mutation can use gather power once per minute as a full-round action to reduce the cost of a utility wild talent used the next turn by 1 (to a minimum of 0). In addition, if they possess the internal buffer class feature, it is doubled in size (this effect does not stack with that provided by abilities granted by archetypes or equipment, such as the kinetic surgeon's healing buffer).

Drawback: A kineticist who chooses this mutation cannot reduce the cost of their kinetic blasts with gather power or internal buffer, and their kinetic blasts' damage die size is reduced by 1 step.

New Feats

The following are new feats for using kinetic energy, discovered by kineticists on Porphyra and used by them there.

Enduring Remnants

"Trying to get on her good side is literally like walking on broken glass..."

Prerequisites: Kinetic Remnants, Throw Anything, or bomb class feature.

Benefit: Whenever a splash weapon you use would leave behind caltrops or an effect simulating caltrops for a limited duration (such as a shard gel, the Kinetic Remnants feat, or the glassfoot bomb alchemical discovery), increase that duration to 2d6 rounds. If the duration of the effect is already 2d6 rounds or greater, the caltrops left behind are instead permanent (though still subject to limitations of the material composing them). Caltrops created this way have no monetary value.

Special: A kineticist can take this twice, causing their kinetic blasts to leave behind permanent caltrops. Taking this feat a second time only affects kinetic blasts, not other splash weapons (such as an alchemist's bombs).

Extra Roper Talent

"You need to get a grip."

Prerequisite: Energy roper 11th.

Benefit: You gain an additional roper talent.

Special: You can select this feat a second time at 15th level, and a third time at 19th level.

Extra Wild Talent Slot

"I'm sure I'll remember how this move worked if I just concentrate on it..."

Prerequisites: Entropist 5th, Constitution 17.

Benefit: You gain two additional slots in which you can prepare wild talents. These cannot be applied to the highest level of wild talent you can prepare, and you can never have more slots of one level available than you have of a lower level.

Special: This feat can be taken multiple times. Its effects stack.

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 it provides by +1 each. In addition, when you use the gather energy class feature while affected by *haste*, you can increase the reduction of a blast's burn by an additional 1.

Kinetic Barbs

"It hurts so much going in, imagine it coming out."

Prerequisite: Kinetic lancer 11th.

Benefit: Whenever you impale a creature with your impaling crash ability, when the creature successfully removes the spear, they must make a Fortitude save (DC 10 + ½ your kinetic lancer level + your Constitution modifier) or become sickened for a number of rounds equal to your Constitution modifier. If the creature fails this save by 5 or more, they also take bleed damage equal to your Constitution modifier.

Kinetic Clutches

"GET OVER HERE!"

Prerequisites: Kinetic Pin, Kinetic Proficiency.

Benefit: Your devastating infusion, dual blades*, kinetic blade, kinetic fist, and kinetic whip are considered to have the grappling weapon quality. You are not grappled when making a grapple with these blasts, and consider your weapon reach to be 30 ft. for maintaining grapples initiated with your blast's

grappling quality, but cannot use kinetic blasts except for those made through Kinetic Pin without ending the grapple.

Kinetic Coils

"You cool off for a sec, I have other business to attend to."

Prerequisites: Kinetic Clutches, Greater Grapple.

Benefit: When attempting to tie up a creature you've grappled with a kinetic blast, you can use fragments of lingering elemental energy or matter from a simple blast to do so. Treat this binding as a bloodvine rope, except it deals $\frac{1}{4}$ your simple blast damage of the same damage type as the blast it manifested from whenever the bound creature fails an Escape Artist or Strength check to escape it. You can attempt to tie up a grappled or pinned creature not adjacent to you in this way, but do so at a -1 penalty per 5 ft. of distance they are from you. Bindings created through kinetic coils vanish after eight hours if not broken before then.

Kinetic Harpoon

"They won't be moving anytime soon, that's for sure!"

Prerequisites: Impaling crash class ability.

Benefit: Whenever you impale a creature with your impaling crash ability, that creature becomes entangled for the duration of their impalement. They must also make a Reflex save (DC 10 + $\frac{1}{2}$ your kineticist level + your Constitution modifier) to avoid having elemental matter spear them in place, reducing all movement speeds they possess to 0 ft. Either way, a successful Strength check to remove the spear ends the entangled condition and the reduced movement speed.

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 deal $\frac{1}{2}$ of your kinetic blast damage instead, allowing a Reflex save at your blast's DC for $\frac{1}{4}$ damage.

Kinetic Proficiency †

"There's more to swordsmanship than just swinging it around, you know."

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

Benefit: You can use infusions which are used as part of an attack action as part of a coup de grace, disarm, sunder, or trip attempt.

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

Kinetic Proficiency, Defensive

“Let the power of the planes be my shield.”

Prerequisites: Kinetic Proficiency, Defensive Combat Training.

Benefit: Your devastating infusion, dual blades*, kinetic assault*, kinetic blade, kinetic fist, kinetic whip, vital blade, and vital mobility are considered to have the blocking and bracing weapon qualities, and when you ready a kinetic blast with one of the above infusions against a charge, you can make one 5-foot step as a free action when it is triggered.

Kinetic Remnants

“Watch your step.”

Prerequisite: Kinetic bomb infusion.

Benefit: Any squares affected by your kinetic bomb or improved kinetic bomb infusions are treated as containing caltrops composed of whatever the blast was composed of for 1d4 rounds, except the caltrops deal damage equal to the minimum damage of the blast and of the same type(s) as the blast, and are treated as having a BAB equal to your own. In addition, your kinetic bomb and improved kinetic bomb infusions are always treated as splash weapons even if they do not hit a foe.

Mutable Composition

“Did you maybe think I’d rather crush his skull a lot and just burn him a tiny bit, rather than do both equally?”

Prerequisites: Kineticist 7th, must possess a kinetic blast that deals half its damage as one type and half as another.

Benefit: When using a kinetic blast which normally deals half its damage as one damage type and half its damage as another, you can instead split its damage between those two types however you see fit, so long as it deals at least 1 damage of each type per damage die of the blast.

Mystical Corrosion

“Just feel that burn, it’ll all be over soon.”

Prerequisite: Acid blast.

Benefit: Add unraveling infusion to poison's list of wild talents; it can be used with your poison blasts or any composite blasts which require poison. If you possess both fire and poison elements, your unraveling infusion receives a +2 bonus to its effective caster level. This bonus is doubled if you use it with a composite blast of both fire and poison elements.

Narrow Array

"This one's not exactly my style."

Prerequisites: Entropist 1st, shuffling focus class feature.

Benefit: Choose one element in your array. Whenever you roll for shuffling focus or use your bend fate ability, reroll any dice that would give you the element chosen for this feat. You cannot choose this element for favored focus and cannot select it if you normally would be able to with your bend fate ability, but you can still learn wild talents of the chosen element as normal. This feat cannot be taken if you have the wide array feat, and must be taken at entropist level 1.

Precision Time Bomb

"The salesman told me it was an atomic watch, but I didn't realize he meant that way."

Prerequisite: Time Bomb.

Benefit: When setting a duration for a bomb or kinetic blast implanted with the time bomb feat, you can set the time in increments of minutes or rounds as well as hours.

Example: Using this feat, if one wished, they could set a bomb to explode with a time limit of 4 days, 12 hours, 20 minutes, and 7 rounds.

Spontaneous Talent

"Oh, right, now I remember!"

Prerequisite: Entropist 5th.

Benefit: A number of times per day equal to your Constitution modifier, you can temporarily fill a wild talent slot that's been left open, gaining access to a utility wild talent or infusion you know up to the level of the chosen slot for 1 minute. You can only spontaneously gain one wild talent at a time. This cannot be used to fill slots to which you don't have access (such as by having too low a Constitution score or having used the bend fate class feature). This is a free action, but can only be performed once per minute.

Time Bomb

“Tick tock.”

Prerequisite: Implant Bomb or implant blast utility wild talent.

Benefit: When implanting a bomb or kinetic blast, you can alter the amount of time it takes to explode. Instead of 24 hours, it can be set for any duration up to 1 week, in 1 hour increments. You must expend the same amount of gp (when used with a bomb) or accept the same amount of additional burn (when used with a kinetic blast) you would to remove its time limit.

Wide Array

“I don’t know... don’t you have more to pick from?”

Prerequisites: Entropist 1st, shuffling focus class feature.

Benefit: Choose two elements not in your elemental array, assigning the number 5 to one and 6 to the other. Whenever you roll for shuffling focus or reroll using your bend fate ability, roll d6s instead of d4s and apply the elements you’ve assigned to 5 or 6 for such rolls, and you can select these elements if you use bend fate to select an element without rolling. This feat does not allow you to learn wild talents outside of your array except for universal wild talents, cannot be taken if you have the narrow array feat, and must be taken at entropist level 1.

New Magical Weapon Quality

This weapon quality can be applied to crafted magical weapons, increasing the price of the weapon without increasing the enchantment bonus.

Pressuring

Aura moderate necromancy; **CL** 6th

Slot shield quality; **Price** normal (+1 bonus), improved (+2 bonus), greater (+3 bonus); **Weight** —

Description

A *pressuring* shield drains the energies fueling a creature’s mystical abilities. If the user is hit by a hostile extraordinary, spell-like, or supernatural ability which consumes a resource (such as *ki*, grit, rounds of rage, or burn) or has a certain number of uses per day (such as Stunning Fist or the alchemist’s bomb class feature), the attacker is forced to spend or accept 1 additional point of that resource or 1 additional use per day of that ability unless they succeed a Will save (DC = 10 + shield’s enhancement bonus). The DC of this check is increased by 5 for an *improved pressuring* shield, and by 10 for a *greater pres-*

suring shield. If this would reduce a resource or the uses per day of an ability below 0, it instead reduces it to 0. This functions even if an ability's resource cost is 0 so long as the cost is defined, and the increase in cost from the *pressuring* quality occurs after adjustments from abilities which reduce a hostile ability's cost. It does not, however, affect spells.

Construction

Requirements Craft Magic Arms and Armor, *ki leech*; **Cost** +1 to +3

New Magical Items

These magic items were crafted by Porphyran kineticists, and have found use among their kind throughout the Patchwork Planet.

Disc of Rainbow Tears

Aura strong evocation; **CL** 15th

Slot none; **Price** 18,400 gp; **Weight** 7 lbs.

Description

Kineticists seldom utilize shields, as they tend to interfere with their ability to unleash their blasts, but this +2 *impervious rebounding buckler* is built to not only allow them to freely use their abilities, but enhance them. The shield has three slots on its inner surface designed to hold teardrop ioun stones (but cannot hold other ioun stones) and a port in the center through which a kineticist can fire their kinetic blast. They must take a full action to open this port, fire a blast through it, and close it once again, but doing so allows the blast to draw energy from the ioun stones set into it simultaneously, benefiting from all of the ones matching the blast's elements. In addition, a portion of the shield bonus to AC from a *disc of rainbow tears* stacks with that provided by a wild talent, up to +1 per ioun stone set into the shield, so long as at least one of the ioun stones enhances the same element as that of the wild talent that provides their shield bonus.

Construction

Requirement(s) Craft Magic Arms and Armor, kineticist of 15th level; **Cost** 9,200 gp

Ring of Condensing Explosions

Aura strong conjuration; **CL** 10th

Slot ring; **Price** 8,500 gp (normal), 13,000 gp (alchemical), 13,000 gp (kinetic); **Weight** —

Description

Those who wear this ring can use a weak telekinetic force to draw the frag-

ments of a splash weapon back toward their point of origin. While wearing it, you can apply the effects of the Concentrated Splash feat to all splash weapons (including alchemists' bombs) 3 times per day, but no more often than once every 2 hours. There are two forms of the *ring of condensing explosions*: the alchemical and kinetic.

An *alchemical ring of condensing explosions* can only be used with bombs created with the bomb class feature, but can do so at will, once per round. A *kinetic ring of condensing explosions* can only be used with kinetic blasts affected by the kinetic bomb infusion or an infusion for which kinetic bomb is a prerequisite, but can do so a number of times per day equal to their kineticist level plus their Constitution modifier, and can do so once per round.

Construction

Requirement(s) Forge Ring, Concentrated Splash, bomb class feature or kinetic bomb infusion, *telekinesis* or basic telekinesis wild talent; **Cost** 4,250 gp (normal), 6,500 gp (alchemical), 6,500 gp (kinetic)

Sample Character: Rebekkha the Swift

"Oh, you want me to ruin the duke's little love story? Heh. I suppose bad blood never goes out of style. Alright, I can make all the tables turn, if you can give me what I want..."

Rebekkha the Swift (CR 12; XP 12,900)

Female human kineticist (entropist) 12

CN Medium humanoid (human)

Init +4; **Senses** Perception +12

Defense

AC 23, touch 16, flat-footed 19

(+3 armor, +4 Dex, +2 deflection, +2 natural armor, +2 shield; +4 dodge vs. spells, spell-like abilities, and attacks from summoned creatures)

hp 129 (12d8+72)

Fort +18, **Ref** +15, **Will** +6

DR 6/adamantine

Offense

Speed 30 ft.; fly 60 ft. (good)

Ranged blowgun +9 (1d2, 20 ft. range), earth blast +11 (7d4+28, 19-20, 30 ft. range)

Special Attacks arrow mutation, elemental overflow +4, kineticist's diadem +1d8 (earth element), metakinesis (empower)

Kineticist Wild Talents Known

Defense—flesh of stone

Infusions—bloody infusion* (R-DC 24), entangling infusion (R-DC 24), extended range, immobilizing infusion* (F-DC 22), improved bloody infusion (R-DC 24), improved kinetic bomb*, kinetic bomb*, snake

Kinetic Blasts—earth blast

Utility—air cushion, air's reach, basic geokinesis, celerity, enduring earth, fire's explosive fury, fire's fury, glass cannon, kinetic cover, simple versatility, wings of air

Kineticist Wild Talents Prepared

6th—bloody infusion*, ---

5th—entangling infusion, improved bloody infusion

4th—enduring earth, air's reach

3rd—celerity, improved kinetic bomb*, wings of air

2nd—extended range, fire's fury, simple versatility

1st—air cushion, glass cannon, kinetic bomb*

Tactics

Before Combat Rebekkha rarely uses her bend fate ability, embracing the chaotic nature of her powers. At the start of each day, she invests 5 points of burn into her defense wild talents. If her shuffling focus is water she will put 3 into shroud of water and 2 into flesh of stone, using her shroud of water's armor bonus; otherwise she will put 5 points into flesh of stone. She does so even when her shuffling focus is earth despite her flesh of stone being automatically strengthened to receive improved ability scores. In addition, she will apply her war paint when preparing for a mission and use a point in her internal buffer to activate celerity if she senses danger. If her shuffling focus is fire, she will use Spontaneous Talent to temporarily set fire's explosive fury into her empty 6th level wild talent slot, while she will set immobilizing infusion there if her shuffling focus is water. Depending upon her shuffling focus element, her stats change in the following ways:

Shuffling Focus - Air

Init +5

AC 25, touch 18, flat-footed 19

hp 93

Fort +20, **Ref** +16, **Will** +6

DR 11/adamantine, 30% miss chance vs. physical ranged weapons, 25% chance to ignore critical hits and sneak attacks

Speed 60 ft.; fly 90 ft. (good)

Ranged air blast +15 (6d4+30, 19-20, 60 ft. range), blowgun +10 (1d2, 20 ft. range increment), earth blast +16 (7d4+32, 19-20, 30 ft. range),

sandstorm blast +16 (13d4+44, 19-20, 60 ft. range)

Defense—enveloping winds, flesh of stone

Infusions—bloody infusion* (R-DC 26), entangling infusion (R-DC 26), improved bloody infusion (R-DC 26)

Kinetic Blasts—air blast, sandstorm blast

Utility—basic aerokinesis

Str 11, **Dex** 20, **Con** 28, **Int** 12, **Wis** 9, **Cha** 12

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

SQ burn (4/round, 12 maximum)

Shuffling Focus - Earth

Init +5

AC 25, touch 18, flat-footed 19

hp 93

Fort +20, **Ref** +16, **Will** +6

DR 12/adamantine, 25% chance to ignore critical hits and sneak attacks

Speed 60 ft.; fly 90 ft. (good)

Ranged blowgun +10 (1d2, 20 ft. range increment), earth blast +16 (7d4+32, 19-20, 30 ft. range), metal blast +15 (13d4+43, 19-20, 30 ft. range)

Infusions—bloody infusion* (R-DC 28), entangling infusion (R-DC 28), improved bloody infusion (R-DC 28)

Kinetic Blasts—metal blast

Str 11, **Dex** 20, **Con** 28, **Int** 12, **Wis** 9, **Cha** 12

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

SQ burn (4/round, 12 maximum)

Shuffling Focus - Fire

Init +5

AC 25, touch 18, flat-footed 19

hp 93

Fort +20, **Ref** +16, **Will** +6

DR 11/adamantine, 25% chance to ignore critical hits and sneak attacks

Speed 60 ft.; fly 90 ft. (good)

Ranged blowgun +10 (1d2, 20 ft. range increment), earth blast +16 (7d4+32, 19-20, 30 ft. range), fire blast +15 (6d4+19, 30 ft. range), magma blast +15 (13d4+47, 19-20, 30 ft. range)

Special Attacks fire's explosive fury (+4 damage to fire element blasts when burn is spent on them)

Infusions—bloody infusion* (R-DC 26), entangling infusion (R-DC

26), improved bloody infusion (R-DC 26)

Kinetic Blasts—fire blast, magma blast

Utility—basic pyrokinesis

Str 11, **Dex** 20, **Con** 28, **Int** 12, **Wis** 9, **Cha** 12

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

SQ burn (4/round, 12 maximum), searing flesh (3 fire damage vs. attackers when struck by unarmed strikes and natural weapons, 3 fire damage vs. weapons when struck by manufactured weapons, 6 fire damage/round when grappled/grappling)

Shuffling Focus - Water

Init +5

AC 31, touch 18, flat-footed 25

hp 93

Fort +20, **Ref** +16, **Will** +6

DR 9/adamantine, 25% chance to ignore critical hits and sneak attacks

Speed 60 ft.; fly 90 ft. (good)

Ranged blowgun +10 (1d2, 20 ft. range increment), cold blast +15 (6d4+15, 19-20, 30 ft. range), earth blast +16 (7d4+32, 19-20, 30 ft. range), tundra blast +15 (13d4+44, 19-20, 30 ft. range)

Infusions—bloody infusion* (R-DC 26), entangling infusion (R-DC 26), immobilizing infusion* (F-DC 26), improved bloody infusion (R-DC 26)

Kinetic Blasts—cold blast, tundra blast*

Utility—basic hydrokinesis

Str 11, **Dex** 20, **Con** 28, **Int** 12, **Wis** 9, **Cha** 12

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

SQ burn (4/round, 12 maximum)

If she happens to be on a mission with someone adept with the use of poisons, she will gladly allow them to apply poisons to her blowdarts and use her blowgun to poison unsuspecting targets, but otherwise the blowgun is not used. She prefers to avoid combat if it is not necessary to complete her tasks, and will generally try to find a means of escape if it wouldn't jeopardize a mission's success to do so.

During Combat In all cases, Rebekkha will try to keep her distance in battle, peppering the area with caltrops through her kinetic bomb infusion and using her entangling infusion to slow her enemies' progress to allow her to escape or pick them off at her leisure. Generally she will attempt to remain in flight to keep foes without the means to pursue her vertically from reaching

her with melee attacks. She is more likely to attack from farther away when her shuffling focus is air, and will further slow enemies' progress with immobilizing infusion when her shuffling focus is water.

Morale When Rebekkha's shuffling focus is air or water, she will immediately attempt escape if she is reduced to 40 or fewer hit points so she can heal herself with potions more safely. If it is earth or fire, she will instead wait until her hit points are 30 and drink her potions in battle. In either case, she will surrender when she's reduced to 15 or fewer hit points, but will still attempt to flee if at all possible. She will surrender or flee regardless of hit points if her attuned heirloom (her sitar) is destroyed or lost.

Statistics

Str 9, **Dex** 18, **Con** 24, **Int** 12, **Wis** 9, **Cha** 12

Base Atk +9; **CMB** +8; **CMD** 22

Feats Enduring Remnants, Kinetic Prodigy*, Kinetic Remnants, Kinetic Sniper*, Point-Blank Shot, Precise Shot, Spontaneous Talent

Skills Bluff +2, Climb +4, Diplomacy +11, Escape Artist +12, Knowledge (local) +10, Knowledge (nobility) +7, Perception +12, Perform (sing) +9, Perform (strings) +2, Profession (tailor) +5, Swim +4, Use Magic Device +10

Languages Common, Elven

SQ burn (4/round, 10 maximum), favored focus (earth), gather power, infusion specialization 3, internal buffer 2, kinetic remnants (2d6 rounds), bend fate, planar array (elemental array), shuffling focus (air, earth, fire, or water), spontaneous talent (7/day), supercharge

Combat Gear *burn fragment* (standard)* (5), *potion of cure moderate wounds* (5), *tribal war paint* (blue); **Gear** *amulet of natural armor* +2, *belt of physical might* (Dex/Con) +2, blowgun, blowgun darts (20), *cloak of resistance* +3, *glamered spell dodging haramaki* +2, *green kineticist's diadem* (lesser), *green tear-drop ioun stone**, mwk mithral buckler, *ring of elemental strength* (composite)*, *ring of protection* +2, 1,989 gp

Demographics

Faith U'I'UI

Homeland The Middle Kingdoms (Thame, Geranland)

Rebekkha the Swift is a skilled sellsword and an anarchist who revels in creating political turmoil not only for coin, but for her own personal entertainment. She can barely recall a time when supernatural phenomena weren't occurring around her, though it was only in recent time that she learned to consciously manipulate the elements. Raised in a well-to-do family of Thamesmen, the girl's unusual psychic powers alienated her from social circles, too mystical for the common man to grasp and too erratic for the

studied wizards to accept. Her parents feared for the safety of their friends more than they cared for their child's fragile sense of confidence, prompting them to ignore her desire to socialize as they hob-knobbed with the bourgeoisie of Thame. She eventually learned to focus her powers through music - using a sitar decorated with teardrop designs as her attuned heirloom - but by then the damage had been done.

Though she does feel she's ultimately doing good, that is only a secondary concern for Rebekkha; her own glee at seeing how things fall apart due to her own machinations is the first and foremost reason she will take a job, with coin and the greater good taking a backseat. She is known to be selfish and vindictive, blaming others for her own shortcomings, and rumors abound that she will stop at nothing to ensure that jilted lovers of hers are publically humiliated. While she does deny the stories, the fact that she'll more readily jump in on a chance to break up new romances between high-browed nobles does little to dispel those tales.

Boon Rebekkha starts off unfriendly towards all PCs. She can be bribed in an effort to improve her attitude, which requires a DC 35 Diplomacy check; the DC is reduced by 1 for every 250 gp a party pays her. Females receive a +5 bonus to this check so long as they are not obviously romantically connected to anyone else in their group. Alternately, if she is offered a chance to break up the Prince of Weston and his spouse with your assistance, the DC is reduced by 10 after you have succeeded in this mission.

So long as Rebekkha is helpful towards you, she can assist you by directing you toward air, earth, fire, or water saturations she knows of. If you possess a crystal of elemental knowledge for a wild talent from a saturation which she does not know but can learn, she will buy it for double its normal value, or will buy others that she does not know for their normal selling price. Lastly, if you can create crystals of elemental knowledge she can assist you by providing her known wild talents to be copied into one, or she can teach her wild talents to entropists in your midst.

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