



KINETICIST PLAYTEST

CLASS PLAYTEST

Welcome to the kineticist playtest! This is a class for the player who wants to never worry about running out of spells, to forge a connection with the primal elements of creation, and to just constantly hurl fire or another element of their choice. The kineticist will appear in the upcoming sourcebook *Pathfinder Rage of Elements*, scheduled for Summer 2023, which also brings new creatures and character options for all elements—including the elements of metal and wood!

HOW TO PLAYTEST

The playtest will run until September 5th, 2022. We're looking for your feedback, comments, and criticisms regarding this class, but we're focusing our attention on feedback from play, both online through play-by-post campaigns and VTTs and at home tables for those of you who can play such games safely. Make new characters, use them as PCs or adversaries, and run a few game sessions or encounters using them!

Anything can change based on the results of the playtest! These are early iterations of the new class; some abilities might be a bit extreme or stretch some assumptions of the game, and the best way to find out if we've gone too far (or in the wrong direction) is for us to deliver a class into your hands. We don't expect to release any changes to these classes during the playtest itself, only in the final version of the book.

Once you've had a chance to try these classes, you can submit your feedback in the following ways.

- **Surveys:** Head to <https://www.surveymonkey.com/r/KineticistClassSurvey> and <https://www.surveymonkey.com/r/KineticistOpenResponse> to take a survey that will allow us to gather your responses. This survey will remain open until the end of the playtest.
- **Forums:** On paizo.com, you'll find a kineticist playtest subforum with threads for discussion and announcements. When you post to the forums, look for existing threads on your topic before starting a new one. Remember that every poster is trying to make the game better for everyone, so please be polite and respectful. We will attempt to monitor other channels online, but paizo.com is the dedicated space where you can be sure we can see your reports.

We'd like to thank you for participating in the kineticist playtest. We look forward to seeing what you think and using your feedback to make the kineticist the best it can be!

Sincerely,
Jason Bulmahn, Director of Game Design
Logan Bonner, Pathfinder Lead Designer
James Case and Michael Sayre, Senior Designers



WAP 00

PATHFINDER SE, KINETICIST < YOON >

A LETTER FROM YOON

Hi, Lini! It's Yoon! I know it's been a really long time, and I hope this letter makes it to you. Not quite the kid you remember anymore. Still pulling flames out of nowhere—got much better at it. Been all over the place and, you probably guessed from the paper I wrote this on, I made it to Hwanggot. On the way I made campfires to keep warm in the Crown of the World, lit up a hydra, even talked to an efreeti. I have SO many stories, but I want to tell you in person! Not sure where I'm headed next, but I'll see you again. I'm sure of it. I'll see you *all* again.

Love, Yoon

P.S. I still have Gom-Gom, a little beat up and short on stuffing. Droogami can chew on him again someday for sure haha!

KINETICIST

The power of the elements flows from within you. Roaring fire, pure water, fleeting air, steadfast earth. An inner gate inextricably tied to your body channels power directly from the elemental planes, causing elements to leap to your hand, whirl around your body, and blast foes at your whim. As your connection to the planes grows, you attain true mastery over your chosen elements.

KEY ABILITY

CONSTITUTION

At 1st level, your class gives you an ability boost to Constitution.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

Elemental magic surges from you without limit. Without any restrictions on how often you can use your abilities, you become a reliable slinger of magic. You can develop powers you can use in a variety of situations... or you can choose just a few favorite attacks you use repeatedly.

DURING SOCIAL ENCOUNTERS...

The elements you channel might guide or even influence how you carry yourself in social situations. You might leap to anger like a raging fire, stand your ground as solid as a mountain, keep your motives elusive as the wind, or go with the flow like water.

WHILE EXPLORING...

Your innate connection to the elements hones your awareness of the natural world. In an environment full of an element you can channel, you're unparalleled, with the ability to repeatedly manipulate the element around you.

IN DOWNTIME...

You could commune with the elements or practice your control over your kineticist powers. Through retraining, you can realign the flow of your inner gate to perfect different manifestations of your element.

YOU MIGHT...

- Have a conflicted relationship with the inner gate that fuels your kineticist magic, possibly because it manifested at a traumatic point in your past.
- Struggle with controlling and understanding your elemental powers.
- Form a kinship with elemental creatures or feel at home in areas strong with your element.

OTHERS PROBABLY...

- Find your ability to keep calling on more and more elemental power truly astonishing.
- Defer to you in all matters related to your element, from the smallest tasks to the politics of the elemental planes.
- Worry you will consume yourself with elemental magic, or lose control of its primal forces.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Expert in Reflex

Trained in Will

SKILLS

Trained in Nature

Trained in a number of additional

skills equal to 3 plus your

Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

CLASS DC

Trained in kineticist class DC

TABLE 1-1: KINETICIST ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, inner gate, Gather Element, elemental impulses, Adapt Element, kineticist feat
2	Kineticist feat, skill feat
3	Elemental resistance, Extract Element, general feat, iron will, skill increase
4	Kineticist feat, skill feat
5	Ability boosts, ancestry feat, critical element, skill increase
6	Kineticist feat, skill feat
7	Adapt terrain, blast expertise, general feat, juggernaut, skill increase, weapon specialization
8	Kineticist feat, skill feat
9	Alertness, ancestry feat, elemental expertise, elemental flexibility, skill increase
10	Ability boosts, kineticist feat, skill feat
11	Evasion, general feat, pure adaptation, skill increase
12	Kineticist feat, skill feat
13	Ancestry feat, blast mastery, light armor expertise, skill increase
14	Kineticist feat, skill feat
15	Ability boosts, general feat, greater juggernaut, greater weapon specialization, improved elemental flexibility, skill increase
16	Kineticist feat, skill feat
17	Ancestry feat, elemental immunity, elemental mastery, skill increase
18	Kineticist feat, skill feat
19	Final gate, general feat, light armor mastery, skill increase
20	Ability boosts, kineticist feat, skill feat

CLASS FEATURES

You gain these abilities as a kineticist. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

INNER GATE AND CHanneled Elements

As a kineticist you've awakened or opened a supernatural conduit within your own body that can channel elemental forces straight from the Elemental Planes. Choose whether this inner gate is a dedicated gate, connecting to a single Elemental Plane; a dual gate, connecting to two;

KEY TERMS

The following new key traits appear in many kineticist class features and feats.

Impulse: The primary magical actions kineticists use are called impulses. To use an impulse action, you must have an element gathered, which is typically done with the Gather Element kineticist action. The element must be appropriate to the element trait of the impulse you use; for example, you must have water gathered to use an impulse that has the water trait. Using an impulse requires gesturing and focusing on your powers. The impulse trait also means the action has the concentrate and manipulate traits unless another ability changes this.

Kinetic Aura: Impulses that create an elemental aura around you have this trait. They have the aura trait, and follow some additional rules. First, any kinetic aura is a 10-foot emanation unless you have an ability that changes its size. Second, if you already are in a kinetic aura, it takes you 1 action fewer to use a different kinetic aura impulse with the same elemental trait. This can't reduce the impulse below 1 action. A kinetic aura lasts until you get knocked out, until the encounter ends, or until you use a new kinetic aura, whichever comes first. You can use a kinetic aura only in encounter mode, and after you create a kinetic aura, you can't use another kinetic aura for 1 round.

Overflow: Powerful elemental impulses have the overflow trait, indicating any element you've gathered is consumed in the impulse. When you use an impulse that has the overflow trait, any element you have gathered disappears after your action. Channeling your element to this limit means you can use only one overflow impulse per round, even if you Gather Element again.

In addition, the kineticist also refers to the brutal trait, which is reproduced here for ease of reference.

Brutal: A ranged attack with this trait uses its Strength modifier instead of Dexterity on the attack roll.

or a universal gate, connecting to all. This determines how many different elements you can channel and how many bonus impulse feats—a special kind of kineticist feat that allows you to shape and wield an element—you select at 1st level.

When selecting an element for your inner gate, you can pick from four elements—air, earth, fire, and water—which are described in full starting on page 13.

Dedicated Gate

Your inner gate is a dedicated channel to a single elemental plane, limiting you to a single element but giving you great skill with it. Select one element. You can channel this element, and you gain three 1st-level impulse feats that match the element's trait.

MORE ELEMENTS?

In *Rage of Elements* a longstanding planar seclusion ends, reopening the full planes of metal and wood! The final version of the kineticist class will include the elements of metal and wood, and likely some hybrid impulses using multiple elements, but those aren't included in this playtest.

DUAL GATE

Your inner gate is a harmonious conduit between two planes, allowing you to combine their elements. Select two elements. You can channel these elements, and you also gain two 1st-level impulse feats, one with the trait of the first element and one with the trait of the other.

UNIVERSAL GATE

Your gate accesses all the Elemental Planes, allowing you access to a huge array of elements but limiting your total practice with any one force. You can channel all four elements. When you make your daily preparations, you gain one 1st-level impulse feat, which you can use until your next daily preparations. You must meet all of the feat's other prerequisites.

GATHER ELEMENT

You can draw matter through your inner gate using the Gather Element action, giving you pure elemental fuel for your kineticist magic. The form of the gathered element depends on the individual kineticist, but some examples include a chaotic wind orbiting the body, a rotating ball of compressed gravel, a flickering flame, or a swirling globe of water. The way the element occupies your hand can also vary; you might simply hold the element, or you might make swirling gestures with the hand to make the element orbit your body.

GATHER ELEMENT

CONJURATION KINETICIST MANIPULATE PRIMAL

Requirements You have a hand free.

You draw forth elemental matter through your inner gate from one of the six planes. Choose one element you can channel. A mass of that element appears in your open hand. Your hand is occupied by the element you've channeled, and you can't use it for anything other than elemental impulse abilities to shape and direct the gathered element. You can use the Release basic action to cause the element to dissipate. Using an action that has the overflow trait (page 4) also causes the element to dissipate. You can have only one element gathered at a time, and Gathering an Element again causes any element you've already gathered to dissipate.

The element is in a pure form with its typical physical properties. For example, gathered air ruffles your clothes and hair, fire sheds light like a torch, and water is fresh and drinkable. You can Gather an Element, hold it, and use it even in environments where this normally wouldn't be possible.

For example, you could gather fire while underwater and use it to fuel fire impulses, even though normally fire actions can't be used underwater, or gather air and use it for air impulses in a vacuum.

The Gather Element action gains the trait of the element you gather.

ELEMENTAL IMPULSES

An impulse is a special type of magical action available to kineticists, allowing them to wield or shape their element into diverse and powerful forms. You can select an impulse feat only if you can channel its element. To wield an element using an impulse you must have Gathered that Element; for example, to use an impulse that has the fire trait, you must first have gathered fire. An impulse without an elemental trait can be used with any Gathered Element, though it might have different effects depending on what element you use it with.

Your inner gate selection gives you one or more bonus impulse feats, and you select more with your class feat selections. While there are many ways to shape the elements, all kineticists can simply blast their opponents with elemental fury.

ELEMENTAL BLAST

EVOCATION IMPULSE KINETICIST PRIMAL

With a wave of your hand, you swing or hurl elemental matter at a foe. Make a melee or ranged Strike using your gathered element. The damage die, damage type, and the traits for both the melee and ranged version of each elemental blast are listed in Table 1-2 on page 6. If you make a melee Strike, you add your Strength modifier to the damage as normal, as the element is more intense when physically closer to your inner gate.

Though it's not actually an unarmed attack, an elemental blast uses your proficiency with unarmed attacks, gets any bonuses and penalties that apply to unarmed attacks, and uses weapon damage dice and weapon traits in the same way an unarmed attack does. The blast can benefit from runes granted by *handwraps of mighty blows*. If you have weapon specialization, the blast gains extra damage as if it were an unarmed attack. Elemental blasts have unique critical specializations; if you gain critical specialization in an elemental blast, its effects are listed under critical element (page 7).

Impulses are magical, but they aren't spells. However, abilities that restrict you from casting spells (such as being polymorphed into a battle form) or protect against spells (such as *globe of invulnerability* or a creature's bonus to saves against spells) also apply to impulses. Any impulse you use is your level, even if the feat or impulse's level is lower than yours. For instance, if you were 5th level, your Elemental Blast would be 5th level (and its counteract level would be 3rd level), even though you gained the action at 1st level. Similarly to spells, many impulses get more

TABLE 1-2: KINETICIST ELEMENTAL BLASTS

Attack	Damage	Traits (Melee)	Traits (Ranged)
Air	1d4 slashing	agile, air, finesse, reach, versatile B	agile, air, range increment 120 feet, versatile B
Earth	1d8 bludgeoning	earth, forceful	earth, propulsive, range increment 20 feet
Fire	1d6 fire	agile, finesse, fire	agile, fire, range increment 60 feet
Water	1d8 bludgeoning	sweep, water	range increment 30 feet, water

powerful as you go up in level. In these cases, the impulse ends with a “Level” entry. This either lists the levels at which the impulse gets an upgrade, or has an entry with a plus sign that describes a benefit that increases on a regular basis. For instance, a 1st-level impulse with a “Level (+3)” entry would get stronger at 4th, 7th, 10th, 13th, 16th, and 19th levels. Some impulses can be sustained, as the Sustain a Spell action (*Core Rulebook* 304).

ADAPT ELEMENT

The Adapt Element action lets you perform simple alterations to an element.

ADAPT ELEMENT ◆◆

CONCENTRATE **EVOCATION** **KINETICIST** **MANIPULATE** **PRIMAL**

Requirements You have a hand free.

It's trivial for you to tinker with any of the elements you command. Choose a non-magical portion of an element you can channel that's within 10 feet of you. It must be either unattended or attended by a willing creature, of negligible Bulk, and no larger than can fit in the palm of a human hand—such as a small rock, a torch flame, or a twig. The portion must be loose to be altered—you couldn't move a small stone that was mortared into a wall, for example. If you have a gathered element, you can choose that portion of element. Choose one of the following options allowed for that element, though the GM might allow you to make similar small alterations. Adapt Element can't deal damage or cause adverse conditions unless otherwise noted.

- **Gather** (any element) You Gather the Element, drawing it from the environment instead of from your inner gate.
- **Move** (any element) You move the portion 1 foot in any direction.
- **Regulate** (air, fire, water) You change the temperature of the element, making it colder or warmer. This can snuff out a flame or turn water to ice or steam. After this change, the element cools or warms naturally, though you can keep regulating to maintain the chosen temperature. An item that gets hot enough (as determined by the GM) can be used as an improvised weapon that deals 1 fire damage in addition to the damage the GM determines for the improvised weapon.
- **Sculpt** (earth) You reshape the portion into a small object. It looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or spell component.
- **Sustain** (air, water) Choose a creature within 10 feet that can breathe the element. You transfer that element to the creature, allowing it to breathe until the start of your next turn if it couldn't otherwise.

KINETICIST FEATS

At 1st level and every even-numbered level, you gain a kineticist class feat.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

ELEMENTAL RESISTANCE

3RD

When you're connected to an Elemental Plane, you're protected from that element. While you have an element gathered, you gain resistance equal to your level to damage from a source that has that trait. For example, if you had water gathered, you would gain resistance to a Strike from a water elemental or damage from a *hydraulic push* spell.

EXTRACT ELEMENT

3RD

Creatures with a strong tie to your element might be troublesome for you to deal with, at least until you've learned to turn their elemental nature to your advantage. You gain the Extract Element action.

EXTRACT ELEMENT ◆◆

KINETICIST **MANIPULATE** **PRIMAL** **TRANSMUTATION**

You tug directly on the elemental nature of a creature to weaken it and take its power for your own. Choose an element you can channel and target a creature within 30 feet that has a trait matching that element or otherwise has that elemental nature (page 8). The creature must attempt a Fortitude save against your class DC or take 2d4 damage as you steal the elemental essence from its body, as well as the following effects.

Critical Success The creature is unaffected and you fail to steal its element.

Success The creature takes half damage and you Gather the Element you chose. This element is tied directly to the material essence of the creature, so any kineticist abilities you use with that specific mass of gathered element can affect the target even if it would normally be immune, and the target also takes a –1 circumstance penalty to its saves and AC against it. If the target normally has a resistance that would apply against one of your impulses, ignore that resistance; if it normally would be immune, it instead has resistance equal to its level to damage from the impulse. All these effects last only as long as you have the element you gathered from the creature.

Failure As success, but the creature takes full damage.

Critical Failure As failure, but the creature takes double damage.

Level (+3) The damage increases by 1d4.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

IRON WILL

3RD

Your mental defenses are an iron fortress. Your proficiency rank for Will saves increases to expert.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

CRITICAL ELEMENT

5TH

A critical hit with your element truly exemplifies the fury of the Elemental Planes. You gain access to the critical specialization effects for Elemental Blasts with one element you choose when you gain this class feature.

Air: Stray gales move the target 5 feet in a direction of your choice. This is forced movement.

Earth: The earth calls your target to it: if the target is on the ground, it's knocked prone; if it's not on the ground, it descends up to 20 feet (you choose the distance).

Fire: Flames leap hungrily at your target, dealing 1d6 persistent fire damage. You gain an item bonus to this fire damage equal to the blast's item bonus to attack rolls.

Water: Water sprays violently, dealing splash damage equal to the number of weapon damage dice of the blast, of the same damage type.

ADAPT TERRAIN

7TH

A growing connection to your inner gate lets you adapt an element with greater control and even create the element in limited quantities. You can use Adapt Element on a portion of an element within 30 feet of you and of light Bulk or lower. Add the following option to your Adapt Element action.

- **Proliferate** (any element) You cause the element to spread.

If it's in an unoccupied square, it grows to fill that square. This might cause that square to become difficult terrain or hazardous terrain, as determined by the GM. Hazardous terrain you create this way deals damage equal to half your level. You can also use proliferate to spread an element that already fills a square into another square (whether the element filled the original square naturally or due to you using this ability previously).

After you proliferate an element, it reacts to the environment naturally—water you proliferated into thin air would splash back down, for example, and if you ran the water from a pool onto dry land it could form mud or a new channel in the soil, and would evaporate normally over time.

BLAST EXPERTISE

7TH

You've dedicated yourself to learning the intricacies of your weapons and elemental blasts. Your proficiency ranks for simple weapons and unarmed attacks increase to expert.

JUGGERNAUT

7TH

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

WEAPON SPECIALIZATION

7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

ALERTNESS

9TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

ELEMENTAL EXPERTISE

9TH

Your inner gate grows stronger, making your elements harder to resist. Your proficiency rank for your kineticist class DC increases to expert.

ELEMENTAL FLEXIBILITY

9TH

You can look within to alter the magic you can bring through your internal gate. When you make your daily preparations, you gain one elemental impulse feat of 8th level or lower that you don't already have. You can use that feat until your next daily preparations. You must meet all of the feat's other prerequisites, including the ability to channel its element if necessary.

EVASION

11TH

You've learned to move quickly to avoid explosions, a dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

PURE ADAPTATION

11TH

Your inner gate can now filter elements around you, bringing them closer to their true form. You can use Adapt Element on a portion of element within 60 feet of you and of 1 Bulk or lower. Add the following option to your Adapt Element action.

- **Purify** (any element) You turn the element into the purest form of itself. For instance, you can remove pollutants from air or water or expel plants from soil. This can't change the grade of a material, alter the form of a manufactured object, or change the structural integrity of the element. If the purification would remove an alchemical or magical pollutant (such as a poison or curse), Adapt Element attempts to counteract that impurity, using your class DC – 10 for the counteract check. If it fails to counteract a particular impurity, any further attempt you make to purify it fails as well.

BLAST MASTERY

13TH

You aim your elemental blasts with incredible accuracy, harnessing their intense power. Your proficiency ranks for simple weapons and unarmed attacks increase to master.

LIGHT ARMOR EXPERTISE

13TH

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

GREATER JUGGERNAUT

15TH

You have a stalwart physiology. Your proficiency rank for Fortitude saves increases to legendary. When you roll a critical failure on a Fortitude save, you get a failure instead. When you fail a Fortitude save against an effect that deals damage, you halve the damage you take.

GREATER WEAPON SPECIALIZATION

15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

IMPROVED ELEMENTAL FLEXIBILITY

15TH

Your inner gate becomes even more adaptable. When you use elemental flexibility, you can gain two elemental impulse feats instead of one. While the first feat must still be 8th level or lower, the second feat can be up to 14th level, and you can use the first feat to meet the prerequisites of the second feat. You must meet all of the feats' prerequisites.

ELEMENTAL IMMUNITY

17TH

Your elemental resistance becomes full immunity. While you have an element gathered, you're immune to effects with that trait; you can voluntarily allow them to affect you.

ELEMENTAL MASTERY

17TH

The power flowing from you is even harder to resist.

ELEMENTAL NATURES

Some kineticist abilities work on creatures or phenomena with elemental natures. Typically elemental natures are as follows.

- **Air** The creature has the air trait or is made primarily of air.
- **Earth** The creature has the earth trait or is made primarily of rock, sand, dirt, or other earthen material.
- **Fire** The creature has the fire trait or is made primarily of fire.
- **Water** The creature has the water trait or is made primarily of water, ice, or steam.

If it's unclear whether a creature is made primarily of an elemental substance, the GM decides. Some creatures have multiple elemental natures (such as a lava creature with both the earth and fire traits), and are susceptible to effects that key off of either elemental nature.

Your proficiency rank for your kineticist class DC increases to master.

LIGHT ARMOR MASTERY

19TH

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

FINAL GATE

19TH

Your inner gate reaches a perfect form, its power constantly fighting to be released. You're permanently quickened. You can use the extra action only to Gather an Element.

KINETICIST FEATS

At every level that you gain a kineticist feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

Elemental Impulses: When you gain kineticist feats, you can also select impulse feats for any element you can channel: air (page 13), earth (page 16), fire (page 19), and water (page 22).

1ST LEVEL

ELEMENTAL FAMILIAR

FEAT 1

KINETICIST

A small creature made of elemental matter springs forth from your inner gate. This elemental familiar appears to be a small creature made of an element you can channel, though it might have some unusual or distinguishing aspects. Like other familiars, your elemental familiar can assist you in various tasks and on adventures. The familiar has the elemental trait instead of the animal trait, as well as the trait of one element you can channel. If you can channel more than one element,

you choose the trait when you select this feat, and you can change it each time you make your daily preparations. The elemental familiar is immune to bleed, paralyzed, poison, sleep, and the element matching its trait. The familiar uses your Constitution modifier to determine its Perception, Acrobatics, and Stealth modifiers (see Familiars on page 217 of the *Core Rulebook* for more information).

ELEMENTAL WEAPON

FEAT 1

KINETICIST

You can shape the elemental matter or energy that comes from your inner gate into a deadly weapon. When you Gather an Element, you can shape that element into the form of a weapon you wield in the hand you used to gather. When you select this feat, choose one element you can channel and one type of weapon, which is the form and substance the weapon takes when you channel it. The weapon must be a one-handed simple or martial weapon. It must be common, or you must otherwise have access to it. The weapon's damage type changes to match the type of the chosen element's elemental blast, and it can't be changed using the versatile trait, modular trait, or similar methods. Strikes with the elemental weapon use your proficiency with Elemental Blasts. You can change your selections with 1 day of retraining.

The weapon is still the gathered element and can be used for impulses, is expended for overflow impulses, and so on. It can also be used for Elemental Blasts or standard Strikes (provided they're melee blasts or Strikes if you choose a melee weapon or ranged blasts or Strikes if you choose a ranged weapon). If the weapon leaves your hand, such as with a thrown weapon, the element is expended. If you choose a ranged weapon that uses ammunition, you must still reload the weapon using the normal number of actions, though the only type of ammunition you can use with the weapon is elemental ammunition forged in your inner gate.

Special You can choose this feat again. If you do, you can choose a new weapon you can create when you Gather Element. If you can channel more than one element, you can choose a different element for this new weapon.

FLEXIBLE BLASTS

FEAT 1

KINETICIST

Whatever your physical prowess is you can adapt your blasts to suit it. You can give any melee Elemental Blast you make the finesse trait (allowing you to use Dexterity for its attack roll), and you can give any ranged Elemental Blast you make the brutal trait (allowing you to use Strength for its attack roll).

2ND LEVEL

KINETIC ACTIVATION

FEAT 2

KINETICIST

Rather than incantations and gestures, you can use your inner gate to directly unlock the potential of elementally empowered magic items. You can Activate magic items that require you to be able to Cast a Spell, provided you activate

KINETICIST FEATS

Use this table to look up feats by name.

Feat	Level	Page
Aerial Boomerang (air)	1	13
Air Cushion (air)	1	13
All Shall End in Flames (fire)	18	21
Architect of Flame (fire)	12	20
Arrive in Conflagration (fire)	14	20
Assume Earth's Mantle (earth)	14	17
Aura Shaping	8	11
Barrier of Boreal Frost (water)	14	23
Blast Barrage	4	10
Blazing Wave (fire)	4	19
Body of Air (air)	14	14
Burning Jet (fire)	1	19
Celestial Palisade (air)	8	14
Chain Blasts	10	11
Circulate Qi (air)	12	14
Clear as Air (air)	6	13
Command Elemental	4	10
Crawling Fire (fire)	6	19
Crowned in Tempest's Fury (air)	18	15
Cycling Blast	6	10
Deconstruct Element	10	11
Deflecting Wave (water)	1	22
Desert Shimmer (fire)	4	19
Drowning Sphere (water)	12	23
Dust Storm (earth)	4	16
Effortless Impulse	16	12
Elemental Familiar	1	8
Elemental Weapon	1	9
Eternal Torch (fire)	1	19
Fair Winds (air)	1	13
Ferocious Cyclone (air)	14	14
Flame Eruption (fire)	1	19
Flawless Element	20	12
Flexible Blasts	1	9
Flinging Updraft (air)	4	13
Flowing Kinetics	14	11
Furnace Form (fire)	12	20
Fusion Blast	10	11
Gather Amalgamation	10	11
Geologic Attunement (earth)	1	16
Glacial Prison (water)	12	23
Horrid Ignition (fire)	14	20
Hurling Rockfall (earth)	12	17
Igneogenesis (earth)	6	16
Ignite the Sun (fire)	18	21
Imperious Aura	16	12
Infinite Expanse of Bluest Heaven (air)	18	14
Kindle Inner Flames (fire)	8	20
Kinetic Activation	2	9
Lowland Fog (water)	8	22
Maelstrom Blast	16	12
Nourishing Gate	18	12
Omnikinesis	20	12

Rapid Reattunement	12	11
Rebirth in Living Stone (earth)	18	18
Restoring Mud (earth)	4	16
Return to the Sea (water)	4	22
Ride the Tsunami (water)	18	23
Rock Rampart (earth)	12	17
Rolling Boulder (earth)	6	16
Sea Glass Guardian (water)	14	23
The Shattered Mountain Weeps (earth)	18	18
Slippery Sleet (water)	6	22
Solar Detonation (fire)	8	20
Soothing Breeze (air)	4	13
Spike Skin (earth)	8	17
Standing Surf (water)	6	22
Steadfast Kinetics	14	12
Stepping Stones (earth)	1	16
Stoke Element	6	10
Stone Guardian (earth)	14	17
Stone Shield (earth)	1	16
Storm Spiral (air)	6	13
Swim through Earth (earth)	8	17
Tidal Hands (water)	1	22
Torrent in the Blood (water)	8	23
Tremor (earth)	1	16
Usurp the Lunar Reins (water)	18	23
Veil of Mists (water)	4	22
Voice of Elements	2	10
Wandering Smoke (fire)	6	20
Warming Nimbus (fire)	1	19
Water Dance (water)	1	22
Whisper on the Wind (air)	1	13
Wiles on the Wind (air)	12	14
Wings of Air (air)	8	14
Winter's Clutch (water)	1	22

them to Cast a Spell with the same elemental nature as an element you can channel; for example, if you can channel fire, you could Activate a *scroll of fireball*.

VOICE OF ELEMENTS ◆ FEAT 2

DIVINATION **IMPULSE** **KINETICIST** **PRIMAL**

You can speak with the secret tones of elements you channel, finding words in the crackle of flame, the grinding of stone. You get three benefits related to the element you have gathered, all of which last as long as that gathered element remains.

- You can speak the language corresponding to the element: Auran for air, Terran for earth, Ignan for fire, or Aquan for water.
- You can also communicate with mindless elementals on a basic level if their elemental nature matches the element. This allows you to use Diplomacy to Make an Impression on them and to make very simple Requests.

- You gain a +2 circumstance bonus to Charisma-based skill checks you attempt against elementals of the element.

4TH LEVEL

BLAST BARRAGE ◆◆ FEAT 4

IMPULSE **KINETICIST**

You rapid-fire pieces of your element, hurling them at your many foes. Make up to three Elemental Blasts, each against a different target. Your multiple attack penalty applies normally on these Strikes.

COMMAND ELEMENTAL ◆◆ FEAT 4

ENCHANTMENT **IMPULSE** **KINETICIST** **OVERFLOW** **PRIMAL**

You grasp the animating force within an elemental creature and bend it to your will. Choose a creature within 30 feet that has the elemental trait as well as the trait matching the element you have gathered. The elemental becomes controlled by you if its level is equal to or lower than your level – 3, or slowed 1 for as long as you Sustain the effect if it's level is equal to your level – 2 or higher. It can attempt a Will saving throw against your class DC to resist being controlled by you or to end the slowed effect. If the target is already under someone else's command, it can't be slowed by this ability, and the controlling creature also rolls a saving throw, with the elemental using the better result.

Critical Success The target is unaffected and is temporarily immune for 24 hours.

Success The target is unaffected.

Failure The elemental creature is controlled or slowed as long as you Sustain the impulse, up to 1 minute. This effect ends if you or an ally attacks the elemental.

Critical Failure As failure, but you can Sustain the impulse up to 1 hour.

6TH LEVEL

CYCLING BLAST ◆ FEAT 6

IMPULSE **KINETICIST**

Prerequisites dual gate or universal gate

Two elements dance in quick succession. In either order, you can make an Elemental Blast and Gather an Element; you must gather a different element than the one you currently have gathered.

STOKE ELEMENT ◆ FEAT 6

EVOCATION **IMPULSE** **KINETICIST** **PRIMAL**

Prerequisites dedicated gate

You feed more elemental power into the element you've gathered, causing it to grow more potent. You can't use another impulse this turn, but the first time you use one on your next turn that has a damage roll, you gain a +2 status bonus to the damage, or a +4 status bonus if the impulse has the overflow trait. This bonus applies only to the initial damage roll, not to any from ongoing effects of the impulse. This benefit is lost if not used by the end of your next turn, or if you gather a different element.

Level 10 The bonus is +3 (or +6 for an overflow impulse).

Level 14 The bonus is +4 (or +8 for an overflow impulse).

Level 18 The bonus is +5 (or +10 for an overflow impulse).

8TH LEVEL

AURA SHAPING

FEAT 8

KINETICIST

Prerequisites at least one kinetic aura impulse

You exercise fine control over the shape and size of your kinetic aura. When you use a kinetic aura impulse, you can choose to make the aura a 15-foot emanation or 20-foot emanation. Furthermore, you can designate a number of creatures equal to your Constitution modifier (minimum 1). These creatures are either immune to the benefits of the kinetic aura or are immune to its damage and drawbacks. You must choose the same effect for all creatures you designate, though you can change the selection and the designated creatures each time you use a kinetic aura impulse.

At 12th level, add 25-foot emanation and 30-foot emanation to your options for the aura's size.

10TH LEVEL

CHAIN BLASTS

FEAT 10

IMPULSE KINETICIST

The elemental matter in your blast keeps reconstituting itself to travel onward, no matter how many bodies it collides with. Make a ranged Elemental Blast within the blast's first range increment. If it hits, attempt a new ranged Elemental Blast from the target against a different creature that's within the first range increment of the creature that was hit, using the same multiple attack penalty as the first hit. You can keep chaining the blast in this way each time you hit, to a maximum of five total blasts. You can't target the same creature more than once per use of Chain Blasts. Each Strike counts toward your multiple attack penalty, but the penalty doesn't increase until after you've made all the Strikes.

DECONSTRUCT ELEMENT

FEAT 10

IMPULSE KINETICIST

Prerequisites dedicated gate

Frequency once per 10 minutes

Trigger You're targeted by an effect that has the trait matching the element you can channel.

Your absolute dedication to a single element lets you attempt to gain control over it, even when the element is in service of another. You attempt to counteract the effect. If you successfully counteract the effect and have a hand free, you can choose to catch some of the attack, allowing you to immediately Gather that Element as part of the reaction.

FUSION BLAST

FEAT 10

IMPULSE KINETICIST

Prerequisites dual gate

Requirements You have a free hand.

With one element in one hand, you pull some of your other element into the other, then combine the two in a complex blast. Make an Elemental Blast and add the damage dice from your other element's blast to it. This uses the die size and damage type your other blast would normally deal, and its normal number of weapon damage dice (including any dice from *striking* runes). This doesn't add any damage other than the dice, nor does it add the other blast's traits.

A Fusion Blast counts as two attacks for your multiple attack penalty. The Elemental Blast gains the trait of the second element, but not any other traits of a blast with that element.

GATHER AMALGAMATION

FEAT 10

KINETICIST

Prerequisites universal gate

Your inner gate briefly divides itself into four smaller channels, allowing you to gather a small bit of every element. You gather all four elements of air, earth, fire, and water, with the same effects and restrictions as Gather Element, except your hand either holds an amalgamation of all four elements or directs them to orbit your body. Since the elemental amalgamation contains all four elements, you can use it for any impulse; however, the smaller amount of each individual element means using any impulse will cause that element to dissipate from the amalgamation, not just overflow impulses. For instance, you could use the Water Dance impulse and then launch an Elemental Blast of air, which would cause water and air to dissipate, leaving you with an amalgamation of earth and fire you could use in another turn.

12TH LEVEL

RAPID REATTUNEMENT

CONCENTRATE EXPLORATION KINETICIST

Prerequisites elemental flexibility

You spend 10 minutes realigning your elemental connections in an elemental trance. Swap out one feat you have due to elemental flexibility, replacing it with another eligible feat. This feat still lasts until the next time you make your daily preparations.

14TH LEVEL

FLOWING KINETICS

FEAT 14

KINETICIST

Prerequisites ability to channel air, fire, or water

The loose and adaptable elements that flow through your inner gate let you move and adapt. When you use an impulse that has the air, fire, or water trait and that takes at least two actions, you can either Step or Stride up to half your Speed. You can do this either before or after the other effects of the impulse. You can Burrow, Climb, Fly, or Swim up to half that Speed instead of Striding if you have the corresponding movement type.

STEADFAST KINETICS

FEAT 14

KINETICIST

Prerequisites ability to channel earth

The stability and strength felt when channeling a solid element leaves your body reinforced and ready to weather anything. When you use an impulse that has the earth trait and takes at least 2 actions, you gain a +1 status bonus to AC and Fortitude saves until the start of your next turn.

16TH LEVEL

EFFORTLESS IMPULSE

FEAT 16

KINETICIST

Trigger Your turn begins.

A steady trickle from your inner gate maintains one of your impulses. You immediately gain the effects of the Sustain a Spell action, which you must use to extend the duration of one of your active elemental impulses.

IMPERIOUS AURA

FEAT 16

IMPULSE KINETICIST

Prerequisites two kinetic aura impulses

Trigger Your turn begins.

Requirements You have a kinetic aura active.

Your glowing and majestic kinetic aura marks you as a true child of the elements. Change your kinetic aura by using a different kinetic aura impulse.

MAELSTROM BLAST

FEAT 16

IMPULSE KINETICIST OVERFLOW

You detonate your gathered element in truly staggering number of elemental blasts. Choose one: Make a melee Elemental Blast against each enemy in the blast's melee reach, or make a ranged Elemental Blast against each enemy in a cone with a length equal to the blast's first range increment.

Each attack counts toward your multiple attack penalty, but you don't increase your penalty until you have made all your attacks.

18TH LEVEL

NOURISHING GATE

FEAT 18

KINETICIST

You can sustain yourself on a single drop of elemental dew or the slightest spark from the Plane of Fire. You gain a +2 status bonus to saving throws against poisons, sleep, and effects that would make you paralyzed. You don't need to breathe, eat, or sleep, though you still must take a full night's rest every 24 hours to be able to make your daily preparations. During this time, you remain awake and alert but must spend the time meditating or attuning to your inner gate rather than engaging in other complex activities. Each kineticist attunes in their own way.

20TH LEVEL

FLAWLESS ELEMENT

FEAT 20

KINETICIST

You've perfected your control over one element. Choose an element. Any impulses of that element you use that normally take 3 actions take only 2 actions. (You can still use only one overflow impulse per round, as normal.)

OMNIKINESIS

FEAT 20

KINETICIST

Prerequisites Improved Elemental Flexibility

You can realign your inner gate with a thought. Replace one of the feats you have from elemental flexibility (or universal gate, if you have it) with another eligible feat.

AIR

The wily and swift powers of the winds heed your call as an aerokineticist. Your inner gate feels light, ebbing and flowing with your breath. If you can channel air, you can select the following feats.

1ST LEVEL

AERIAL BOOMERANG

FEAT 1

AIR EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL

A blade of shearing wind races away from you in a 60-foot line. Each creature in the area takes 2d4 slashing damage with a basic Reflex save against your class DC. In the final square of the line, the boomerang whirls in place. Any creature that ends its turn in that square has to save against the boomerang.

At the start of your next turn, the boomerang returns in a line from its square to your current location, with the same effect as the initial line. If the boomerang doesn't have line of effect to you at the time, it disperses instead.

Level (+2) The damage increases by 1d4.

AIR CUSHION

FEAT 1

ABJURATION AIR IMPULSE KINETICIST PRIMAL

Trigger A creature within 60 feet is falling.

Gentle currents of air flow upward to slow the creature's fall. The target's fall slows to 60 feet per round. The cushion ends when the target reaches the ground, and the creature takes no damage from the fall. The cushion expires if the creature doesn't reach the ground within 1 minute, but any distance it fell during that minute doesn't count for any damage the creature would take from the fall. You can't use Air Cushion again while you have one in effect.

Level (8th) The creature can be within 120 feet and there's no restriction on the number of Air Cushions you can create at a time.

FAIR WINDS

FEAT 1

AIR CONJURATION IMPULSE KINETIC AURA KINETICIST PRIMAL

Winds swirling around you provide a tailwind to speed you and your allies and a headwind to harry your foes. Squares in the aura are difficult terrain for your enemies. You gain a +5-foot status bonus to your land Speed. Any of your allies that start their turn in the aura gain a +10-foot status bonus to their land Speeds until the end of their turn. These bonuses also apply to fly Speeds for creatures that have them.

WHISPER ON THE WIND

FEAT 1

AIR AUDITORY ILLUSION IMPULSE KINETICIST LINGUISTIC PRIMAL

Though you speak in a gentle whisper, a soft wind carries your words far away. This has the effect of the *message* spell of half your level rounded up. If you start your message with the target's name, you and the target don't need to be able to see each other, nor do you need line of effect.

Level (8th) The range is 1 mile.

4TH LEVEL

FLINGING UPDRAFT

FEAT 4

AIR EVOCATION IMPULSE KINETICIST PRIMAL

A speeding wind heeds your call, picking someone up and depositing them nearby. Choose a creature within 60 feet of you. The target jumps up to 30 feet in any direction. If it doesn't land on a space of solid ground within 30 feet of where it started, it falls, but it doesn't take any damage from the fall. You choose the distance and direction of the jump. An unwilling target avoids being flung if it succeeds at a Reflex save against your class DC.

Level (10th) You can either make the target jump up to 60 feet or target up to five creatures in range.

SOOTHING BREEZE

FEAT 4

AIR CONJURATION HEALING IMPULSE KINETICIST OVERFLOW POSITIVE PRIMAL

A gentle, refreshing breeze ripples through the air in a 20-foot burst with three effects.

- The breeze extinguishes small non-magical fires, disperses fog and smoke, and blows objects of negligible Bulk around.
- Each living creature in the area regains 3d4 Hit Points and is then temporarily immune to regaining HP from Soothing Breeze for 10 minutes.

Level (+2) The healing increases by 1d4.

6TH LEVEL

CLEAR AS AIR

FEAT 6

AIR ILLUSION IMPULSE KINETICIST OVERFLOW PRIMAL

Compact layers of air diffract and bend light around your body, making you seem as clear as the sky on a perfect day. You become invisible until the end of your next turn. You can Sustain the impulse, but it ends if you take a hostile action. After you use this impulse, it can't be used again for 10 minutes.

While you are Clear as Air, you can gather air quietly and invisibly, but the invisibility doesn't hide any manifestations of your other abilities.

Level (10th) The impulse doesn't end if you take a hostile action, but you become concealed instead of invisible until the start of your next turn.

Level (16th) Taking a hostile action has no effect on the invisibility.

STORM SPIRAL

FEAT 6

AIR ELECTRICITY EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL

Dark thunderclouds swirl in a miniature storm, crisscrossed with bolts of lightning. The storm appears in a 10-foot burst within 30 feet. Each creature in the area takes 3d12 electricity damage and is moved depending on its Reflex save against your class DC.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and you move it up to

5 feet in a direction of your choice.

Critical Failure The creature takes double damage and you move it up to 10 feet in a direction of your choice.

Level (+3) The damage increases by 1d12.

8TH LEVEL

CELESTIAL PALISADE ◆◆◆

FEAT 8

AIR EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL

The winds form a swirling barrier to repel anyone who would pass. This has the effect of *wall of wind*, except the wall is 30 feet long and a creature attempting to fly through the wall attempts its save against your class DC. The wall lasts until the end of your next turn, but you can Sustain it up to 1 minute. Using Celestial Palisade again ends any previous one you created.

Level (+1) The wall's length and width each increase by 5 feet.

WINGS OF AIR ◆◆

FEAT 8

AIR IMPULSE KINETICIST PRIMAL TRANSMUTATION

Rippling sheaves of wind emerge behind you, looking almost like wings. The wings lift you into the air, granting you a fly Speed equal to your land Speed or 30 feet, whichever is greater, for 10 minutes. Unlike with a normal fly Speed, you don't fall at the end of your turn if you didn't use a Fly action as long as you used an air impulse that turn, and you can move upward without treating it as difficult terrain.

Level (14th) You can target up to five additional creatures, which gain the same fly Speed but none of the other benefits.

12TH LEVEL

CIRCULATE QI ◆◆

FEAT 12

AIR IMPULSE KINETICIST NECROMANCY OVERFLOW POSITIVE PRIMAL

The pure air of your inner gate is rich in qi that you can use to invigorate and restore an ailing creature. Target an adjacent living creature. It regains 30 HP, and Circulate Qi then attempts to counteract one of the following conditions of your choice: blinded, clumsy, deafened, drained, enfeebled, paralyzed, sickened, or stupefied. Counteracting a condition with a condition value reduces the value by 1 instead of entirely removing it. The target is then temporarily immune to Circulate Qi for 1 hour.

You can try to remove an instance of a condition from a given creature only once using this impulse, though you can try to remove the same condition from a different source. For instance, if you failed to remove the drained condition from a jiang-shi vampire's Drain Qi ability, you couldn't attempt to remove it again, but 1 hour later, you could still try to remove the drained condition from a poison.

Level (+1) The healing increases by 2.

WILES ON THE WIND ◆◆

FEAT 12

AIR AUDITORY ILLUSION IMPULSE KINETICIST PRIMAL

Speaking lies, you set them loose upon a drifting wind. You create an auditory illusion that comes from a square within

120 feet and can be as loud as four normal humans talking. The sound can be intricate, including speech or music, though the GM might require you to attempt a check or know a language for it to be convincing.

You can make each creature within 20 feet of the illusory sound attempt a Will save against your class DC. On a failure, it's fascinated with the source of the sound for 1 round (or for 2 rounds on a critical failure). This is a mental effect. A creature becomes temporarily immune for 1 hour immediately if it succeeds at its save or after its fascination ends if it fails. A creature can Seek the source of the sound, using your class DC. On a success, it disbelieves the illusion.

14TH LEVEL

BODY OF AIR ◆◆

FEAT 14

AIR IMPULSE KINETICIST OVERFLOW POLYMORPH PRIMAL TRANSMUTATION

Letting your gathered air consume you disperses your body, leaving only a cloud of living vapor. This has the same effects on you as *gaseous form*, but grants you resistance 10. This lasts until the end of your next turn, but you can Sustain the form.

Level (+1) The resistance increases by 2.

FEROCIOUS CYCLONE ◆◆

FEAT 14

AIR EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL

Intense winds swirl and compress in your hands, then burst out in a narrow but powerful tornado. Each creature in a 10-foot wide, 60-foot line takes 7d10 bludgeoning damage, with a Reflex save against your class DC.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 10 feet directly away from the central axis of the cyclone.

Critical Failure As failure, but double damage and pushed 20 feet.

Level (+3) The damage increases by 1d10.

18TH LEVEL

INFINITE EXPANSE OF BLUEST HEAVEN ◆◆◆

FEAT 18

AIR ILLUSION IMPULSE KINETICIST MENTAL OVERFLOW PRIMAL VISUAL

A sphere of distorted air creates an illusion of a limitless expanse of impossibly blue sky. All within feel the overwhelming sensation of falling... forever. The vision appears in a 10-foot burst within 60 feet. Each creature in the area must attempt a Will save against your class DC. A creature that has the air trait gets a result one degree of success better than it rolls. The illusion lasts until the end of your next turn, but you can Sustain it; the illusion has no effect on creatures that weren't in the area when you used the impulse. Any effect of the illusion ends for the creature as soon as it leaves the area or the impulse ends, and the creature then becomes temporarily immune for 10 minutes. Using Infinite Expanse of Bluest Heaven again ends any previous one you created.

Critical Success The creature is unaffected.

Success The creature is flat-footed.

Failure The creature is flat-footed. It's fleeing from the illusory sky but is also disoriented; any time it uses an action to attempt to flee, it must succeed at a DC 11 flat check or flee to a space that's still within the illusion. The GM determines where the creature ends up, but they can't have it stay stationary if it's able to move.

CROWNED IN TEMPEST'S FURY

FEAT 18

AIR ELECTRICITY EVOCATION IMPULSE KINETIC AURA KINETICIST OVERFLOW PRIMAL

You reach out to find a devastating thunderstorm on the

Plane of Air and make yourself one with it, placing a crown of lightning on your brow. Sparks flash in your eyes and lightning strikes constantly in the air around you, as winds howl and lift you.

- Any creature that enters your kinetic aura or ends its turn there takes 2d12 electricity damage.
- If you don't have a fly Speed, you gain a 20-foot fly Speed. If you have the Wings of Air impulse, you instead gain that fly Speed and the extra benefits.
- You gain a +10-foot status bonus to all your Speeds.
- If you use an air Elemental Blast, it deals an additional 1d12 electricity damage.

EARTH

Unbreakable. Implacable. The geokineticist draws strength from the roots of the earth. If you can channel earth, you can select the following feats.

1ST LEVEL

GEOLOGIC ATTUNEMENT

FEAT 1

EARTH DIVINATION IMPULSE KINETIC AURA KINETICIST PRIMAL

You become in tune with the earth and stone around you, extending your senses through it and pulling it toward you in rippling waves. You gain tremorsense (imprecise) in your kinetic aura, and you turn earth and stone in your aura into difficult terrain. If you move during your turn, these effects are suppressed until the end of your turn.

Level (13th) The tremorsense becomes precise.

STEPPING STONES

FEAT 1

CONJURATION EARTH IMPULSE KINETICIST PRIMAL

Disks of rock appear around you, and you place them to make a new path. You can either set the stones horizontally to make a path across the ground or a liquid, or you can anchor them into a vertical surface to make steps going up the side of it. The path can be up to 20 feet (4 squares) long, and steps can extend up to 10 feet up the side of the surface. All squares must be contiguous, and no square can be more than 60 feet away from you. Moving across the path lets a creature ignore difficult terrain and hazardous terrain from the ground beneath it. The disks last until the end of your next turn, but you can Sustain the impulse up to 10 minutes.

Level (+2) Increase the length of the path by 10 feet or the height of the steps by 5 feet.

STONE SHIELD

FEAT 1

ABJURATION EARTH IMPULSE KINETICIST PRIMAL

You raise a floating shield of stone, orbiting around you, protecting you from harm and imbuing you with great resiliency. You Raise a Shield, turning your gathered element into the shield and gaining a +2 circumstance bonus to AC until the start of your next turn. (You can still use this shield for anything requiring a gathered element). While this shield is raised, you also gain a +2 circumstance bonus to Fortitude saving throws and Fortitude DCs.

You can use the Shield Block reaction with this stone shield. The shield has a Hardness of 6. After you Shield Block with it, the stone crumbles and you lose the AC and Fortitude bonus and the gathered element.

Level (+2) The Hardness increases by 3.

TREMOR

FEAT 1

EARTH EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL

You strike the earth, unleashing a small, localized tremor in a 5-foot burst within 30 feet. Each creature in the area takes 2d4 bludgeoning damage with a basic Fortitude save against your class DC. Any creature that critically fails this saving

throw is knocked prone. Ground in the area is difficult terrain until the start of your next turn.

Level (+2) The damage increases by 1d4

4TH LEVEL

DUST STORM

FEAT 4

CONJURATION EARTH IMPULSE KINETIC AURA KINETICIST PRIMAL

A swirling vortex of sand and dust surrounds you. Each creature inside in your kinetic aura (including you) is concealed from any creature that is not adjacent to it, and any creature not adjacent to the creature is likewise concealed.

When you use this impulse and at the start of each of your turns, you can move one creature in the aura 5 feet; this can't move the creature farther away from you. If the target is unwilling, it must succeed at a Fortitude save against your class DC to resist.

RESTORING MUD

FEAT 4

EARTH HEALING IMPULSE KINETICIST NECROMANCY POSITIVE PRIMAL

You fling a ball of healing mud at one creature within 30 feet. Upon impact, this mud coats the target's body, healing wounds and leaving behind a thin shell of mud that protects the creature from further harm. The target regains 2d6 Hit Points and 2 temporary Hit Points that last for 1 minute. The target is temporarily immune to healing from Restoring Mud for 10 minutes.

Level (+2) The healing increases by 1d6 and the temporary Hit Points increase by 2.

6TH LEVEL

IGNEOGENESIS

FEAT 6

CONJURATION EARTH IMPULSE KINETICIST OVERFLOW PRIMAL

You can create a permanent stone object, either sculpting stone pulled directly from your inner gate or manipulating earth and stone around you. The object must be relatively simple in shape and can't include any intricate parts, moving pieces, or fine details. It must fit within one 5-foot cube that's adjacent to you, and you can make the object large enough to occupy the square. If you create the object underneath you or another willing creature, you cause the target to rise into the air; you can't create it under an unwilling creature. The object lasts until you use Igneogenesis again, at which point the earth gently returns to its original shape if you transformed the environment or returns to the Plane of Earth if you pulled it from your inner gate.

You can attempt a Crafting skill check as part of using this impulse to add small details to your creation, such as a symbol, short message, or pattern (with DC determined by the GM based on the complexity of the detail).

Level (+3) You can add an additional 5-foot cube to the object. Each cube must be contiguous.

ROLLING BOULDER

FEAT 6

EARTH EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL

You grow your gathered earth into a spherical boulder that

crashes into everyone in its path, possibly knocking them aside. The boulder travels in a 30-foot line, hitting each creature in order until it reaches the end of the line or it strikes a solid surface, like a wall, door, or tree. Each creature in the area takes 2d8 bludgeoning damage with a Reflex save against your class DC.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and moves into an open space not in the path of the boulder. (This is forced movement.) If the creature doesn't have a space to move into, it's knocked prone instead.

Critical Failure As failure, but double damage.

Level (+3) The damage increases by 1d8.

8TH LEVEL

SPIKE SKIN ◆◆

FEAT 8

ABJURATION EARTH IMPULSE KINETICIST PRIMAL

You touch a willing creature, causing its skin to harden and form spiky protrusions. The target gains resistance 4 to physical damage (except adamantine). Whenever the target is hit by an adjacent creature with a melee attack, the attacking creature takes 2 piercing damage.

This impulse lasts for 10 minutes, but each time the target is hit by a bludgeoning, piercing, or slashing attack, the duration decreases by 1 minute. The target is temporarily immune to this impulse for 1 hour. If you use this ability again, any previous Spike Skin ends.

Level (+2) The resistance and damage each increase by 2.

SWIM THROUGH EARTH ◆◆

FEAT 8

EARTH IMPULSE KINETICIST PRIMAL TRANSMUTATION

The earth parts before you, letting you swim through it. You gain a burrow Speed equal to your Speed and can immediately Burrow once. You don't gain the ability to breathe while in the earth, so you must hold your breath (*Core Rulebook* 478). You don't leave a tunnel behind you that others can follow. These benefits last until the end of your next turn, but you can Sustain them up to 1 minute. If you're inside the earth when the impulse ends, you immediately return to the surface directly above you; when you do, you're prone and are slowed until the end of your next turn.

Level (14th) You can move through stone and lava, though you still take damage from the lava unless something else protects you against it.

12TH LEVEL

HURLING ROCKFALL ◆◆

FEAT 12

EARTH EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL

Drawing forth the power of the earth, you create a ball of stone between your hands and lob it at your foes. Where it lands, it unleashes a blast of razor-sharp shrapnel. The ball deals 3d8 bludgeoning damage to all creatures in a 5-foot square within 60 feet, and the shrapnel slices creatures in that square and in

a 10-foot emanation around it for 2d6 slashing damage. Each creature in either area attempts a basic Reflex save against your class DC. A creature in the 5-foot square uses the same result against both types of damage.

Level (14th) The bludgeoning damage is 4d8.

Level (16th) The bludgeoning damage is 4d8 and the slashing damage is 3d6.

Level (18th) The bludgeoning damage is 5d8 and the slashing damage is 3d6.

ROCK RAMPART ◆◆

FEAT 12

CONJURATION EARTH IMPULSE KINETICIST PRIMAL

Drawing on your connection to the Plane of Earth, you bring a wall of rock and earth into being. This has the effect of *wall of stone*, but the wall's maximum length is 60 feet. The wall lasts until the end of your next turn, but you can Sustain it up to 1 minute.

Level (+2) The maximum length of your wall increases by 10 feet and the Hit Points of each section increase by 10.

14TH LEVEL

ASSUME EARTH'S MANTLE ◆◆◆

FEAT 14

ABJURATION EARTH IMPULSE KINETICIST OVERFLOW PRIMAL

Your gathered earth splits into plates of stone, surrounding you in a rocky armor that grants you a number of powerful defensive abilities. The armor lasts for 1 minute. You can Dismiss the armor, but if you do, you can't create a new one until the full minute has passed.

- You become Large if you were smaller. Becoming Large increases your reach by 5 feet (or by 10 feet if you started out Tiny).
- You gain a climb Speed equal to your land Speed, but you can use it only to climb surfaces of earth, stone, brick, and similar.
- The armor has a +5 item bonus to AC, a Dexterity cap of +1, a check penalty of -2, and a Speed penalty of 5 feet. You don't gain any bonuses from other armor you're wearing.
- The armor grants you a +2 item bonus to Fortitude saves and a +2 circumstance bonus to Fortitude or Reflex saves against attempts to Shove you, Trip you, or knock you prone.
- If your Strength is below 18, this armor raises your Strength to 18. If your Strength is 18 or higher, this armor grants you a +2 item bonus to your Strength score.

Level (18th) The armor's item bonus increases to +6 and the item bonus to Fortitude saves increases to +3.

STONE GUARDIAN ◆◆

FEAT 14

CONJURATION EARTH IMPULSE KINETICIST PRIMAL

You beckon an elemental spirit through your gate, creating a stationary stone guardian. The guardian is Medium and appears in an unoccupied space on the ground within 30 feet. It has AC 30 and 120 Hit Points, and it's immune to critical hits and precision damage. It uses your saving throw bonuses, but

it automatically fails any Reflex saving throws.

The stone guardian lasts until the end of your next turn, but you can sustain it for up to 1 minute.

Each time you Sustain the guardian, you can have it make a melee fist Strike against one enemy of your choice. The guardian has reach 10 feet, the attack modifier is +25, and the Strike deals 3d8+10 bludgeoning damage. If the attack is a critical hit, the foe is knocked prone. The attack bonus and damage roll can't be altered by other abilities.

Allies within the guardian's reach are under its protection, gaining cover. This cover can't be used to Hide.

Level (+1) The stone guardian's attack bonus, Strike damage, and AC increase by +1, and its Hit Points increase by 10.

18TH LEVEL

REBIRTH IN LIVING STONE ◆◆

FEAT 18

EARTH IMPULSE KINETICIST OVERFLOW POLYMORPH PRIMAL TRANSMUTATION

Rock overflows from within you to consume your form, before cracking open to reveal your body transformed into living stone. You gain 40 temporary Hit Points. You're immune to critical hits and precision damage. You can't be pushed,

pulled, or tripped while you are standing on earth or stone. The damage die of your earth Elemental Blast is d10 instead of d8. While under this effect, you can Gather Element to gather earth as a free action at the start of each of your turns. This benefit lasts until the end of your next turn, but you can Sustain it for up to 1 minute.

Level (20th) You gain 50 temporary Hit Points, and the damage die of your earth Elemental Blast is d12.

THE SHATTERED MOUNTAIN WEEPS ◆◆◆ **FEAT 18**

EARTH EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL

A massive sphere of rock appears overhead, exploding in a cataclysm of falling debris and deadly shrapnel. Its destruction falls in a 20-foot burst within 120 feet. Creatures in the area take 9d10 bludgeoning damage with a basic Fortitude save against your class DC. Those who fail their save are knocked prone. For the next minute, rock continues to fall in the area, making it difficult terrain and dealing 2d10 bludgeoning damage to any creature that ends its turn in the area. If you use this ability again, any previous area immediately ends.

Level (20th) The initial damage and the area damage each increase by 1d10.

FIRE

As a pyrokineticist, you tame the most volatile of elements. Fire cracks and flows as you beckon it, though it remains always dangerous, always alluring. If you can channel fire, you can select the following feats.

1ST LEVEL

BURNING JET

FEAT 1

EVOCATION FIRE IMPULSE KINETICIST PRIMAL

A condensed burst of flame shoots behind you, propelling you forward with its sheer force. Stride up to 40 feet in a straight line. This movement doesn't trigger reactions.

Level (6th) You move 60 feet if you Stride. You can choose not to Stride, and instead Leap up to 40 feet in any direction. If you're in the air at the end of this Leap, you fall normally.

Level (10th) As 6th level, but you hover briefly after leaping into the air. If you Leap, you don't fall until the end of your next turn. If you use Burning Jet again on a subsequent turn, you remain airborne.

ETERNAL TORCH

FEAT 1

EVOCATION FIRE IMPULSE KINETICIST LIGHT PRIMAL

Lancing a pinprick through planar boundaries, you create a minute connection to your inner gate, just large enough for a torch flame to flow. Choose a target creature or object you can touch. You create a torch-like flame that either orbits a target creature or emits from a target object. The flame has an unlimited duration. It's as bright and hot as a torch (*Core Rulebook* 292) but the flame can be any color you choose. If the target is a weapon, you still need to use it as an improvised weapon to attack with the flame.

You can have a maximum number of Eternal Torches equal to your level. You can Dismiss each torch individually, regardless of its location, if you want to create a new one while at your maximum.

Level (8th) All your torches—even ones you already created—shed bright light in a 60-foot radius (and dim light for the next 60 feet).

FLAME ERUPTION

FEAT 1

EVOCATION FIRE IMPULSE KINETICIST OVERFLOW PRIMAL

With an upward gesture, you shape a vertical column of spiraling flames. The cylinder is 5 feet in diameter and 30 feet high, and the bottom must be within 30 feet of you. Each creature in the area takes 1d6 fire damage with a basic Reflex save against your class DC.

The flame remains briefly, making all squares in the column hazardous terrain until the start of your next turn. A creature takes 1 fire damage each time it moves into one of these squares. A Large or larger creature takes the damage only once, even if it moves into multiple squares at the same time.

Level (+3) The initial damage increases by 1d6, and the hazardous terrain damage increases by 1.

WARMING NIMBUS

FEAT 1

ABJURATION FIRE IMPULSE KINETIC AURA KINETICIST PRIMAL

Waves of pleasant warmth flow from you, countering the cold or magically sheltering against heat. Choose cold or fire. You and all creatures in your kinetic aura gain resistance equal to your level to damage of that type.

If you have the elemental resistance class feature, your resistance from Warming Nimbus is cumulative with any resistance to the same type of damage you gain from that class feature.

4TH LEVEL

BLAZING WAVE

FEAT 4

EVOCATION FIRE IMPULSE KINETICIST OVERFLOW PRIMAL

Flames flow out of you in a cascade, consuming everyone in a 30-foot cone. Each creature in the area takes 3d6 fire damage with a basic Reflex save against your class DC. A creature that critically fails its save is knocked prone.

Level (+2) The damage increases by 1d6.

DESERT SHIMMER

FEAT 4

EVOCATION FIRE IMPULSE KINETIC AURA KINETICIST PRIMAL

Heat grows intense around you and the air wavers and ripples. You and all creatures in your kinetic aura are concealed by intense shimmers of heat. Any creature other than you that starts its turn in the aura takes 2 fire damage. You ignore concealment caused by heat shimmers.

Level (+3) The damage increases by 1.

6TH LEVEL

CRAWLING FIRE

FEAT 6

CONJURATION FIRE IMPULSE KINETICIST PRIMAL

You mimic the motions of a beast and it becomes real, with flaming pelt and searing claw. This crawling fire has a form of your devising, drawn from your memories, your dreams, or your creativity, and is Small in size, occupying space accordingly. The crawling fire appears in an unoccupied space within 30 feet of you. The crawling fire is linked to your own flame, allowing you to use fire impulses through it; when you use a fire impulse, you can have the impulse originate from the crawling fire instead, and when you first summon the crawling fire, you can immediately make a melee fire Elemental Blast against a creature adjacent to it. You can use overflow abilities through the crawling fire, but the beast's own fire is consumed in the process, destroying it immediately after the overflow ability is complete.

The crawling fire can be sustained up to 1 minute. Each time you Sustain the impulse, you can have the crawling fire Stride up to 40 feet. The crawling fire can be attacked as normal, using your statistics for its defenses. Your link to the beast means any damage dealt to the crawling fire is dealt to you instead, though you take damage only once from any ability that includes both of you in the area of effect.

You can have only one crawling fire in effect at a time,

with any previous beast disappearing if you use Crawling Fire again.

Level (8th) The crawling fire you create can be Small or Medium.

Level (10th) The crawling fire you create can be Small, Medium, or Large.

Level (14th) The crawling fire you create can be Small, Medium, Large, or Huge.

WANDERING SMOKE ◆◆

FEAT 6

FIRE IMPULSE KINETICIST OVERFLOW POLYMORPH PRIMAL TRANSMUTATION

You shift a creature's corporeal form into a tumbling plume of smoke. Target yourself or a willing creature you touch. The target turns into thick black smoke and Strides up to its Speed. During the movement, the target can move through occupied spaces and ignores any difficult terrain and greater difficult terrain that wouldn't impede smoke; its movement doesn't trigger reactions. At the end of the movement, the target returns to normal and its space is filled with smoke that makes anyone within that space concealed. The smoke lasts until the start of your next turn or until dispersed by a strong wind.

For 1 minute after you use this impulse, the target's eyes glow with orange light and the target gains smoke vision. Smoke doesn't impair its vision and it ignores the concealed condition from smoke.

Level (10th) The target can Fly instead of Stride, using its land Speed or fly Speed, whichever is higher.

8TH LEVEL

KINDLE INNER FLAMES ◆◆

FEAT 8

ABJURATION FIRE IMPULSE KINETICIST PRIMAL

As a candle can light another, you awaken the latent potential to channel fire in other creatures. Target any number of willing creatures within 30 feet of you. Each of them sheds faint, flying embers for 1 minute, gaining a +1 status bonus to Reflex saves and Acrobatics checks and a +10-foot status bonus to all its Speeds. The next Strike each target makes before the end of its next turn deals an additional 1d6 fire damage.

Level (12th) The status bonus to Reflex saves and Acrobatics checks is +2, and the status bonus to Speeds is +20 feet.

SOLAR DETONATION ◆◆◆

FEAT 8

EVOCATION FIRE IMPULSE INCAPACITATION KINETICIST OVERFLOW PRIMAL

Blinding flames explode in a swirling sphere! The detonation fills a 20-foot burst within 60 feet of you. Each creature in the area takes 3d10 fire damage and can become dazzled or blinded depending on its Reflex save. Each of those creatures is then temporarily immune to being dazzled or blinded by Solar Detonation for 10 minutes, but can still take damage from the impulse.

Critical Success The creature is unaffected.

Success The creature takes half damage and is dazzled until the start of your next turn.

Failure The creature takes full damage and is blinded until the start of your next turn.

Critical Failure The creature takes double damage and is blinded for 1 minute.

Level (+4) Increase the damage by 1d10.

12TH LEVEL

ARCHITECT OF FLAME ◆◆◆

FEAT 12

EVOCATION FIRE IMPULSE KINETICIST OVERFLOW PRIMAL

Flames rise and shape to your will, forming a palisade or dome of your design. You create a *wall of fire*. In addition to the normal shapes, you can choose to make the wall 10 feet wide and 60 feet tall or 20 feet wide and 20 feet tall. As the spell, it lasts for 1 minute. The wall's damage is 3d6 instead of 4d6. Using Architect of Flame again ends any previous one you created.

Level (16th) The damage increases to 4d6.

FURNACE FORM ◆◆

FEAT 12

FIRE IMPULSE KINETICIST POLYMORPH PRIMAL TRANSMUTATION

Opening your inner gate, you allow the flames to consume your form and leave you a living flame. You gain the benefits of the *fiery body* spell until the end of your next turn. Your fire Elemental Blasts add a die of their normal damage die instead of the 1d4 your unarmed attacks get. While under this effect, you can Gather Element to gather fire as a free action at the start of each of your turns.

Level (16th) This duration is 1 minute.

14TH LEVEL

ARRIVE IN CONFLAGRATION ◆◆

FEAT 14

CONJURATION FIRE IMPULSE KINETICIST OVERFLOW PRIMAL TELEPORTATION

You fall through your own inner gate, leaving behind an effigy of flame and reappearing majestically near another manifestation of elemental fire. You instantly transport yourself and any items you're wearing and holding from your current space to a clear space within 120 feet you can see that's adjacent to an open flame or a creature taking persistent fire damage. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the action fails.

In the space you left stands a pillar of fire in the shape of your body. Any creature that starts its turn adjacent to the pillar or moves into it takes 2d6 fire damage with a basic Reflex save against your class DC. The pillar lasts until the start of your next turn.

Level (+3) The fire damage increases by 1d6.

HORRID IGNITION ◆◆

FEAT 14

EVOCATION FIRE IMPULSE KINETICIST PRIMAL

You lob noxious, chemical flames that cling to your foe, immolating them in painful flames. Make a ranged fire Elemental Blast. The blast deals an additional 3d6 persistent fire damage, and the target is enfeebled 1 as long as it has this persistent damage.

18TH LEVEL

ALL SHALL END IN FLAMES ◆◆◆

FEAT 18

DEATH EVOCATION FIRE IMPULSE KINETICIST OVERFLOW PRIMAL

White-hot fire consumes everything in a cataclysmic sphere of death. The fire fills your choice of a 30-foot burst within 500 feet or a 30-foot emanation. This deals 7d10 fire damage with a basic Reflex save against your class DC. Any creature dropped to 0 HP by this fire dies, reduced to a pile of ash.

If you die to this impulse, you return to life at the start of your next turn in the same space. When you return, you have Hit Points equal to double your level.

Level (20th) The damage is 8d10.

IGNITE THE SUN ◆◆◆

FEAT 18

EVOCATION FIRE IMPULSE KINETICIST LIGHT OVERFLOW PRIMAL

The fires of creation become yours to control. You create a miniature sun in a 5-foot burst within 500 feet. It sheds bright

light in a 500-foot radius (and dim light for another 500 feet). Each creature in the area takes 4d6 fire damage with a basic Reflex save against your class DC.

The sun continually channels fire into you and your allies. You and each of your allies within 20 feet of the sun deal an extra 1d6 fire damage with all your Strikes, spells that deal fire damage, and impulses that deal fire damage (except for Ignite the Sun itself).

The sun lasts until the end of your next turn, but you can Sustain it up to 1 minute. The first time you Sustain the impulse each round, you can choose to increase the size of the burst by 5 feet and you can make the sun Fly up to 30 feet. Any creature takes damage from the sun (with the same amount and save as the initial damage) when the sun moves through it, or if it ends its turn in the sun. Each creature can take damage from the sun only once each round. Using Ignite the Sun again ends any previous one you created.

WATER

The fluidity and majestic power of water follow the hand of a hydrokineticist. The chill of winter provides a counterpoint, arresting movement just as efficiently as waves allow it. If you can channel water, you can select the following feats.

1ST LEVEL

DEFLECTING WAVE

FEAT 1

ABJURATION IMPULSE KINETICIST OVERFLOW PRIMAL WATER

Trigger You would take acid, bludgeoning, fire, or slashing damage from an enemy's attack, spell, or other hostile effect.

Requirements You're aware of the hostile effect and aren't flat-footed against it.

The water you've gathered explodes into a wave that blunts or disperses the incoming attack. You gain resistance to damage from the triggering effect equal to your level if it's bludgeoning or slashing, or double your level if it's acid or fire damage. If the effect deals more than one applicable type of damage, apply the highest resistance but apply it only once.

TIDAL HANDS

FEAT 1

EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL WATER

With an emphatic gesture, you create waves that rush out from you in the shape of your hands. You either form two 15-foot cones that don't overlap, or you combine the hands into one 30-foot cone. Each creature in a wave takes 2d6 bludgeoning damage with a basic Reflex save against your class DC. On a critical failure, you also push the creature 5 feet.

Level (+2) The damage increases by 1d6.

WATER DANCE

FEAT 1

EVOCATION IMPULSE KINETICIST PRIMAL WATER

A surging wave forms behind and around a creature, pushing it forward rapidly. Target a willing creature within 30 feet. A wave appears behind and around the target and lets it Stride up to 30 feet. If the target is in the water, it can instead Swim up to 40 feet. The target gains a +2 circumstance bonus to defenses against any reactions triggered by this movement. If you target yourself, you can move twice instead of once.

Level (+3) The distance of the Stride or Swim increases by 5 feet.

WINTER'S CLUTCH

FEAT 1

COLD EVOCATION IMPULSE KINETIC AURA KINETICIST PRIMAL WATER

Flakes of chilling snow whirl around you. Any creature that enters the aura or ends its turn there takes 1 cold damage. An individual creature can take damage from Winter's Clutch only once per turn.

At the end of each of your turns, the snow in the aura collects in a snowdrift. Choose three contiguous squares within the aura to fill with snow. These squares are difficult terrain until the start of your next turn.

Level (+1) The damage increases by 1.

4TH LEVEL

RETURN TO THE SEA

FEAT 4

IMPULSE KINETICIST MORPH PRIMAL TRANSMUTATION WATER

You adapt a creature to living and moving in water. Target a willing creature within 30 feet. For 10 minutes, or until you next use Return to the Sea, it gains the effects of a *feet to fins* spell and can breathe underwater. In addition, it ignores the effects water normally has on bludgeoning and slashing attacks (*Core Rulebook* 478).

Level (6th) You can target up to 5 willing creatures.

VEIL OF MISTS

FEAT 4

ILLUSION IMPULSE KINETICIST PRIMAL VISUAL WATER

Deceptive mists hide your features with another visage. This has the same effects as *illusory disguise* but lasts for 10 minutes. You then become temporarily immune to Veil of Mists for 10 minutes.

Level (6th) The effect is the same as a 2nd-level *illusory disguise*.

Level (10th) The effect is the same as a 3rd-level *illusory disguise*.

6TH LEVEL

SLIPPERY SLEET

FEAT 6

COLD EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL WATER

A deluge of freezing rain pours down in a 20-foot burst within 120 feet. Each creature in the area takes 4d4 cold damage with a basic Reflex save against your class DC. Surfaces in the burst are coated in slippery ice until the start of your next turn. Those surfaces are difficult terrain and uneven ground with a Balance DC of 15. A creature is flat-footed on the ice, as normal for uneven ground.

Level (+2) The damage increases by 1d4.

STANDING SURF

FEAT 6

CONJURATION IMPULSE KINETICIST OVERFLOW PRIMAL WATER

Water rushes up into a vertical sheet that stands suspended before you. This has the effect of *wall of water* (*Secrets of Magic* 139) except the wall is 30 feet long. The wall lasts until the end of your next turn, but you can Sustain it up to 1 minute. Using Standing Surf again ends any previous one you created.

Level (+2) The wall's length and height increase by 5 feet.

8TH LEVEL

LOWLAND FOG

FEAT 8

ILLUSION IMPULSE KINETICIST OVERFLOW PRIMAL VISUAL WATER

Impenetrable fog with a chaotic, swirling pattern consumes the battlefield and hides the movements of a creature within. You create a fog bank in a 10-foot burst within 120 feet. All creatures in the fog are hidden, and all creatures outside the fog become hidden to creatures within it. Then one creature of your choice in the area can Step or Stride, provided it ends this movement inside the fog.

The fog lasts until the start of your next turn. However, if a creature attempts to target a creature within the fog, all

observers disbelieve the illusion after that effect is resolved. For instance, if a creature made an attack into the fog and guessed the location of the target, the flat check for the target being hidden would apply to that attack, and regardless of the result of the attack, all creatures observing this would disbelieve the illusion.

Level (14th) You can let any number of creatures in the fog move instead of just one.

TORRENT IN THE BLOOD

FEAT 8

HEALING IMPULSE KINETICIST NECROMANCY POSITIVE PRIMAL WATER

A healing wave splashes across creatures in a 30-foot cone, its cleansing water chasing afflictions from the body. Each creature in the area regains 3d6 HP and can attempt a new save against one poison or disease affliction affecting it; on a failed save, the condition doesn't worsen.

Each creature in the area then becomes temporarily immune to *Torrent in the Blood* for 10 minutes.

Level (+2) The healing increases by 1d6.

12TH LEVEL

DROWNING SPHERE

FEAT 12

CONJURATION IMPULSE KINETICIST PRIMAL WATER

You collect water into a sphere that lashes out at your foes. You create a sphere within 30 feet, which has the effects of the *aqueous orb* spell, except it uses your kineticist class DC. In addition, the sphere can grow whiplike tendrils of water to lash out at nearby foes or to batter the foes trapped within it; as long as the sphere is within 30 feet, you can make melee water Elemental Blast attacks from the sphere's location instead of your own, which can target creatures inside the sphere.

You can have only one Drowning Sphere in effect at a time; creating a second causes the first to end.

GLACIAL PRISON

FEAT 12

COLD IMPULSE INCAPACITATION KINETICIST OVERFLOW PRIMAL TRANSMUTATION WATER

Intense cold captures your foe in clutches of frost, slowing it down and turning its body to ice. Target a creature within 120 feet. It must attempt a Fortitude save against your class DC. The creature is then temporarily immune for 24 hours.

Critical Success The target is unaffected.

Success The target is slowed 1 until the end of its next turn.

Failure The target is petrified, except its body is turned to ice instead of stone, giving it Hardness 5 and leaving its Bulk unchanged. This lasts until the end of your next turn, but if the target is affected by a hostile action, this effect ends immediately after that action.

Critical Failure As failure, but after becoming unfrozen the creature is slowed 1 until the end of its next turn.

14TH LEVEL

BARRIER OF BOREAL FROST

FEAT 14

COLD CONJURATION IMPULSE KINETICIST OVERFLOW PRIMAL WATER

You form an intricate structure of ice, such as a wall of bricks

made of packed snow or a screen of enormous icicles. This has the effect of a *wall of ice* of a spell level equal to half your level rounded up. It can only be a wall (not a hemisphere) and you choose whether the ice is transparent or opaque. The wall lasts until the end of your next turn, but you can Sustain it up to 1 minute. Using *Barrier of Boreal Frost* again ends any previous one you created.

SEA GLASS GUARDIAN

FEAT 14

CONJURATION IMPULSE KINETIC AURA KINETICIST PRIMAL WATER

An elemental water being—perhaps an eel formed of undulating water or ice crystals whirling in the shape of a jellyfish—races around you to retaliate against anyone who threatens you or your allies. It flows around combatants and doesn't occupy a space. Whenever a creature in or adjacent to your kinetic aura damages you or an ally in your kinetic aura, the guardian deals 8 damage to the attacker.

You choose the form of the defender when you use this impulse, which determines its damage type: bludgeoning, cold, piercing, or slashing. If you choose cold, the impulse gains the cold trait.

Level (+3) The damage increases by 4.

18TH LEVEL

RIDE THE TSUNAMI

FEAT 18

EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL WATER

Booming, crashing walls of water smash out ahead of you, overwhelming all in their path. Each creature in a 60-foot cone takes 8d10 bludgeoning damage with a basic Reflex save against your class DC. A creature that fails its save is pushed 10 feet (or 20 feet on a critical failure). Any unattended object of 1 Bulk or less in the area is pushed to the far edge of the cone. After the tsunami crashes down, you can Swim in a straight line to any point in its area.

USURP THE LUNAR REINS

FEAT 18

EVOCATION IMPULSE KINETICIST OVERFLOW PRIMAL WATER

You can fully create water and control the tides, subverting even the moon's sovereignty. In a 20-foot burst within 120 feet, you manipulate or create water in your choice of the following ways.

- Raise or lower the level of water in the area by 10 feet.
- Create a pool of pure, clean water. This water must be created on a surface—not in air—and flows normally. It doesn't deal damage.
- Make water in the area turbulent or calm. This can reduce difficult terrain to calm water, turn greater difficult terrain into difficult terrain, or turn calm water into difficult terrain, but it can't turn difficult terrain into greater difficult terrain. This lasts until the end of your next turn, but you can Sustain the effect.

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