



LEGENDARY KINETICISTS SECOND EDITION

PATHFINDER
COMPATIBLE

BY VANESSA HOSKINS



LEGENDARY KINETICISTS SECOND EDITION



CREDITS

Author: Vanessa Hoskins

Contributing Author: Onyx Tanuki

Contributing Designer: N. Jolly

Artists: Aaron Acevedo, Tawny Fritz, Frank Hessefort, Michael Jaecks, Jason Juta, Chris Kimball, Tim Kings-Lynne, Eric Lofgren, Dio Mahesa, Beatrice Pelagatti, Peyeyo, Arrahman Rendi, Tanyaporn Sangsnit, Bob Storrar, Jon Tonello, Rian Trost, Steve Wood

Design and Layout: Lj Stephens

Legendary Games Team Members: Alex Augunas, Kate Baker, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Joel Flank, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Vanessa Hoskins, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortess, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Onyx Tanuki, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

Publisher: Jason Nelson

Chief Business Officer: Rachel Ventura

Chief Strategic Officer: Shirline Wilson

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Legendary Games
524 SW 321st St.
Federal Way, WA 98023
makeyourgamelegendary.com



TABLE OF CONTENTS

THE LEGENDARY KINETICIST	1
CLASS FEATURES	2
ELEMENTAL CONDUIT.....	6
AETHER.....	6
AIR.....	7
COLD.....	8
EARTH	9
ELECTRICITY.....	9
FIRE.....	10
WATER.....	10
COMPOSITE BLASTS	11
INFUSTIONS.....	14
LEGENDARY KINETICIST CLASS FEATS	20
LEGENDARY KINETICIST MULTICLASS ARCHETYPE	38
MULTICLASS LEGENDARY KINETICIST CHARACTER.....	38
SKILL FEATS.....	40
BACKGROUNDS	41
ITEMS	43

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WHAT YOU WILL FIND INSIDE *LEGENDARY KINETICISTS: SECOND EDITION*

You've likely stumbled across this book because you too want to bend the elemental powers of existence at your whim. With the legendary kineticist, you can do exactly that.

As a longtime fan of the kineticist from Pathfinder 1st edition (I've built dozens of them and even got to play at least 6 of them, plus created a "how to play" video for them), they're one of my favorite classes. When I first cracked open the spine of *Pathfinder Roleplaying Game Occult Adventures*, I was immediately drawn to these highly focused elemental blasters that could dish out energy damage round after round. Before I could settle on which style of kineticist to play first, I had built one of each element to see what they could really do. In my mind, they truly are the master of their chosen element.

When *Pathfinder Second Edition* was announced I was thrilled, but also immediately morose. A new version of Pathfinder is exciting, but I knew that kineticists would likely take a long time to be converted into the new edition and be given official rules. That's when I sought out Jason Nelson, sat down with him, and proposed the Legendary Kineticist from Legendary Games. We both saw the potential of the 3-action-economy from 2nd edition and the perfect mechanical structure to base a new kineticist around. Later, when working with N. Jolly on the mechanics for the class, we refined how a legendary kineticist would use Focus Points, Burn, and Gathering Power in a delicate balance, as well as defined the role each element played for different builds.

We've specifically kept the "Legendary" moniker as part of the title, so as not to confuse GMs and players between our version of the kineticist and any official version that might be released down the line. But this is as true to the original as we can get while taking full advantage of all that *Pathfinder Second Edition* has to offer. I hope you enjoy playing this class as much as I enjoyed designing and writing it. Add the Legendary Kineticist to your game today and **Make Your Game Legendary!**

– Vanessa Hoskins



THE LEGENDARY KINETICIST

You are a master of planar energy, drawing elemental might directly through your body to manifest as fantastical powers. While sorcerers tap into their magic through their blood, your flesh and bone acts as a catalyst for elemental energy. This energy can shock your body, but in time you can become a master of raw elemental destruction. Legends tell of kineticists with connections outside of the elemental planes, but these kineticists are rare indeed.

KEY ABILITY

CONSTITUTION

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

HIT POINTS

6 PLUS YOUR CONSTITUTION MODIFIER

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

DURING COMBAT ENCOUNTERS...

You use kinetic blasts and your elemental powers to injure your enemies, move around the battlefield, and enhance the abilities of your allies. Your resilient body helps you endure in combat, even when threatened with powerful foes. The connection with your elemental plane gives you near limitless magic, though not as potent as a wizard or druid's most powerful spells.

DURING SOCIAL ENCOUNTERS...

Your power over the elements can be intimidating to those with more mundane skills. This can cause your foes to cower in fear, but often makes more tense negotiations even more volatile.

WHILE EXPLORING...

You can use your extraordinary movement powers and unusual sensory abilities to go places and detect things you companions cannot. You're at your best when surrounded by your element.

IN DOWNTIME...

You might research and explore the nature of your element even more, seeking out places in the world that help you better understand your elemental connection and strengthen that bond. You may find a trade that ties in closely with your element, giving you an edge over your competition.

YOU MIGHT...

- Wish to learn more about your associated elemental plane and explore the nature of your elemental nature.
- Have a personality that is in tune with your element, such as a fiery temper, an icy demeanor, an airy light heartedness, or rock solid stubbornness.
- Seek a hobby or profession to help define you over and above your elemental inclinations.

OTHERS PROBABLY...

- Distrust or are envious of your ability to command the elements without training.
- Assume you are associated with an elemental lord or extra-planar power.
- See you as an embodiment of your associated element and nothing more, failing to see your true self.

INITIAL PROFICIENCIES

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

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in two skills determined by your Elemental Conduit

Trained in Nature and a number of additional skills equal to 2 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

SPELLS

Trained in primal spell attacks

Trained in primal spell DCs



Table 2-1: Legendary Kineticist Advancement

Your Level	Class Features
1	Ancestry and background, initial proficiencies, elemental conduit, elemental defense, legendary kineticist spellcasting, infusion
2	Legendary kineticist feat, skill feat
3	General feat, infusion, skill increase
4	Legendary kineticist feat, skill feat
5	Ability boost, ancestry feat, elemental defense, infusion, skill increase
6	Legendary kineticist feat, skill feat
7	Expert kineticist, general feat, infusion, skill increase
8	Legendary kineticist feat, skill feat
9	Ancestry feat, elemental defense, infusion, skill increase
10	Ability boost, legendary kineticist feat, skill feat
11	Alertness, general feat, infusion, simple weapon expertise, skill increase
12	Legendary kineticist feat, skill feat
13	Ancestry feat, elemental defense, infusion, skill increase
14	Legendary kineticist feat, skill feat
15	Ability boost, master kineticist, general feat, infusion, skill increase
16	Legendary kineticist feat, skill feat
17	Ancestry feat, elemental defense, infusion, skill increase
18	Legendary kineticist feat, skill feat
19	General feat, infusion, truly legendary, skill increase
20	Ability boost, legendary kineticist feat, skill feat

CLASS FEATURES

You gain these abilities as a legendary kineticist. Abilities gained at higher levels list the requisite levels next to the features' names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by 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 are noted at the start of this class.

ELEMENTAL CONDUIT

Choose an element from the following list. This determines your initial kinetic blast, the types of class feats you can take, and how your elemental defense improves as you level up.

Aether: You have a connection with the Ethereal Plane and gain telekinetic powers.

Air: You have a connection with the Plane of Air and gain power over wind.

Cold: You have a connection with the Plane of Water and gain power over ice and snow.

Earth: You have a connection with the Plane of Earth and gain power over dirt, stone, and metal.

Electricity: You have a connection with the Plane of Air and gain power over electricity.

Fire: You have a connection with the Plane of Fire and gain power over flame.

Water: You have a connection with the Plane of Water and gain power over water.

ELEMENTAL DEFENSE

Starting at 1st level, you gain special defenses based on your Elemental Conduit. At 1st level, you gain an elemental defense power and increase to a single saving throw proficiency based on your Elemental Conduit. At 5th, 9th, 13th and 17th levels you gain an increase to your elemental defense power and either your armor or saving throw proficiencies.

You gain one of the following based on your Elemental Conduit:

Aether: You instinctively manipulate strands of aether to move yourself out of harm's way. Your proficiency rank for Reflex saves increases to expert.

Air: Your body flows like the currents of air. Your proficiency rank for Reflex saves increases to expert.



Cold: Your body becomes as unyielding ice. Your proficiency rank for Fortitude saves increases to expert.

Earth: Your body is suffused with the resilience of stone. Your proficiency rank for Fortitude saves increases to expert.

Electric: Your body twitches and moves with the sudden flash of lightning. Your proficiency rank for Reflex saves increases to expert.

Fire: Time around hot embers has honed your reflexes. Your proficiency rank for Reflex saves increases to expert.

Water: Your experience with the relentlessness of water has fortified your body. Your proficiency rank for Fortitude saves increases to expert.

LEGENDARY KINETICIST SPELLCASTING

Your Elemental Conduit provides you with direct access to primal energies. Though you don't gain traditional spellcasting abilities, you gain access to raw elemental power through a powerful cantrip called a kinetic blast. You can cast a kinetic blast using the Cast a Spell activity, which typically uses a somatic component.

Your kinetic blasts require you to attempt a spell attack roll to see how effective they are, or have your targets roll against your spell DC (typically by attempting a saving throw). Since your key ability score is Constitution, your spell attack rolls and spell DCs use your Constitution modifier.

You can alter your kinetic blast with special metamagic focus spells called infusions. They can increase the damage, area of effectiveness, or cause additional effects (see below) by expending Focus Points. However, you can Accept Burn (see below) in place of expending Focus Points to cast these special metamagic spells.

Even though your tradition is primal, you are only considered to have a spell on your spell list if the spell has a trait that matches one of your Elemental Conduits. For example, a pyrokineticist with the fire Elemental Conduit has both *fireball* and *flame strike* on their spell list because both have the fire trait. If you have the Aether Elemental Conduit, spells with the Force trait are on your spell list, as are spells that involve telekinesis, at your GMs discretion.

CANTRIPS

Your kinetic blast is a cantrip, which is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up. For example, as a 1st-level legendary kineticist, your cantrips are 1st-level spells, and as a 5th level legendary kineticist, your cantrips are 3rd-level spells. You can choose to cast your cantrips at a lower level, if you wish.

INFUSIONS

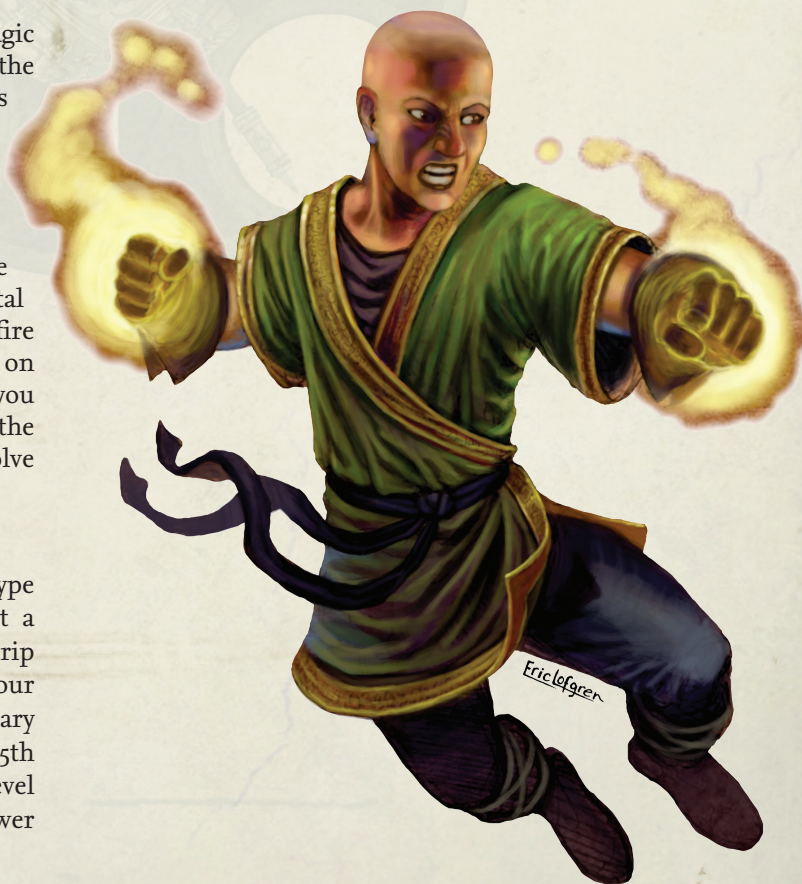
As a legendary kineticist, you can augment your kinetic blast through special metamagic focus spells called infusions. These infusions come in two different varieties: form infusions and substance infusions. A single kinetic blast can only be affected by one substance infusion and one form infusion.

Form infusions usually change the way your attack manifests, or allow your attack to affect an entire area. As you increase in level, you'll automatically gain access to different universal form infusions.

Substance infusions change what sorts of effects a kinetic blast has when it successfully affects a target; these generally allow your target to attempt a saving throw to reduce the effects.

Infusions require spending a Focus Point. You gain 1 Focus Point the first time you learn a new infusion. Each time you gain an additional infusion, you gain an additional Focus Point up to a maximum of 3 Focus Points.

You must cast your infusion on the same turn as casting your kinetic blast cantrip. Certain infusions will only work with certain kinetic blasts, others work with all kinetic blasts. Read the description of the infusion to see which kinetic blasts it's compatible with. If the





infusion will lists one or more required Elemental Conduits, it is only compatible with blasts that have matching Elemental Conduit traits. Most form infusions work with any type of kinetic blast.

BURN

You gain the ability to sacrifice your own health by over-channeling elemental power through your body and producing powerful effects. This shocks your body, leaving you unable to act as you recover from the surge of sudden power. You gain the Accept Burn action.

ACCEPT BURN

LEGENDARY KINETICIST

The next infusion focus spell you cast before the end of your turn costs no Focus Points. At the end of your turn, you are stunned 2. If you already have the stunned condition, increase the value by 2. You cannot use this ability if you are immune to the stunned condition.

GATHER POWER

You can take your time to siphon power from the elemental planes by Gathering Power. This allows you to safely channel powerful magic without using your own reserves and reduces the Focus Point cost of your next infusion.

GATHER POWER

CONCENTRATE LEGENDARY KINETICIST

Frequency once per turn

You harness the power of your element in an obvious visual and auditory display. The next infusion focus spell you cast before the end of your next turn costs no Focus Points.

REFOCUS

When you use the Refocus activity, you must spend 10 minutes interacting with one of your Elemental Conduits. Some examples are listed below:

Aether: Spent time arranging objects, dismantling or constructing an object, using the Medicine skill

Air: Dancing, singing, performing calisthenics, standing in a windy place, playing a wind instrument

Cold: Shoveling snow, sculpting ice, consuming a frozen food or beverage, building a snowman

Earth: Digging, stacking stones, sitting on the ground and meditating, climbing, carving rocks

Electricity: Standing in a lightning storm, working with metal, creating static electricity

Fire: Building a fire, staring into a fire, cooking

Water: Gathering water, bathing, laundering clothes, boiling or poaching food

LEGENDARY KINETICISTS AND STAVES

A legendary kineticist may Cast a Spell from a magic staff can reduce the number of charges it takes to Activate a staff by supplementing with their own energy. When a legendary kineticist Activates a staff, they can expend 1 charge from the staff and 1 Focus Point to Cast a Spell from the staff. This doesn't change the number of actions it takes to cast the spell. After casting the spell in this way, they become stunned 2, as their body is not accustomed to channeling elemental energy in this way.

INFUSIONS

At 1st level and every 2 levels thereafter, you learn a new infusion. These are special focus spells that modify the next kinetic blast you cast before the end of your turn. You can select any infusion you qualify for; many infusions require access to a specific Elemental Conduit and only work with blasts associated with that Elemental Conduit.

SKILL INCREASES

3RD

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

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. The list of ancestry feats available to you can be found in your ancestry's entry.

ELEMENTAL DEFENSE

5TH

Your elemental defense power increases, and you gain one of the following based on your Elemental Conduit:

Aether: Your manipulation of the subtle forces of aether has hardened your mind against attack. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.



Air: Your body moves through the air fluidly and gracefully, avoiding explosions and spells completely. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

Cold: You gain the rigid patience of a glacier. Your proficiency rank for Will saves increases to master. When you roll a critical failure on a Will save, you get a failure instead.

Earth: Your connection to stone has increased your hardiness. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Electric: You are able to move your body in a flash. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

Fire: Exposure to intense heat has bolstered your toughness. Your proficiency rank for Fortitude saves increases to expert.

Water: You move with the fluidity of water. Your proficiency rank for Reflex saves increases to expert.

EXPERT KINETICIST

7TH

Your elemental powers flow through you more easily. Your proficiency ranks for primal spell attack rolls and primal spell DCs increase to expert.

ELEMENTAL DEFENSE

9TH

Your elemental defense power increases, and you gain one of the following based on your Elemental Conduit:

Aether: You've infused aether into your very being. Your proficiency rank for Fortitude saves increases to expert.

Air: You are as resilient a wind current; few can stop your patience and determination. Your proficiency rank for Will saves increases to master. When you roll a critical failure on a Will save, you get a failure instead.

Cold: Your body is timeless and resilient. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Earth: Slow and steady, your will is your own. Your proficiency rank for Will saves increases to master. When you roll a critical failure on a Will save, you get a failure instead.

Electric: Repeated exposure to electricity has toughened your body. Your proficiency rank for Fortitude saves increases to expert.



Fire: Your reflexes flicker like burning flame. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

Water: You become as inevitable as a glacier. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

ALERTNESS

11TH

You become more aware of dangers near you. Your proficiency rank for Perception increases to expert.

SIMPLE WEAPON EXPERTISE

11TH

Training improved your weapon technique. Your proficiency rank for simple weapons increases to expert.

ELEMENTAL DEFENSE

13TH

Your elemental defense power increases, and you've learned how to dodge wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.



MASTER KINETICIST

15TH

You exert your will over elemental forces with ease. Your proficiency ranks for primal spell attack rolls and primal spell DCs increase to master.

ELEMENTAL DEFENSE

17TH

Your elemental defense power increases, and you gain one of the following based on your Elemental Conduit:

Aether: Your mind expands as it touches everything around you, connected by strands of aether that tether your thoughts. Your proficiency rank for Will saves increases to legendary. When you roll a critical failure on a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

Air: Your body moves as quickly and lightly as a leaf on the wind. Your proficiency rank for Reflex saves increases to legendary. When you roll a critical failure on a Reflex save, you get a failure instead. When you fail a Reflex save against a damaging effect, you take half damage.

Cold: You are solid and unrelenting. Your proficiency rank for Fortitude saves increases to legendary.

Earth: Your body is as strong as steel. Your proficiency rank for Fortitude saves increases to legendary. **Electric:** You move faster than should be possible for mortals. Your proficiency rank for Reflex saves increases to legendary. When you roll a critical failure on a Reflex save, you get a failure instead. When you fail a Reflex save against a damaging effect, you take half damage.

Fire: You're as fickle fire and move twice as fast. Your proficiency rank for Reflex saves increases to legendary. When you roll a critical failure on a Reflex save, you get a failure instead. When you fail a Reflex save against a damaging effect, you take half damage.

Water: Your movements ebb and flow with the events around you, always adjusting to the situation. Your proficiency rank for Reflex saves increases to master. When you roll a critical failure on a Reflex save, you get a failure instead.

TRULY LEGENDARY

19TH

The power of pure elemental might is yours to command. Your proficiency ranks for primal spell attack rolls and primal spell DCs increase to legendary.

ELEMENTAL CONDUIT

Choose your Elemental Conduit, the source of your power. It determines which kinetic blast, class feats, and saving throw proficiencies you gain over time. It also grants you two trained skills. You can only take class feats that list a trait matching the name of your selected elemental Conduit.

FLOURISH

All kinetic blasts have the flourish trait, and some of the class feats that allow you to perform additional actions that also have the flourish trait. Actions with this trait require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

AETHER

The power of the Ethereal Plane infuses your body. Because you are tied to the plane of ghosts and ethereal beings, you gain power over the aether that infuses that realm, drawing it into the material plane temporarily to manipulate objects and create effects of pure force. As a telekineticist, this power can shroud you and allow you to manipulate objects from afar.

ELEMENTAL SKILLS Stealth or Thievery, Ethereal Plane Lore

ELEMENTAL DEFENSE POWER You gain the Force Ward ability

FORCE WARD

UNCOMMON ABJURATION AETHER LEGENDARY KINETICIST

You learn to weave bands of ether around you, creating a defensive field. This gives you a pool of temporary Hit Points with a maximum amount equal to your level plus your spellcasting ability modifier. When you regain Focus Points, such as when you Refocus or during your daily preparations, you replenish these temporary Hit Points.

At 5th level, you wind the bands of ether more tightly around you. As long as you have at least one temporary Hit Point in your force ward, you gain a +1 status bonus to your Armor Class and on saving throws.

At 9th level, you learn to harness additional ether when using Gathering Power to draw energy from the Ethereal Plane. When you use the Gather Power action, you regain a number of temporary Hit Points to your force ward equal to your spellcasting ability modifier.

At 13th level, you learn to draw extra power from the Ethereal Plane even as it ravages your body. When you use the Accept Burn action, you regain a number of temporary Hit Points to your force ward equal to your spellcasting ability modifier.

At 17th level, you are constantly siphoning power from the Ethereal Plane and automatically regain 1 temporary Hit Point to your force ward each minute.

CANTRIPS You gain the *telekinetic blast* and *mage hand* cantrips



TELEKINETIC BLAST

CANTRIP 1

UNCOMMON AETHER ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Cast ♦ somatic

Range touch or 30 feet; **Targets** 1 creature or object

You surround a non-magical unattended object or an object you hold in bands of aether. You direct it at your target either in melee or at range. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your reach. The object deals 1d6 bludgeoning damage plus your spellcasting ability modifier to the target and half of that amount to the object used with this blast. Determine if the target has cover from the space of the object used.

When using this blast with infusions that target an entire area, multiple objects must be used, or one larger object. For example, a 5-foot round table could be used for a blast or line infusion. If a grenade weapon is used as the object of the attack, the damage type changes to the same type the grenade deals.

Critical Success The target takes double damage and the object takes half normal damage.

Success The target takes normal damage and the object takes half normal damage.

Failure The object takes half normal damage.

Heightened (+1) The damage increases by 1d6.

AIR

You are an aerokineticist; the freedom of the wind and sky imbue your being. Because you are tied to the Plane of Air, you manipulate air currents and create a breeze with ease. As your powers grow, you learn to use them to give yourself better mobility, eventually allowing you to fly freely among the clouds.

ELEMENTAL SKILLS Acrobatics or Stealth, Plane of Air Lore

ELEMENTAL DEFENSE POWER You gain the Enveloping Winds ability

ENVELOPING WINDS

UNCOMMON AIR CONJURATION LEGENDARY KINETICIST

You surround yourself in a cocoon of swirling currents of air, granting you a +1 status bonus to Armor Class against ranged attack rolls with thrown and projectile weapons. This bonus does not apply against purely magical ranged attacks, such as rays, and extremely massive projectiles, such as the thrown boulder from a giant. You also gain a +1 circumstance bonus on saving throws to resist gas effects such as stench and inhaled poisons. You can activate and deactivate this ability with one action.

At 5th level, you are able to completely envelop yourself in fresh air, gaining the ability to breathe underwater.



At 9th level, your circumstance bonus against projectiles and gas effects increases to +2.

At 13th level, you are always considered to be moving with the wind when flying and are otherwise immune to the effects of strong winds.

At 17th level, your circumstance bonus against projectiles and gas effects increases to +3.

CANTRIPS You learn the *air blast* and *message* cantrips

AIR BLAST

CANTRIP 1

UNCOMMON AIR ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Cast ◆ somatic

Range touch or 60 feet; **Targets** 1 creature or object

A blast of air springs from your hand at a target you specify either in melee or at range dealing 1d6 bludgeoning damage plus your spellcasting ability modifier; you can choose to deal nonlethal bludgeoning damage without taking a penalty on attack rolls. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.



You can choose to forgo the damage from this blast to automatically have all targets of this spell affected as if targeted by *gust of wind*.

Critical Success The target takes double damage and is effected as if you had cast *gust of wind* using your Primal Spell DC.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d6.

COLD

The icy chill of the coldest portions of the Plane of Water suffuse your flesh. Though this makes your skin cold to the touch, it doesn't have to freeze your heart. Cryokineticists, like yourself, are often seen as distant and sociopathic. Your powers allow you to control the temperature around you, protecting you and manipulating your enemies.

ELEMENTAL SKILLS Intimidation or Survival, Plane of Water Lore

ELEMENTAL DEFENSE POWER You gain the Ice Armor ability

ICE ARMOR

UNCOMMON COLD CONJURATION LEGENDARY KINETICIST

You solidify the moisture in the air into armor around your body. This functions as any type of common light armor, the cold from the armor doesn't affect you, and you are always trained with ice armor. If you are already wearing light armor, increase the armor's bonus to your Armor Class by 1 point. Donning and removing this armor is an activity that takes 3 actions. By spending 1 Focus Point, you can create a suit of ice armor for another creature that lasts for 10 minutes.

At 5th level, you can create a suit of any common medium armor instead, affecting you in the same way as light ice armor. You become trained in medium armor.

At 9th level, you can create a suit of any common heavy armor instead, affecting you in the same way as light ice armor. You become trained in heavy armor.

At 13th level, your proficiency in all armor and unarmored defense increases to expert.

At 17th level, you can don or remove ice armor as a free action.

CANTRIPS You gain the *cold blast* cantrip and can cast *gentle repose* (2nd) at will as a primal innate spell. When you cast *gentle repose*, you put the corpse into a deep freeze; in a freezing environment, the spell lasts indefinitely.



COLD BLAST

CANTRIP 1

UNCOMMON COLD ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Cast ♦ somatic

Range touch or 30 feet; Targets 1 creature or object

Cold energy springs from your hand at a target you specify either in melee or at range dealing 1d6 cold damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d6.

EARTH

Geokineticists, like yourself, are in touch with the elemental powers from the Plane of Earth. This energy hardens your flesh, making you one of the toughest beings alive. Using the power of stone and metal, you become strong and resilient.

ELEMENTAL SKILLS Athletics or Survival, Plane of Earth Lore

ELEMENTAL DEFENSE POWER You gain the Flesh of Stone ability

FLESH OF STONE

UNCOMMON EARTH LEGENDARY KINETICIST TRANSMUTATION

You transform your flesh into solid stone, causing it to absorb impacts and deflect blows. You gain resistance 2 to all physical damage. Attacks with adamantite weapons can ignore this resistance. You can activate and deactivate this ability with one action.

At 5th level, your resistance to physical damage increases to 4.

At 9th level, your resistance to physical damage increases to 6.

At 13th level, your resistance to physical damage increases to 8.

At 17th level, your resistance to physical damage increases to 10.

CANTRIPS You gain the *earth blast* and *know direction* cantrips

EARTH BLAST

CANTRIP 1

UNCOMMON EARTH ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Cast ♦ somatic

Range touch or 30 feet; Targets 1 creature or object

Stone springs from your hand at a target you specify either in melee or at range dealing 1d4 bludgeoning, slashing, or piercing damage plus your spellcasting ability modifier; the type of damage is determined when you cast the spell. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d4.

ELECTRICITY

As an electrokineticist, you draw your power from the electrical storms in the Plane of Air, giving you amazing reflexes and the power to channel the most destructive powers of lightning. As your powers grow, you become quicker than most mortals. You can react to danger with terrifying speed.

ELEMENTAL SKILLS Acrobatics or Athletics, Plane of Air Lore

ELEMENTAL DEFENSE POWER You gain the Living Capacitor ability

LIVING CAPACITOR

UNCOMMON

ELECTRICITY FOCUSED LEGENDARY KINETICIST TRANSMUTATION

Trigger You take electricity damage

You gain electricity resistance equal to double your character level against the triggering damage. If you take electricity damage in excess of your electricity resistance, you gain 1 temporary Focus Point; this temporary Focus Point expires at the end of your next turn.

CANTRIPS You gain the *electric blast* cantrip and *light* cantrips

ELECTRIC BLAST

CANTRIP 1

UNCOMMON

ELECTRICITY ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Cast ♦ somatic

Range touch or 30 feet; Targets 1 creature or object



Electricity springs from your hand at a target you specify either in melee or at range dealing 1d6 electricity damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach. If the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *electric blast* and such targets take a -1 circumstance penalty to saving throws against its effects.

Critical Success The target takes double damage and is stunned 1.

Success The target takes normal damage.

Heightened (2nd) The damage increases to 1d12 plus your spellcasting ability modifier.

Heightened (+2) The damage increases by 1d12.

FIRE

The smoldering destruction of the Plane of Fire inhabits your flesh. As a pyrokineticist, you have amazing destructive capabilities at your disposal. As you increase in power, your ability to turn your enemies to ash becomes ever more potent.

ELEMENTAL SKILLS Intimidation or Performance, Plane of Fire Lore

ELEMENTAL DEFENSE POWER You gain the Searing Flesh ability

SEARING FLESH

UNCOMMON FIRE LEGENDARY KINETICIST TRANSMUTATION

Trigger You take damage from an unarmed strike or a creature's natural attack (such as jaws or claws)

You deal 1d6 fire damage to that creature.

At 5th level, you release a wave of heat when using this ability. All creatures adjacent to you become fatigued for 1 minute (Fortitude negates). Creatures that are immune to fire or have the fire trait are immune to the fatigue from this ability.

At 9th level, the damage increases to 2d6 and you can use this reaction against any adjacent creature that deals damage to you with a melee weapon.

At 13th level, you cause 1d6 points of persistent fire damage to anyone damaged by this ability.

At 17th level, the initial damage increases to 3d6.

CANTRIPS You gain the *fire blast* and *dancing lights* cantrip

FIRE BLAST

CANTRIP 1

UNCOMMON FIRE ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Cast ◆ somatic

Range touch or 30 feet; **Targets** 1 creature or object

Fire springs from your hand at a target you specify either in melee or at range dealing 1d6 fire damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage and takes 1d4 persistent fire damage.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d6 and the persistent damage by 1.

WATER

Hydrokineticists are the most gentle of the kineticist, with the ability to channel the flowing powers of the Plane of Water. You can put out fires, dilute acid, and mercifully subdue enemies with your rushing waters. Those with the serene powers of water can be the most helpful to their allies, while still remaining a destructive force to their enemies.

ELEMENTAL SKILLS Plane of Water Lore, Stealth

ELEMENTAL DEFENSE POWER You gain the Shroud of Water ability

SHROUD OF WATER

UNCOMMON WATER CONJURATION LEGENDARY KINETICIST

You conjure a swirling shroud of water which surrounds you, protecting you from attacks. While behind this water shroud, gain a +1 circumstance bonus to your Armor Class and on saving throws against fire attacks. You can conjure or dismiss the shroud as a single action with the concentrate trait.

At 5th level, you can bend the flow of water to intercept an attack. When targeted by an attack, you can use a reaction to gain concealment against that attack and ending your shroud of water effect.

At 9th level, when you use a reaction to give yourself concealment, you also gain resistance to fire equal to double your character level.



At 13th level, the circumstance bonus to your Armor Class and on saving throws against fire attacks increases to +2.

At 17th level, when you use a reaction to give yourself concealment, you gain total concealment instead.

CANTRIPS You gain the *water blast* cantrip, plus you learn *create water* as a cantrip.

WATER BLAST

CANTRIP 1

UNCOMMON WATER ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Cast ◆ somatic

Range touch or 30 feet; **Targets** 1 creature or object

A stream of water springs from your hand dealing 1d6 bludgeoning damage plus your spellcasting ability modifier; you can choose to deal nonlethal bludgeoning damage without taking a penalty on attack rolls. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

This blast quenches fires and dilutes acids. Targets hit by this blast immediately attempt a flat check to stop all persistent damage conditions that deal fire or acid damage as if you gave them assisted recovery. You can choose to deal no damage with this blast.

Critical Success The target takes double damage.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d6.

COMPOSITE BLASTS

If you gain access to more than one Elemental Focus (generally by selecting the Expanded Element class feat), you can combine the power of your elements into one powerful blast. These cantrips are generally more powerful than the kinetic blasts gained at 1st level. You automatically gain the ability to cast any composite blast cantrips if you know the required kinetic blasts listed.

BLIZZARD BLAST

CANTRIP 3

RARE AIR COLD ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Requirements *air blast* and *cold blast*

Cast ◆ somatic

Range touch or 60 feet; **Targets** 1 creature or object



Icy wind springs from your hand at a target you specify either in melee or at range dealing 3d6 bludgeoning and cold damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage, becomes stunned 1, and becomes clumsy 1 for 1 minute.

Success The target takes normal damage and becomes clumsy 1 for 1 round.

Heightened (+1) The damage increases by 1d6.

CHARGED WATER BLAST

CANTRIP 3

RARE ELECTRICITY WATER ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Requirements *electric blast* and *water blast*

Cast ◆ somatic

Range touch or 30 feet; **Targets** 1 creature or object



A jet of electrified water douses a target you specify either in melee or at range dealing 3d6 bludgeoning and electricity damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage, 1d4 persistent electricity damage, and becomes stunned 1 immediately and each time they take persistent electricity damage from this instance of this ability.

Success The target takes normal damage and 1 persistent electricity damage.

Heightened (+1) The damage increases by 1d6.

ICE BLAST CANTRIP 3

RARE COLD WATER ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Requirements *cold blast* and *water blast*

Cast ◆ somatic

Range touch or 30 feet; **Targets** 1 creature or object

Shards of sharp ice spring from your hand at a target you specify either in melee or at range dealing 3d6 cold and piercing damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage, becomes clumsy 1 for 1 minute, and takes 1d4 persistent bleed damage.

Success The target takes normal damage and becomes clumsy 1 until the end of your next turn.

Heightened (+1) The damage increases by 1d6.

MAGMA BLAST CANTRIP 3

RARE EARTH FIRE ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Requirements *earth blast* and *fire blast*

Cast ◆ somatic

Range touch or 30 feet; **Targets** 1 creature or object

Red hot magma flows from your hand at a target you specify either in melee or at range dealing 3d6 bludgeoning and fire damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage, takes 1d4 persistent fire damage, and takes a -10 foot status penalty to their Speed until the end of your next turn.

Success The target takes normal damage plus 1 persistent fire damage.

Heightened (+1) The damage increases by 1d6.

MUD BLAST CANTRIP 3

RARE EARTH WATER ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Requirements *earth blast* and *water blast*

Cast ◆ somatic

Range touch or 30 feet; **Targets** 1 creature or object

Sticky mud flows from you towards a target you specify either in melee or at range dealing 3d6 bludgeoning damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage and is immobilized until the end of your next turn.

Success The target takes normal damage and takes a -10 foot status penalty to their Speed until the end of your next turn.

Heightened (+1) The damage increases by 1d6.

PLASMA BLAST CANTRIP 3

RARE AIR FIRE ATTACK CANTRIP EVOCATION FLOURISH LIGHT

Tradition primal

Requirements *air blast* and *fire blast*

Cast ◆ somatic

Range touch or 60 feet; **Targets** 1 creature or object

You project bright, super-heated air at a target you specify either in melee or at range dealing 3d6 bludgeoning and fire damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage and becomes blinded until the end of your next turn.

Success The target takes normal damage and becomes dazzled until the end of your next turn.

Heightened (+1) The damage increases by 1d6.



RAIN BLAST

CANTRIP 3

RARE AIR WATER ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Requirements *air blast* and *water blast*

Cast ♦ somatic

Range touch or 60 feet; Targets 1 creature or object

You project a gust of stinging rain and wind at a target you specify either in melee or at range dealing 3d6 nonlethal bludgeoning and piercing damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage and becomes flat-footed until the end of your next turn.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d6.

SANDSTORM BLAST

CANTRIP 3

RARE AIR EARTH ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Requirements *air blast* and *earth blast*

Cast ♦ somatic

Range touch or 60 feet; Targets 1 creature or object

You project a stream of wind and sand at a target you specify either in melee or at range dealing 3d6 piercing damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage and becomes blinded until the end of your next turn.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d6.

STEAM BLAST

CANTRIP 3

RARE FIRE WATER ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Requirements *fire blast* and *water blast*

Cast ♦ somatic

Range touch or 30 feet; Targets 1 creature or object

A jet of boiling steam flies from your hand to a target you specify either in melee or at range dealing 3d6 bludgeoning and fire damage plus your spellcasting ability modifier; you can choose to deal nonlethal bludgeoning damage without

taking a penalty on attack rolls. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage and gains Weakness to fire 5 until the end of your next turn.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d6.

STORM BLAST

CANTRIP 3

RARE AIR ELECTRICITY ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Requirements *air blast* and *electric blast*

Cast ♦ somatic

Range touch or 60 feet; Targets 1 creature or object





The power of a ranging electrical storm springs from your hand at a target you specify either in melee or at range dealing 3d6 bludgeoning and electrical damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach. If the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *storm blast* and such targets take a -1 circumstance penalty to saving throws against its effects.

Critical Success The target takes double damage and takes 1d4 persistent electrical damage.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d6 and the persistent damage by 1.

INFUSIONS

At 1st level and every 2 levels thereafter, you gain a new infusion, a special kind of focus spell that modifies the next kinetic blast you cast before the end of your turn. You can select any of the available infusions depending on your legendary kineticist level as long as you meet any requirements, generally having a listed Elemental Conduit. You may only choose infusions listed for your level or lower. These infusions often grow in power as you level up, giving you a variety of different options for enhancing your kinetic blasts. You can cast an infusion at a lower level than your maximum spell level, if you wish.

Form infusions that cause your kinetic blast to affect an area do not require a spell attack roll but do allow the targets of your kinetic blast to attempt a basic Reflex save or basic Fortitude save against the damage, using your spell DC. If your kinetic blast has an additional effect other than damage on a successful hit, it applies when a target fails their save. If your kinetic blast has an additional effect other than damage on a critical hit, it applies when a target critically fails their save.

LEVEL 1

CONE INFUSION

FOCUS 1

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast ♦ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a 15-foot cone originating from

your space and affecting all creatures in the area. Targets attempt a basic Reflex save.

Heightened (5th) The area of the cone is 30 feet.

Heightened (7th) The area of the cone is 60 feet.

LINE INFUSION

FOCUS 1

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast ♦ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a 20-foot line originating from your space and affecting all creatures in the area. Targets attempt a basic Reflex save.

Heightened (2nd) The area of the line is 30 feet.

Heightened (3rd) The area of the line is 40 feet.

Heightened (4th) The area of the line is 60 feet.

Heightened (5th) The area of the line is 80 feet.

Heightened (6th) The area of the line is 100 feet.

Heightened (7th) The area of the line is 120 feet.

Heightened (8th) The area of the line is 160 feet.

Heightened (9th) The area of the line is 200 feet.

PUSHING INFUSION

FOCUS 1

UNCOMMON

LEGENDARY KINETICIST METAMAGIC SUBSTANCE INFUSION TRANSMUTATION

Elemental Conduit Required Aether, Air, Earth, Force, Water

Cast ♦ verbal

Range personal

The next kinetic blast you cast before the start of your next turn connects with extra force. If your blast hits, the target is pushed back 5 feet. If your blast critically hits, your target is pushed back 10 feet.

TELEKINETIC BOOMERANG INFUSION

FOCUS 1

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Elemental Conduit Required Aether

Cast ♦ verbal

Range personal

You exercise greater control over the next kinetic blast you cast before the start of your next turn. If your blast misses, you can immediately attempt a second spell attack with the blast at a -4 penalty; this counts as two attacks against your multiple attack penalty.



THUNDERING INFUSION

FOCUS 1

UNCOMMON

LEGENDARY KINETICIST METAMAGIC SUBSTANCE INFUSION TRANSMUTATION

Elemental Conduit Required Electricity

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests with a resounding boom. On a successful attack, your target is deafened for 1 hour.

Heightened (2nd) You add the sonic trait and deal 1d6 additional sonic damage with your kinetic blast.

WEAPON INFUSION

FOCUS 1

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a one-handed weapon and can only attack in melee; it loses the evocation trait and gains the conjuration trait. It always deals damage equal to 1d6 plus your spellcasting ability modifier, and in other ways functions as a simple weapon with the finesse trait. The kinetic weapon lasts for 1 minute, or until you drop the weapon or cast another kinetic blast, at which point the weapon ceases to exist.

Telekinetic blasts require you to hold an item in your hand to focus this power on. The kinetic weapon from a metal blast is conjured from the ingot used in the blast and reverts to an ingot when the spell expires.

Heightened (2nd) The damage of the kinetic weapon increases to 2d6 plus your spellcasting ability modifier.

Heightened (3rd) You gain one of the following weapon traits on your kinetic weapon: agile, backswing, forceful (the kinetic blast must deal physical damage), nonlethal, parry (the kinetic blast must deal physical damage), reach, sweep.

Heightened (5th) You gain two of the weapon traits listed in the 3rd level version of the spell.

Heightened (6th) The damage of the kinetic weapon increases to 3d6 plus your spellcasting ability modifier.

Heightened (8th) You gain three of the weapon traits listed in the 3rd level version of the spell.

Heightened (10th) The damage of the kinetic weapon increases to 4d6 plus your spellcasting ability modifier.



LEVEL 3

BRILLIANT INFUSION

FOCUS 2

UNCOMMON

LEGENDARY KINETICIST METAMAGIC SUBSTANCE INFUSION TRANSMUTATION

Elemental Conduit Required Electricity, Fire

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests with a brilliant light; it gains the light trait. Targets and objects hit with the blast glow as a torch and are dazzled for 1 minute. Targets critically hit with the blast are also blinded for 1 round.

BURST INFUSION

FOCUS 2

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a 5-foot radius burst originating on an intersection within the range of your kinetic blast. Targets attempt a basic Reflex save.

Heightened (3rd) The area of the burst is 10 feet.

Heightened (4th) The area of the burst is 15 feet.

Heightened (5th) The area of the burst is 20 feet.

Heightened (7th) The area of the burst is 30 feet.

Heightened (9th) The area of the burst is 60 feet.



COLUMN INFUSION

FOCUS 2

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a 20-foot tall column with a 5-foot radius originating on an intersection on the ground within the range of your kinetic blast. Targets attempt a basic Reflex save.

Heightened (4th) The height of the column is 30 feet.

Heightened (6th) The height of the column is 40 feet.

Heightened (8th) The height of the column is 60 feet.

DRAINING INFUSION

FOCUS 2

UNCOMMON

LEGENDARY KINETICIST METAMAGIC SUBSTANCE INFUSION TRANSMUTATION

Cast verbal

Range personal

The next kinetic blast you cast before the start of your next turn can only target creatures whose type matches an Elemental Conduit used in your spell. If your kinetic blast targets a single creature, instead of making an attack roll the target must attempt a basic Fortitude save against the kinetic blast's damage. If your kinetic blast targets multiple creatures or affects more than one creature in an area, the targets must each attempt a basic Fortitude save against the kinetic blast's damage. Your kinetic blast's damage ignores all immunities and resistances. If at least one target critically fails on their saving throw, you gain 1 temporary Focus Point that expires at the end of your next turn.

FOCUSED INFUSION

FOCUS 2

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a concentrated projectile. You gain a +1 status bonus to your spell attack roll with your kinetic blast and deal 1d6 bonus damage.

Heightened (4th) The bonus to damage increases to 2d6.

Heightened (6th) The status bonus to hit increases to +2.

Heightened (8th) The bonus to damage increases to 3d6

Heightened (10th) The status bonus to hit increases to +3.

PENETRATING INFUSION

FOCUS 2

UNCOMMON

LEGENDARY KINETICIST METAMAGIC SUBSTANCE INFUSION TRANSMUTATION

Cast verbal

Range personal

The next kinetic blast you cast before the start of your next turn ignores up to 5 points of your target's resistance against the damage dealt by your kinetic blast.

PERSISTENT INFUSION

FOCUS 2

UNCOMMON

LEGENDARY KINETICIST METAMAGIC SUBSTANCE INFUSION TRANSMUTATION

Elemental Conduit Required Electricity, Fire, Force, Water

Cast verbal

Range personal

The next kinetic blast you cast before the start of your next turn deals 1d6 persistent damage instead of its regular type of damage. Force based blasts change their damage type from force to bludgeoning. Water based blasts change their damage type from bludgeoning to acid and do not grant the target a flat check against ongoing acid damage.

Heightened (+2) Increase the persistent damage increases by 1d6.

LEVEL 5

BOWLING INFUSION

FOCUS 3

UNCOMMON

LEGENDARY KINETICIST METAMAGIC SUBSTANCE INFUSION TRANSMUTATION

Elemental Conduit Required Aether, Air, Earth, Force, Water

Cast verbal

Range personal

The next kinetic blast you cast before the start of your next turn connects with extra force. If your blast hits, the target is knocked prone. If your blast critically hits, your target also takes 1d6 bludgeoning damage.

CLOUD INFUSION

FOCUS 3

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a 10-foot radius spread originating on



an intersection within the range of your kinetic blast. Any creature that enters the area or starts their turn in the area takes 1/2 the normal damage dealt by your kinetic blast. The kinetic blast's area creates cover for creatures inside of or targeted through the area. The duration of the kinetic blast changes from instantaneous to concentration (up to 1 minute). Targets attempt a basic Fortitude save.

Heightened (5th) The area of the spread is 20 feet.

Heightened (8th) The area of the spread is 30 feet.

ENTANGLING INFUSION

FOCUS 3

UNCOMMON

LEGENDARY KINETICIST METAMAGIC SUBSTANCE INFUSION TRANSMUTATION

Elemental Conduit Required Cold, Earth

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn restricts the mobility of your target. If your blast hits, the target becomes immobilized for 1 minute or until they succeed at an Escape check against your Spell DC. If your blast critically hits, your target is considered restrained instead.

FOE THROW INFUSION

FOCUS 3

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Elemental Conduit Required Aether

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn can use a creature instead of an unattended object as a projectile; both the creature being thrown and the target of the blast must be within your kinetic blast's range. If the creature you choose to throw succeeds on a Fortitude save against your Spell DC, it takes minimum damage from your kinetic blast. If that creature fails, then attempt your spell attack roll as normal. Resolve damage normally based on your kinetic blast. The thrown creature lands prone in a space adjacent to your target.

SPHERE INFUSION

FOCUS 3

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests in the form of a rolling sphere of

elemental energy appearing within the range of your kinetic blast, taking up a single 5-foot square. The sphere must be supported by a solid surface, such as a stone floor, unless it has the air trait. The sphere deals your kinetic blast's damage to each creature in the square where it first appears. On subsequent rounds, you can Sustain your kinetic blast, leaving the sphere in its square or rolling it to another square within range and dealing kinetic blast damage to each creature in that square. The sphere lasts as long as you Sustain the Spell each round, up to 1 minute. Targets attempt a basic Reflex save; targets that succeed at their save take no damage (instead of half damage).

Heightened (6th) The size of the sphere increases to take up a 10-foot diameter.

TRAP INFUSION

FOCUS 3

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a simple magical trap on a closed door, container, or specific space. When that object is opened, or that space entered, the trap explodes in a 10-foot radius burst, dealing your kinetic blast damage to all creatures in the area. Targets attempt a basic Reflex save. With GM's permission, other objects and surfaces can be magically trapped.

The trap remains until your daily preparations, or until you use this infusion again.

Heightened (5th) You are telepathically aware of when your trap infusion is set off.

Heightened (7th) You can have up to 2 trap infusions active at one time.

LEVEL 7

AURA INFUSION

FOCUS 4

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a 5-foot emanation originating from your space; it gains the aura trait. When you move, the area moves with you. You are immune to your own kinetic blast when using this infusion. Any creature that enters the area or starts their turn in the area takes half the normal



damage dealt by your kinetic blast. The duration of the kinetic blast changes from instantaneous to concentration (up to 1 minute). Targets attempt a basic Fortitude save.

Heightened (6th) The area of the emanation is 10-feet.

Heightened (8th) The area of the emanation is 15-feet.

Heightened (10th) The area of the emanation is 20-feet.

DETONATION INFUSION

FOCUS 4

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast ♦ verbal

Range personal

The next kinetic blast you cast before the start of your next turn functions as if you had used a burst infusion of the same level, but the burst does not manifest until the end of your next turn. By spending an action to Sustain the Spell, you can delay the burst 1 additional round, up to 1 minute.

MAGNETIC INFUSION

FOCUS 4

UNCOMMON

LEGENDARY KINETICIST METAMAGIC SUBSTANCE INFUSION TRANSMUTATION

Elemental Conduit Required Electricity

Cast ♦ verbal

Range personal

The next kinetic blast you cast before the start of your next turn charges your target with electrical current, causing them to become an electro-magnet. If your kinetic blast hits, the target becomes easier to hit with metal weapons until the end of your next turn; attacks against the target using a metal weapon gain a +2 status bonus to their attack rolls.

SINGULARITY INFUSION

FOCUS 4

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast ♦ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a 5-foot radius spread originating on an intersection within the range of your kinetic blast. Any creature that enters the area or starts their turn in the area takes the normal damage dealt by your kinetic blast. At the beginning of each of your subsequent turns, the spread's radius increases by 5-feet to a maximum of 15-feet over 2 rounds. When the spread would grow beyond this size, the spell expires. The kinetic blast's area creates cover for creatures inside of or targeted through the area.

Heightened (6th) The area of the spread grows to 20-feet over 3 rounds.

Heightened (8th) The area of the spread grows to 25-feet over 4 rounds.

Heightened (10th) The area of the spread grows to 30 feet over 5 rounds.

SNAKE INFUSION

FOCUS 4

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast ♦ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a 30-foot line originating from your space and affecting all creatures in the area. You can bend the line by 90 degrees one time, keeping the same maximum length.

Heightened (6th) The area of the line is 50-feet and can bend twice.



Heightened (8th) The area of the line is 80-feet and can bend three times.

Heightened (10th) The area of the line is 100-feet and can bend four times.

LEVEL 9

CHAIN INFUSION

FOCUS 5

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Elemental Conduit Required Electricity

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn gains the ability to jump to nearby creatures, dealing additional damage. Each time you hit a creature with your kinetic blast, you can attempt an additional spell attack roll against a new creature within 10-feet; this blast deals damage as if the spell level were 1 lower than the previous creature. Continue making spell attack rolls until you miss, your effective spell level would be lower than 1, or you run out of creatures to attack. Only the first targeted creature needs to be in your spell's range. A single creature can only be targeted once by each casting of your kinetic blast. Each of these attacks contributes to your multiple attack penalty normally, but does not apply until the spell is completed.

SLOWING INFUSION

FOCUS 5

UNCOMMON

LEGENDARY KINETICIST METAMAGIC SUBSTANCE INFUSION TRANSMUTATION

Elemental Conduit Required Aether, Cold, Electricity, Force

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn interferes with your target's ability to act. If your blast hits, the target becomes slowed 1 for 3 rounds. If your blast critically hits, your target becomes slowed 2 for 1 round and then slowed 1 for 3 rounds.

TREMOR INFUSION

FOCUS 4

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Elemental Conduit Required Earth

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn shakes the ground. This functions as a blast infusion of the same level but only targets creatures touching solid

ground. Burrowing creatures or creatures with earth glide or similar abilities gain no special advantage against your blast. This blast also deals damage to floors, walls, and other structures within its area.

WALL INFUSION

FOCUS 5

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn manifests as a straight, continuous wall and affects all creatures in the area. The wall is 5-feet wide, up to 10-feet tall, and up to 30 feet long. The entire wall must be in contact with a solid surface and at least part of the wall's area must be within your kinetic blast's range.

Heightened (7th) The wall is up to 15-feet tall and 60 feet long.

Heightened (9th) The wall is up to 20-feet tall and 120 feet long.

LEVEL 11

DISINTEGRATING INFUSION

FOCUS 6

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Elemental Conduit Required Fire, Force

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn attempts to rip your target into dust; it gains the death trait. When you hit with your kinetic blast, the target must then attempt a basic Fortitude save; if your spell attack was a critical hit, treat the Fortitude save result as one degree worse. A creature reduced to 0 HP is reduced to fine powder; its gear remains.

If your blast is a *force blast*, an object you hit is destroyed (no save), regardless of Hardness, unless it's an artifact or similarly hard to destroy. A single casting can destroy no more than a 5-foot cube of matter. This automatically destroys any force construct, such as a *wall of force*.

FORCE HOOK INFUSION

FOCUS 6

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Elemental Conduit Required Force

Cast ◆ verbal

Range personal



The next kinetic blast you cast before the start of your next turn buries itself into your target and drags it back to you. If you hit your target and that target is your size or smaller, they are pulled to the closest available square adjacent to you. If you hit your target and that target is larger than you, you are pulled to the closest available square adjacent to it. Movement caused by this infusion does not trigger reactions.

SUFFOCATION INFUSION

FOCUS 6

UNCOMMON

FORM INFUSION LEGENDARY KINETICIST METAMAGIC TRANSMUTATION

Elemental Conduit Required Aether, Air, Water

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn targets a single breathing creature. That creature attempts a basic Fortitude save against your kinetic blast's damage; on a failure they take an additional 1d6 persistent bludgeoning damage and must hold their breath as long as the persistent damage remains. This otherwise follows the rules for Drowning and Suffocating (see Chapter 10 in the *Pathfinder Core Rulebook (Second Edition)*).

UNRAVELING INFUSION

FOCUS 6

UNCOMMON

LEGENDARY KINETICIST SUBSTANCE INFUSION METAMAGIC TRANSMUTATION

Elemental Conduit Required Fire, Force

Cast ◆ verbal

Range personal

The next kinetic blast you cast before the start of your next turn unravels the magic of a spell or effect. On a hit you can also attempt a counteract check against the target. This otherwise functions as *dispel magic*. *Fire blasts* first counteract effects that grant fire resistance or immunity and *force blasts* first counteract force effects, otherwise the targeted effect is determined randomly.

LEGENDARY KINETICIST CLASS FEATS

At every level at which you gain a legendary kineticist feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat. If the feat has one or more prerequisite Elemental Conduits listed, select one of your Elemental Conduits that matches the feat; your feat gains the selected Elemental Conduit as a trait. For example, to take the Kinetic Leap feat, you must have the Aether, Air, or Fire Elemental Conduit; when you choose that feat, you choose either Aether, Air, or Fire and add that trait to the feat.

1ST LEVEL

BENEFICIAL WINDS

FEAT 1

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Air

You are constantly under the effects of *feather fall*, and moving in wind poses no penalty for you nor does it require any special check. You gain a +1 circumstance bonus to Maneuver in Flight checks.

EARTH WALK

FEAT 1

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Earth

Your footing is strong; you ignore difficult terrain from rocks, mud, or uneven terrain including steep stairs.

EARTHEN SHIELD ◆

FEAT 1

LEGENDARY KINETICIST CONCENTRATE CONJURATION

Prerequisite Elemental Conduit Earth

Requirements You have one hand free

You conjure a shield from solid stone or metal. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn. While this ability is in effect, you can use the Shield Block reaction with your earthen shield. The earthen shield remains in your hand until the beginning of your next turn or until you use the Shield Block reaction. The shield has Hardness 5. At 5th level and every 5 levels thereafter, the hardness increases by 5.

ELEMENTAL ADAPTATION

FEAT 1

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Air, Cold, Electricity, Fire, Water

Your body has adjusted to extreme environments that match your element. When you select this feat, choose one of your qualifying Elemental Conduits. If your selected Elemental Conduit is cold, electricity, or fire, you gain resistance of the same damage type equal to your level. Furthermore, you gain the following benefits based on your selected Elemental Conduit:

Air You are immune to the thin air in high altitudes, and can hold your breath for a number of minutes equal to 5 + your Constitution modifier. When you would be Shoved, you can move an additional 5 feet in the direction of your choosing; this movement doesn't trigger reactions.

Cold You are immune to Temperature Effects from cold environments and treat hot environments as one degree cooler.



Electricity You act like a lightning rod. Your Living Capacitor ability triggers if a creature adjacent to you takes electricity damage; when you use it in this way, you take the electricity damage from the triggering attack instead of the adjacent creature who allowed you to trigger the reaction.

Fire You are immune to Temperature Effects from hot environments and treat cold environments as one degree warmer.

Water You gain the ability to breathe underwater and are immune to the effects of high-pressure environments, such as deep water.

ELEMENTAL SCULPTOR

FEAT 1

LEGENDARY KINETICIST CONCENTRATE CONJURATION MANIPULATE

Prerequisite Elemental Conduit Cold, Earth, Fire, Water

Range 120 feet

You can move a 5-foot-cube worth of elemental matter up to 5-feet; the type of matter moved is based on your Elemental Conduit. With a successful Craft check, you can form the elemental matter into specific shapes such as an ice sculpture, stone staircase, flying bird made of fire, or coax water leap into a bucket. Once you stop concentrating, the matter doesn't automatically retain its shape; sturdy matter, such as ice or stone, will retain its shape.

ENERGIZE WEAPON

FEAT 1

LEGENDARY KINETICIST

You can imbue a weapon with the power of your element. You learn the *energize weapon* focus spell.

ENERGIZE WEAPON

FOCUS 1

UNCOMMON LEGENDARY KINETICIST TRANSMUTATION

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 weapon or unarmed attack

Duration 1 minute

One weapon or unarmed attack you touch becomes energized with your elemental power, dealing 1d6 additional damage per successful attack. This damage is the same type as a kinetic blast you know.

Heightened (4th) You can target up to 10 weapons within 30 feet.

EXTENDED RANGE

FEAT 1

LEGENDARY KINETICIST

The range of your kinetic blast extends to 120 feet. If your kinetic blast has the air trait, the range of your kinetic blast extends to 240-feet.

ICEWALKER

FEAT 1

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Cold

You ignore difficult terrain from ice and snow and don't have to Balance on slippery surfaces. You can move at half your Speed to walk across the surface of water, temporarily freezing it with each step you take. At level 12, you can walk on air by creating a contiguous path of ice as wide as your space; this ice path otherwise acts as *wall of ice*.





JOLTING STEP

FEAT 1

LEGENDARY KINETICIST MOVE

Prerequisite Elemental Conduit Electricity

You Step up to 10-feet, ignoring difficult terrain.

KINETIC COVER

FEAT 1

LEGENDARY KINETICIST CONCENTRATE CONJURATION

Prerequisite Elemental Conduit Aether, Cold, Earth

You conjure a crude barrier from your elemental matter, such as a pile of small objects, a thin sheet of ice, or a mound of earth. Select a line between two squares to place the barrier; the barrier blocks line of sight and creates cover to creatures on the other side. The barrier has AC 10, Hardness equal to your level, and has 5 Hit Points for each of your levels. You can have a number of these barriers in existence equal to your Constitution modifier; when you attempt to create more barriers than your maximum, one of your existing barriers you choose crumbles.

KINETIC HEALER

FEAT 1

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether, Water

You learn the *kinetic heal* focus spell.

KINETIC HEAL

FOCUS 1

UNCOMMON LEGENDARY KINETICIST HEALING NECROMANCY

Cast ♦ or ♦♦ somatic or somatic and verbal

Range touch or 30 feet; **Targets** 1 willing living creature

Duration 1 round

You manipulate your element to heal the wounds of the living creature. It regains a number of hit points equal to your Kinetic Blast damage. The number of actions you spend when Casting the Spell determines its range:

- ♦ (somatic) The spell has a range of touch.
- ♦♦ (somatic, verbal) The spell has a range of 30 feet.

KINETIC LEAP

FEAT 1

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether, Air, Fire

When you Leap, increase the distance you can jump vertically and horizontally by 5 feet. If you spend two actions to Leap, you can jump up to double your maximum height and distance.

SKILLED KINETICIST

FEAT 1

LEGENDARY KINETICIST

You use your element to enhance your capabilities. Choose a skill in which you are trained; gain a bonus Skill Feat for that skill and a +1 circumstance bonus to checks with that skill as long as control over your element could aid you in the check.

TELEKINETIC FINESSE

FEAT 1

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether

When you cast *mage hand*, you are able to manipulate fine objects with a gentle touch, allowing you to perform tasks such as Steal, Disable a Device, or Pick a Lock from up to 30 feet away. When performing these tasks at range, you take a -2 circumstance penalty to your checks.

2ND LEVEL

ELEMENTAL OVERFLOW

FEAT 2

LEGENDARY KINETICIST

If you begin your turn with the stunned condition from Accepting Burn, you gain a +1 status bonus to attack rolls with your kinetic blasts until the end of your turn.

ELEMENTAL WHISPERS

FEAT 2

LEGENDARY KINETICIST

Select one of your Elemental Conduits. You gain a familiar with an additional Familiar Ability based on your selected Elemental Conduit.

Aether Your familiar gains the Manual Dexterity Familiar Ability even if it doesn't have any limbs; this otherwise functions as *mage hand*.





Air Your familiar gains the Flier Familiar Ability.

Cold Your familiar gains the Damage Avoidance Familiar Ability; it can only use this against saves that deal cold damage or have the Cold trait.

Earth Your familiar gains the Burrower Familiar Ability.

Electricity Your familiar gains the Fast Movement Familiar Ability.

Fire Your familiar gains the Damage Avoidance Familiar Ability; it can only use this against saves that deal fire damage or have the Fire trait.

Water Your familiar gains the Amphibious Familiar Ability.

FIRE'S FURY

FEAT 2

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Fire

Whenever you hit with a kinetic blast with the fire trait, you deal 1 point of persistent fire damage.

KINETIC AWE

FEAT 2

LEGENDARY KINETICIST CONCENTRATE EMOTION FEAR MANIPULATE MENTAL

Prerequisite Trained in Intimidation

Frequency once per 10-minutes

You create a loud and obvious display of elemental might. Attempt a single Intimidation check to Demoralize all enemies within 30 feet. When you do, Demoralize loses the audio trait, gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

SLASHING BLAST

FEAT 2

LEGENDARY KINETICIST TRANSMUTATION

Prerequisite Elemental Conduit Air, Water

When you cast *air blast* or *water blast*, you may deal slashing damage instead of bludgeoning damage.

SLICK

FEAT 2

LEGENDARY KINETICIST CONJURATION FLOURISH

Prerequisite Elemental Conduit Cold, Water

Range 30 feet; **Area** 4 contiguous 5-foot squares; **Duration** 1 round

You cover all solid ground in the area with slick water or ice, depending on your Elemental Conduit. Each creature standing on the slippery surface must succeed at a Reflex save or an Acrobatics check against your spell DC or fall prone. Creatures using an action to move onto the slippery surface before the start of your next turn must attempt either a Reflex save or an Acrobatics check to Balance. A creature that Steps or Crawls doesn't have to attempt a check or save.

4TH LEVEL

BLADE RUSH

FEAT 4

LEGENDARY KINETICIST MOVE

Move up to twice your Speed in a straight line in any direction, then cast a kinetic blast; you may only make a melee attack with your blast.

EARTH CLIMB

FEAT 4

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Earth

You gain a climb Speed equal to your Speed when climbing on earth and stone.

EXTREME RANGE

FEAT 4

LEGENDARY KINETICIST

The range of your kinetic blast extends to 500-feet. If your kinetic blast has the air trait, the range of your kinetic blast extends to 1,000-feet

KINETIC GRACE

FEAT 4

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether, Air, Electricity, Fire

You can move an additional 5-feet when you Step.

PLAYING WITH FIRE

FEAT 4

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Fire

You learn to intensify your fire, causing it to burn even hotter, but you cause the magic to act in unstable ways. The next fire spell you cast before the end of your turn that requires you to make a spell attack roll gains a status bonus to damage equal to the spell's level. If you fail on your spell attack roll, you begin taking a number of persistent fire damage each round equal to the spell's level. If you critically fail, you take 1d4 persistent fire damage for each level of the spell. Fire damage caused to yourself from this ability ignores any fire resistance you have.

SPARK OF LIFE

FEAT 4

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Air, Cold, Earth, Electricity, Fire, Water

You learn the *spark of life* focus spell.



SPARK OF LIFE

UNCOMMON LEGENDARY KINETICIST CONJURATION

Cast >>> somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You conjure an elemental to fight for you. You summon a common elemental creature with a trait matching one of your Elemental Conduits and whose level maximum level is 1. Heightening the spell increases the maximum level of the creature you can summon.

Heightened (3rd) Maximum Level 2.

Heightened (4th) Maximum Level 3.

Heightened (4th) Maximum Level 5.

Heightened (4th) Maximum Level 7.

Heightened (4th) Maximum Level 9.

Heightened (4th) Maximum Level 11.

Heightened (4th) Maximum Level 13.

Heightened (4th) Maximum Level 15.

FOCUS 2

TELEKINETIC HAUL >

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether

Frequency once per 10 minutes

FEAT 4

The next time you cast *mage hand* before the start of your next turn, you can target an unattended object with a Bulk equal to your level or less.

VEIL OF MISTS >>>

FEAT 4

LEGENDARY KINETICIST ILLUSION VISUAL

Prerequisite Elemental Conduit Water

You weave a veil of mist around your body that masks your true form, allowing you to appear as another creature. This illusion lasts until you fall unconscious, take fire damage, or dismiss it as a single action. It functions in all other ways as *illusory disguise* (1st).

VOICE OF THE WIND

FEAT 4

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Air

When you cast *message*, you can allow it to ride on the wind towards any target you specify within a mile. You only need to know the general location of a target and have a clear picture of them in your mind. The message arrives 1d4 minutes after you have sent it and it cannot pass through air-tight barriers. Their response, if any, is received 1d4 minutes later.

6TH LEVEL

AETHERIC RECONSTRUCTION

FEAT 6

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether

You learn to cast *mending* at will, as if it were a cantrip.

BLUE FLAME

FEAT 6

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Fire

You learn the *blue flame blast* kinetic blast cantrip.

BLUE FLAME BLAST

CANTRIP 3

UNCOMMON FIRE ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Cast > somatic

Range touch or 30 feet; Targets 1 creature or object

Fire springs from your hand at a target you specify either in melee or at range dealing 3d8 fire damage + your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.



Critical Success The target takes double damage and takes 3d4 persistent fire damage.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d8 and the persistent damage by 1d4.

CHILLY PRESENCE

FEAT 6

LEGENDARY KINETICIST AURA

Prerequisite Elemental Conduit Cold; **Prerequisite** Elemental Adaptation

You gain an aura of numbing cold that you can activate or deactivate with one action. While active, the ambient temperature within 30 feet of you decreases by up to 2 categories and creatures that begin their turn adjacent to you become clumsy 1 (Fortitude negates). If the creature was already clumsy, increase the value by 1. This condition lasts for 10-minutes or until the creature takes fire damage. Creatures resistant or immune to cold are immune to this effect. You cannot activate Chilly Presence and Heat Wave at the same time.

ELECTRIC SLIDE

FEAT 6

LEGENDARY KINETICIST TELEPORTATION

Prerequisite Elemental Conduit Electricity

You teleport up to half your Speed to a square that you can see and have line of effect to.

ELEMENTAL GRIP

FEAT 6

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Air, Cold, Earth, Electricity, Fire, Water

You learn the *elemental grip* focus spell.

ELEMENTAL GRIP

FOCUS 3

UNCOMMON LEGENDARY KINETICIST TRANSMUTATION INCAPACITATION

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** varies

You control the elemental matter of a creature with a trait matching one of your Elemental Conduits, restricting their ability to act. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is stunned 1.

Failure The target is paralyzed for 1 round.

Critical Failure The target is paralyzed for 4 rounds. At the end of each of its turns, it can attempt a new Fortitude save to reduce the remaining duration by 1 round, or end it entirely on a critical success.

ENGULFING WINDS

FEAT 6

LEGENDARY KINETICIST CONCENTRATE CONJURATION MANIPULATE

Prerequisite Elemental Conduit Air

You create a barrier of gusting winds that hinders anything moving through it. The wall lasts until the beginning of your next turn but otherwise functions as *wall of wind*.

EXPAND ELEMENT

FEAT 6

LEGENDARY KINETICIST

Gain an additional Elemental Conduit, including the associated kinetic blast. You cannot select the force Elemental Conduit. During daily preparations, you choose from one of your Elemental Conduits and gain the Elemental Defense power from that element; your saving throw and armor proficiencies always follow your original Elemental Conduit. Because you now have more than one Elemental Conduit, you can gain access to Combination Blasts that match your Elemental Conduits.

You can select this feat more than once, each time selecting a new Elemental Conduit.





FORCE CONDUIT

FEAT 6

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether

You gain Force as an Elemental Conduit and you learn the *force blast* kinetic blast cantrip.

FORCE BLAST

CANTRIP 3

UNCOMMON FORCE ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Cast ♦ somatic

Range touch or 30 feet; Targets 1 creature or object

A projection of pure force springs from your hand at a target you specify either in melee or at range dealing 3d4 force damage plus your spellcasting ability modifier. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d4.

FOXFIRE ♦♦

FEAT 6

LEGENDARY KINETICIST LIGHT

Prerequisite Elemental Conduit Fire

Frequency once per minute

A bright light emanates from you, touching all creatures within 30 feet. Creatures in the area, including yourself, are limned in heatless fire for 1 minute. This fire functions in all other ways as *faerie fire*.

FREEZE! ♦♦

FEAT 6

LEGENDARY KINETICIST CONCENTRATE

Prerequisite Elemental Conduit Cold

A creature you can see within 30 feet is hampered by the sudden growth of ice. The creature can attempt a Reflex save against your primal spell DC.

Critical Success The target becomes immune to this effect for 1 minute.

Success The target takes a -10 penalty to its Speed.

Failure The target becomes immobilized.

Critical Failure The target becomes restrained.

HEAT WAVE

FEAT 6

LEGENDARY KINETICIST AURA

Prerequisite Elemental Conduit Fire; Prerequisite Elemental Adaptation

You gain an aura of sweltering heat that you can activate or deactivate with one action. While active, the ambient temperature within 30 feet of you increases by up to 2 categories and creatures that begin their turn adjacent to you become enfeebled 1 (Fortitude negates). If the creature was already enfeebled, increase the value by 1. This condition lasts for 10-minutes or until the creature takes cold damage. Creatures resistant or immune to fire are immune to this effect. You cannot activate Chilly Presence and Heat Wave at the same time.

KINETIC RESTORATION

FEAT 6

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether, Water

You learn the *kinetic restoration* focus spell.

KINETIC RESTORATION

FOCUS 3

UNCOMMON FORCE ATTACK CANTRIP EVOCATION

Tradition primal

Cast 1 minute (somatic, verbal)

Range touch; Targets 1 creature

You channel your element through a creature, restoring its body and purging toxins. When you cast *kinetic restoration*, choose one of the listed options; you can only select an option if you have the indicated Elemental Conduit. A creature can benefit from only one *kinetic restoration* or *restoration* spell each day, and it can't benefit from *kinetic restoration* or *restoration* more than once to reduce the stage of the same exposure to a given toxin.

Lessen a Toxin (water) Reduce the stage of one toxin the target suffers from by one stage. This can't reduce the stage below stage 1 or cure the affliction.

Reduce a Condition (aether) Reduce the value of the target's clumsy, enfeebled, or stupefied condition by 2. You can instead reduce two of the listed conditions by 1 each or reduce the target's doomed value by 1. You can't use this to reduce a permanent doomed condition.

Reduce a Condition (water) Reduce the value of the target's clumsy, enfeebled, drained, or stupefied condition by 2. You can instead reduce two of the listed conditions by 1 each.

Restore Senses (aether) You attempt a counteract check against a single effect imposing the blinded or deafened conditions on the target, restoring its vision



or hearing. It doesn't cure someone who does not have the sense due to some natural state or effect, such as from birth.

Remove Fatigue (water) You help hydrate and replenish a living creature's cells, removing their fatigued condition.

MAGNETISM

FEAT 6

LEGENDARY KINETICIST CONCENTRATE MANIPULATE

Prerequisite Elemental Conduit Earth, Electricity

You focus on a mass of metal within 30 feet; this can be an unattended object made mostly or entirely of metal or a creature wearing medium or heavy metal armor. You can move this target around as if it was weightless by manipulating the magnetic fields surrounding it; this ability otherwise functions as *levitate*. Unwilling creatures that succeed on a Fortitude save against your spell DC negate the effect. Objects and creatures continue to move at your command as long as you continue spending actions to manipulate them each round; unwilling creatures get a Fortitude save to negate these effects each round you target them.

METAL CONDUIT

FEAT 6

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Earth

You learn the *metal blast* kinetic blast cantrip.

METAL BLAST

CANTRIP 3

UNCOMMON EARTH ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Cast ◆ Focus

Range touch or 30 feet; **Targets** 1 creature or object

To cast this spell, you must be holding a metal ingot as a focus spell component. Metal springs from your hand at a target you specify either in melee or at range dealing 3d4 bludgeoning, slashing, or piercing damage plus your spellcasting ability modifier; the type of damage is determined when you cast the spell and takes on the properties of the ingot you are holding when you cast this spell. Attempt a spell attack roll against your target's AC. This is normally a ranged attack, but you can also attempt a melee attack against a creature in your unarmed reach.

Critical Success The target takes double damage. If the attack dealt piercing or slashing damage, the target also takes 1d4+2 persistent bleed damage.

Success The target takes normal damage.

Heightened (+1) The damage increases by 1d4 and the persistent damage increases by 1.

SMOKE STORM

FEAT 6

LEGENDARY KINETICIST CONCENTRATE FLOURISH POISON

Prerequisite Elemental Conduit Fire

You transform up to a 5-foot square of non-magical fire into a 20-foot emanation of smoke, which extinguishes the fire. All creatures in the smoke are concealed, and creatures that begin their turn in the smoke must attempt a Fortitude save against your spell DC. Creatures taking persistent fire damage are eligible targets.

Success The creature must hold their breath or become sickened 1.

Failure The creature becomes sickened 1.

Critical Failure The creature becomes sickened 2.

TELEKINETIC CLOAKING

FEAT 6

LEGENDARY KINETICIST CONCENTRATE FLOURISH

Prerequisite Elemental Conduit Aether

You wrap yourself in bands of obscuring aether, bending light around you. You become hidden. If you are in an area with dense particles, such as smoke, fog, or mist, then you become merely concealed. This effect lasts for 1 minute or until you attack or cast a spell.

TELEKINETIC MANEUVERS

FEAT 6

LEGENDARY KINETICIST FLOURISH MANIPULATE

Prerequisite Elemental Conduit Aether

With a rush of telekinetic power, you move a foe or something they carry. You can attempt to Disarm, Shove, or Trip the target using a spell attack roll instead of an Athletics check so long as the target is within range of your telekinetic blast.

WATERDANCER

FEAT 6

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Water

You create a current of water to surround you and push you around, granting you a 10-foot status bonus to your Speed or granting you a swim Speed equal to your Speed if you are in water. You can activate or halt this ability as one action.

WEIGHT OF THE EARTH

FEAT 6

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Earth

You gain *earthbind* as a focus spell.



WINDSIGHT

FEAT 6

LEGENDARY KINETICIST DETECTION

Prerequisite Elemental Conduit Air

You gain the ability to see through mist and fog, ignoring any concealed condition it causes. When not in a vacuum and Seeking, you can detect creatures in a 60-foot cone or 30-foot burst and objects in a 20-foot square adjacent to you.

8TH LEVEL

AQUASIGHT

FEAT 8

LEGENDARY KINETICIST DETECTION

Prerequisite Elemental Conduit Water

You gain the ability to see through mist and water, ignoring any concealed condition it causes. Water, aquatic, and amphibious creatures in your line of sight are never concealed or hidden from you, but are observed instead.

BODY OF AETHER

FEAT 8

LEGENDARY KINETICIST CONCENTRATE MORPH TRANSMUTATION

Prerequisite Elemental Conduit Aether

Frequency once per hour

You gain temporary Hit Points equal to your level, gain the concealed condition, and gain a +2 status bonus to Stealth checks. These benefits last for 1-minute.



BODY OF AIR

FEAT 8

LEGENDARY KINETICIST CONCENTRATE MORPH TRANSMUTATION

Prerequisite Elemental Conduit Air

Frequency once per hour

You gain a fly Speed equal to your Speed, gain a +2 status bonus on Reflex saves and against gas attacks, such as inhaled poisons. These benefits last for 1-minute.

BODY OF EARTH

FEAT 8

LEGENDARY KINETICIST CONCENTRATE MORPH TRANSMUTATION

Prerequisite Elemental Conduit Earth

Frequency once per hour

You gain a +2 status bonus to your AC, take a -10 status penalty to your Speed (minimum 5-feet), and gain fast healing 1 as long as you are touching earth or stone. These benefits last for 1-minute.

BODY OF FIRE

FEAT 8

LEGENDARY KINETICIST CONCENTRATE MORPH TRANSMUTATION

Prerequisite Elemental Conduit Fire

Frequency once per hour

You gain a +2 status bonus to Reflex saves and to damage rolls with your *fire blast* and *blue flame blast*. Additionally, you can use Searing Flesh as a free action. These benefits last for 1-minute.

BODY OF ICE

FEAT 8

LEGENDARY KINETICIST CONCENTRATE MORPH TRANSMUTATION

Prerequisite Elemental Conduit Cold

Frequency once per hour

You gain a +1 status bonus to your AC, a +4 status bonus to your Fortitude DC against Grapple checks, and a +4 status bonus to Escape checks. When an adjacent creature hits you with a melee attack, they take 2d6 cold damage. These benefits last for 1-minute.

CELERITY

FEAT 8

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Air, Electricity

You gain *celerity* as a focus spell.

CELERITY

FOCUS 4

UNCOMMON LEGENDARY KINETICIST TRANSMUTATION

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Duration 1 minute



You imbue the target with the swiftness of the Plane of Air. The target gains the quickened condition and can use the extra action each round to Leap, Step, Stride, or Strike.

Heightened (8th) You can target up to 6 creatures.

EARTHMELD

FEAT 8

UNCOMMON LEGENDARY KINETICIST TRANSMUTATION

Prerequisite Elemental Conduit Earth

You can meld into earth and stone for up to an hour without taking a breath, allowing you to hear nearby conversations without being detected. You gain a +4 status bonus on Disguise checks to appear like earth or stone when you are melded in this way.

ELECTRIC BOOGALOO

FEAT 8

LEGENDARY KINETICIST TELEPORTATION

Prerequisite Elemental Conduit Electricity; **Prerequisite** Electric Slide

Requirement you used Electric Slide on your turn; **Trigger** your turn ends.

You use Electric Slide.

ELEMENTAL FLIGHT

FEAT 8

LEGENDARY KINETICIST MOVE

Prerequisite Elemental Conduit Aether, Air, Fire

Frequency once per turn

You use your element to propel yourself through the air, Flying up to your speed. If you do not land on solid ground, you fall normally. If you have the air Elemental Conduit, you don't fall until the end of your turn.

FIRESIGHT

FEAT 8

LEGENDARY KINETICIST DETECTION

Prerequisite Elemental Conduit Fire

You gain the ability to see through flames and smoke, ignoring any concealed condition it causes. Fire creatures in your line of sight are never concealed or hidden from you, but are observed instead.

FLURRY OF BLASTS

FEAT 8

LEGENDARY KINETICIST

Choose a single kinetic blast; attempt three spell attacks with that blast as if it had the agile trait and was cast at 1 level lower than your highest spell level. Calculate your multiple attack penalty normally.

HEALING BURST

FEAT 8

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether, Water

When you cast *kinetic heal* you can spend 3 actions to cast the spell to heal all living creatures within 30 feet for half the listed amount of Hit Points.

PURIFYING FLAMES

FEAT 8

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Fire

You can Treat Disease or Treat Poison without healer's tools, and can use your primal spell attack bonus in place of your Medicine check.

SUDDEN CHILLS

FEAT 8

LEGENDARY KINETICIST CONCENTRATE FLOURISH INCAPACITATION

Prerequisite Elemental Conduit Cold

You fill a living creature within 30 feet of you with an intense cold. Your target attempts a Fortitude save against your primal spell DC to determine the effects. Creatures immune or resistant to cold are immune to this effect.

Critical Success No effect.

Success The target is flat-footed until the beginning of your next turn.

Failure The target is stunned 1 and flat-footed until the beginning of your next turn.

Critical Failure The target is stunned 2 and flat-footed until the beginning of your next turn.

SWIFT AS THE WIND

FEAT 8

LEGENDARY KINETICIST CONCENTRATE TRANSMUTATION

Prerequisite Elemental Conduit Air, Electricity

Frequency once per minute

You and your allies within 30 feet gain a +10 status bonus to their Speeds until the end of your next turn. While you have this feat, calculate the overland Speed of you and up to 6 allies as if their Speed were 10-feet faster.

TOUCHSIGHT

FEAT 8

LEGENDARY KINETICIST DETECTION

Prerequisite Elemental Conduit Aether

You attach strands of aether to everything your telekinesis touches. When you damage a creature with your *telekinetic blast* or *force blast*, they become observed by you until the end of your next turn. They cannot become undetected, hidden, nor concealed to you until this duration expires.



TRAIL BLAZE

FEAT 8

LEGENDARY KINETICIST FLOURISH MOVE

Prerequisite Elemental Conduit Fire

Stride twice. Every time you leave a square, you leave a 5-foot-thick wall of flame that rises 10-feet-high until the beginning of your next turn. Everything on each side of the wall is concealed from creatures on the opposite side. Any creature that crosses the wall or is occupying the wall's area at the start of its turn takes 4d6 fire damage.

TREMORSENSE

FEAT 8

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Earth

You gain tremorsense (imprecise) up to a range of 30 feet.

WATER MANIPULATOR

FEAT 8

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Water

You gain *water manipulation* as a focus spell.

WATER MANIPULATION

FOCUS 4

UNCOMMON LEGENDARY KINETICIST EVOCATION WATER

Cast ◆◆ somatic, verbal

Range varies; **Area** varies

Duration sustained up to 1 minute

You control the water around you, raising the water level or lowering it, as you please. Select any number of contiguous squares of water around you within your kinetic blast's range. You raise or lower the water level in those squares by 5 feet. When you Sustain the Spell, you can raise or lower the water level by an additional 5 feet, up to a maximum of 20 feet. Water, aquatic, and amphibious creatures who start their turn in the area are slowed 1.

WATERSENSE

FEAT 8

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Water

While submerged in water, you gain tremorsense (imprecise) up to a range of 120 feet, but only for creatures also submerged in water.

10TH LEVEL

AETHER PUPPET

FEAT 10

UNCOMMON LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether

You are able to perform the *animate object* ritual with a casting time of 1 hour. When you get a success, you get a critical success instead. Instead of expending rare oils with the listed value, you can expend one Focus Point; you cannot regain that Focus Point until the *animated object* is destroyed or the magic binding it is dismissed (a single action).

ELEMENTAL CORRIDOR

FEAT 10

LEGENDARY KINETICIST EXPLORATION

Prerequisite Elemental Conduit Air, Cold, Earth, Fire, Water

You create a passage by tunneling through your element, shunting elemental matter aside as you pass and allowing it to move back into its original position after you've gone. You can shunt enough matter to create a 15-foot-wide, 15-foot-high tunnel that is 50-feet long. If you enter Encounter Mode while using this activity, you must use one action each round to Sustain a Spell on the elemental corridor, otherwise the corridor collapses and the elemental matter returns to its original state at the end of your turn. You can tunnel through hurricanes, snow banks, solid rock, wild fires, lava, or the ocean floor as long as your Elemental Conduit matches the elemental material you are tunneling through.

ELEMENTAL SHIELD

FEAT 10

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Air, Cold, Earth, Electricity, Fire, Force, Water





Trigger a creature within your natural reach deals damage to you with a melee weapon or natural attack.

You deal 2d6 damage to that creature; the damage must be the same type as dealt by one of your kinetic blasts.

INFUSION SPECIALIZATION FEAT 10

LEGENDARY KINETICIST

Choose one infusion; you gain the ability to cast that infusion at its lowest level without expending a Focus Point.

SHIMMERING MIRAGE FEAT 10

LEGENDARY KINETICIST MANIPULATE

Prerequisite Elemental Conduit Aether, Air, Fire, Water

Frequency once per hour

Your elemental matter bends light (by weaving aether, changing air pressure, creating heat mirages, or thin layers of water), giving you concealment for 1 minute.

SYNAPTIC STUN FEAT 10

LEGENDARY KINETICIST INCAPACITATION

Prerequisite Elemental Conduit Electricity

Requirements your last action was an *electric blast* that dealt damage

A target damaged by your blast is overloaded with electrical energy. They must attempt a Fortitude save against your spell DC.

Critical Success No effect.

Success The target is stupefied 1 until the beginning of your next turn.

Failure The target is stunned 1 and stupefied 2 until the beginning of your next turn.

Critical Failure The target is stunned 2 and stupefied 4 until the beginning of your next turn.

12TH LEVEL

BLADE WHIRLWIND FEAT 12

LEGENDARY KINETICIST

Cast a kinetic blast you know. Attack all adjacent enemies with your kinetic blast. Roll a separate spell attack roll for each target.

EARTH GLIDE FEAT 12

UNCOMMON LEGENDARY KINETICIST

Prerequisite Elemental Conduit Earth; **Prerequisite** Earthmeld

You can Burrow through earthen matter, including rock. When you do so, you move at half your Speed, leaving no tunnels or signs of your passing.



ELEMENTAL TRANSMISSION FEAT 12

UNCOMMON LEGENDARY KINETICIST EXPLORATION

Prerequisite Elemental Conduit Air, Cold, Earth, Fire, Water

Frequency once per hour

You can manipulate your element to allow you to converse with another creature on the same plane as you. The creature must be one you can name and both of you must be within 10-feet of a concentration of elemental matter matching one of your Elemental Conduits such as fog, a snow bank, pile of rocks, bonfire, or bowl of water. Unwilling creatures can hear you and see your face in the elemental matter but do not appear before you unless they choose to respond, otherwise you can carry a conversation with the target creature for up to 10-minutes.

RIDE THE BLAST FEAT 12

LEGENDARY KINETICIST CONCENTRATE

Prerequisite Elemental Conduit Air, Cold, Earth, Electricity, Fire, Force, Water

The next kinetic blast you cast before the beginning of your next turn transforms your body into living energy and travels with the blast. You appear at the end of the blast's path or in the center of a burst, emanation, or spread.



SPYING TOUCHSIGHT

FEAT 12

LEGENDARY KINETICIST DIVINATION SCRYING

Prerequisite Elemental Conduit Aether; **Prerequisite** Touchsight

When you use Touchsight, you can allow your strand of aether to stay attached to a single creature for up to one hour. During that time you gain the benefit of *status* on that creature and can spy in it using any of your five senses, changing which senses to share with the creature by spending one action. While you are experiencing a target's sense, your own sense is dulled. Creatures using *see invisibility* or similar effects can notice the trailing strand of aether and follow it to you or the creature you are spying on. This strand can be broken by you or the target using a teleportation effect, by dispelling it, or by dealing 5 force damage to the strand.

SUPERCHARGE



FEAT 12

LEGENDARY KINETICIST

Frequency once per minute

You Gather Power.

Wind Manipulator ♦♦ Feat 12

Legendary Kineticist, Concentrate, Manipulate

Prerequisite Elemental Conduit Air

You control the wind's speed and direction to the entire area within the range of your *air blast*. If you create strong winds, creatures function as described in Moving in Wind, using your spell DC for their Maneuver in Flight and Athletics checks. Instead, you are able to create winds strong enough to affect all creatures in your *air blast* range with *gust of wind*.

14TH LEVEL

AQUABODY

FEAT 14

LEGENDARY KINETICIST MORPH TRANSMUTATION

Prerequisite Elemental Conduit Water; **Prerequisite** Elemental Adaptation

You become truly one with the water and gain the amphibious trait. You are able to walk on water as easily as land, even if the water is flowing swiftly; at the GM's discretion particularly turbulent water counts as difficult terrain. When submerged, you gain a swim Speed equal to double your Speed. You take no penalties for attacking underwater. Your *water blasts* made underwater gain a +2 circumstance bonus to spell attack rolls and spell DCs.

BIOELECTRIC BALANCE

FEAT 14

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Electricity

When performing a refocus activity you hone your body's nervous system, heightening your reflexes. You gain a +4 status bonus to your next Initiative roll within the next hour.

BURNING BLOOD

FEAT 14

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Fire

When performing a refocus activity, your body temperature rises, fighting off any infection. Attempt a saving throw against all poisons and diseases currently affecting you, ignore any failures or critical failures.

EARTHEN REJUVENATION

FEAT 14

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Earth

When performing a refocus activity and in contact with natural earth or stone, you heal 2 Hit Points for each level you have.

EARTHSENSE

FEAT 14

UNCOMMON LEGENDARY KINETICIST EXPLORATION DIVINATION

Prerequisite Elemental Conduit Earth; **Prerequisite** Tremorsense

When you spend at least 10-minutes in silent meditation, you can discover a vast amount of information about the area around you. Attempt a Plane of Earth Lore check against the standard DC for your level; if you succeed, you learn the number of creatures, their size, and their relative direction within a 1,000-foot radius so long as those creatures are in contact with the ground. You also learn the rough layout of any subterranean caverns, tunnels, hallways, or rooms.

FROZEN CALM

FEAT 14

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Cold

When performing a refocus activity, you center yourself and take control over your emotions, gaining a +4 Status bonus against the next saving throw you attempt to resist an emotion effect within the next hour.



FLOW OF INFORMATION

FEAT 14

UNCOMMON LEGENDARY KINETICIST EXPLORATION DIVINATION SCRYING

Prerequisite Elemental Conduit Water

When you spend at least 10-minutes in silent meditation while in contact with a body of water, you can project your senses through the water, allowing you to hear and listen to things happening within 1,000 foot radius of you as long that location is within or adjacent to the body of water. You can only focus your senses on one specific place at a time. While using this ability you are blinded and deafened to activities around you.

FORCE BARRIER

FEAT 14

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Force

You learn the *force barrier* focus spell.

FORCE BARRIER

FOCUS 7

UNCOMMON LEGENDARY KINETICIST SCHOOL

Cast ☞ somatic; **Trigger** You or a creature adjacent to you is targeted by an attack, spell, or area effect.

Range personal; **Area** one 5-foot sphere

Duration sustained up to 1 minute

You form an invisible wall of pure force around you in a 5-foot sphere. The sphere encompasses all creatures and objects in adjacent spaces. If a creature or object does not fit within the sphere, they are Shoved away from you to the closest available space. The sphere does not penetrate immovable objects such as the walls or floor. It functions in all other ways as *wall of force*. The spell manifests before resolving the triggering attack, spell, or area effect and the *force barrier* becomes its new target. Area effects triggering this spell, such as bursts, with a grid intersection or square inside the *force barrier* as their origin point instead originate from the closest square or grid intersection outside of the *force barrier*.

Heightened (+1) The Hit Points of the wall increases by 20.

KINETIC REVIVIFICATION

FEAT 14

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether, Water; Prerequisite Kinetic Healer

After you heal a creature with *kinetic heal*, you end their wounded condition.

MOBILE GATHERING

FEAT 14

LEGENDARY KINETICIST MOVE

Prerequisite Elemental Conduit Air, Electric, Fire

Frequency once per minute

You Stride and Gather Energy.

REACTIVE TOUCHSIGHT

FEAT 14

LEGENDARY KINETICIST DETECTION

Prerequisite Elemental Conduit Aether

You never have the flat-footed condition because a creature is undetected or hidden from you or because a creature is flanking you. Creatures who are undetected by you and are within a 30-foot emanation from you are instead hidden from you.

RENDING ICE

FEAT 14

LEGENDARY KINETICIST

Prerequisite ability to cast *ice blast*

Successful attacks with your *ice blast* deal 1d4 persistent bleed damage; critical hits with your *ice blast* deal 3d4 persistent bleed damage.

SEARING FLAME

FEAT 14

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Fire

When targeting a creature with your *fire blast* or *blue flame blast*, you ignore the target's fire resistance, but not immunity.

SKY WALK

FEAT 14

LEGENDARY KINETICIST CONCENTRATE MANIPULATE TRANSMUTATION

Prerequisite Elemental Conduit Air

Frequency once per hour

You grant all allies within 30 feet a fly Speed equal to their Speed or 20-feet, whichever is greater for 1 minute.

TELEKINETIC INVISIBILITY

FEAT 14

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether; Prerequisite Telekinetic Cloaking

When you use Telekinetic Cloaking, you become invisible.

WINGS OF AIR

FEAT 14

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Air

You gain a fly Speed equal to your Speed.



16TH LEVEL

CRYOKINETIC STASIS

FEAT 16

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Cold

You learn the *cryokinetic stasis* focus spell.

CYROKINETIC STASIS

Focus 8

UNCOMMON LEGENDARY KINETICIST CONJURATION INCAPACITATION

Cast ◆◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature or object

Saving Throw Reflex; **Duration** 1 minute

You deep freeze your target instantly, encasing it within a shell of ice. The ice has AC 20, Hardness 10, 60 Hit Points, is immune to cold damage, has Resistance 10 slashing, and Weakness 10 fire. Attacks directed at the target strike the shell of ice first, damaging it until it is destroyed; remaining damage transfers through to the target. Flying targets immediately fall to the ground, often damaging the ice shell. Targets that succeed on a Reflex save completely avoid the effect.

Heightened (+1) The shell of ice has 20 more Hit Points.

EARTH TONGUE

FEAT 16

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Earth

You gain *stone tell* as a constant primal innate spell.

ELEMENTAL EXILE

FEAT 16

UNCOMMON LEGENDARY KINETICIST

Prerequisite Elemental Conduit Air, Cold, Earth, Electricity, Fire, Water

You gain *banishment* as a focus spell, but can only target creatures with a trait that matches one of your Elemental Conduits.

ETHEREAL PHASING

FEAT 16

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether

You gain *ethereal jaunt* as a focus spell. When you cast it, it is a primal spell.

FORCE GLOBE

FEAT 16

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Force; **Prerequisite** Force Barrier

You can cast *force barrier* as a three action spell, causing it to manifest anywhere within your *force blast*'s range. Unwilling creatures that would be trapped inside the sphere can attempt a Reflex save to escape the sphere, moving to an adjacent square of their choice on a successful save. When you sustain the spell, you can move the sphere up to 30 feet in any direction, taking the sphere's occupants with it. If the sphere would enter a creature's space, Shove that creature, using your spell attack bonus instead of Athletics; the sphere stops moving after the results of the check are determined.

PUREFLAME BLASTS

FEAT 16

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Fire

When making a kinetic blast with the fire trait, your blasts are only considered magical if it is beneficial to you. A target with special defenses against magic does not get those defenses against such blasts.

SPELL DEFLECTION

FEAT 16

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Force; **Prerequisite** Force Barrier

When you cast *force barrier* due to it being triggered by a targeted spell, you reflect the spell away from you and turn it back on its original caster. Magical spells that affect an entire area are not affected.

TWITCHY REACTIONS

FEAT 16

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Electricity

Electricity surging through your body occasionally causes you to move in sudden, twitchy movements. You gain 2 reactions at the beginning of your turn instead of 1.

ULTIMATE REVIVIFICATION

FEAT 16

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Water

Prerequisite Kinetic Revivification

Your kinetic healing can reconstruct even the most devastated body. When you cast *kinetic heal*, you can target a creature that has died since your last turn and return it to life. The target returns to life with 1 Hit Point but becomes doomed 1. If they are already doomed, they increase their doomed value by 1 to a maximum of 3. You can't use Ultimate Revivification if the creature died from *disintegrate* or a death effect.



WHISPERED SECRETS

FEAT 16

UNCOMMON LEGENDARY KINETICIST DIVINATION EXPLORATION SCRYING

Prerequisite Elemental Conduit Air

When you spend at least 10-minutes in silent meditation while in an atmosphere, you can project your senses through the air, allowing you to hear and listen to things happening within 1,000 foot radius of you, as long as there are no barriers that prevent air flow. You can only focus your senses on one specific place at a time. While using this ability you are blinded and deafened to activities around you.

WINDBLOWN STANCE

FEAT 16

LEGENDARY KINETICIST STANCE

Prerequisite Elemental Conduit Air

Requirement you are flying

You enter a stance allowing you to ride the fickle winds, allowing them to toss you about in unpredictable patterns. While in Windblown Stance, you gain a +2 circumstance bonus to your AC and Reflex saves. If you stop flying, the stance ends immediately.

18TH LEVEL

ADAMANTINE RESILIENCE

FEAT 18

LEGENDARY KINETICIST CONCENTRATE MORPH

Prerequisite Elemental Conduit Earth; Flesh of Stone

Frequency once per day

You transform your body into living adamantine, doubling your Resistance to physical damage for 1 minute.

ELEMENTAL SUPERCONDUCTOR

FEAT 18

LEGENDARY KINETICIST

The power of the planes flows through you. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

ETERNAL BODY

FEAT 18

LEGENDARY KINETICIST MORPH

Prerequisite Elemental Conduit Cold

Your body becomes cold to the touch; you no longer take penalties from aging and do not die of old age. You are immune to cold damage.

FLUID FORM

FEAT 18

LEGENDARY KINETICIST MORPH

Prerequisite Elemental Conduit Water

Your body transforms into pure liquid; you become immune to critical hits and precision damage from non-magical weapons. While swimming, you gain regeneration 1; this regeneration is stopped by electricity or fire damage.

REVERSE SHIFT

FEAT 18

UNCOMMON LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether, Air, Cold, Earth, Electricity, Fire, Force, Water

You gain *plane shift* as a focus spell, but can only use it to travel to your home plane or a plane associated with one of your Elemental Conduits. You do not need a magic tuning fork or material components for the spell, as your connection to the plane is sufficient.

TELEKINETIC DEFLECTION

FEAT 18

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Aether

Trigger you are targeted by a ranged thrown or projectile attack.

Attempt a spell attack roll and compare the results to the triggering attack roll. If your result is greater than the attacking creature's result, the creature's attack automatically misses. If your roll beats the triggering roll by 10 or more, you reflect the attack back at the attacker; you cast *telekinetic blast* against the triggering creature using their thrown weapon or projectile as the object used in the spell.





UNLIMITED ENERGY

FEAT 18

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Air, Electricity, Fire

You are permanently quickened; you can use your extra action to perform a move action or to Gather Power.

20TH LEVEL

AETHER ARCHITECT

FEAT 20

LEGENDARY KINETICIST CONCENTRATE MANIPULATE STRUCTURE

Prerequisite Elemental Conduit Aether

You are able to spin simple buildings out of scintillating aether, up to one 10-foot cube per level. The are basic in design unless you succeed at a Craft, Engineering Lore, or similar check. The building can consist of tethers to securely latch to any solid surface, even vertical surfaces or cavern ceilings. This building lasts as long as you concentrate. If you expend 1 Force Point, the building lasts until destroyed; you cannot regain that Force Point using a Recovery action, but it is restored to you during your daily preparations. You can use this ability multiple times in a row to create larger edifices.

COLD SNAP

FEAT 20

LEGENDARY KINETICIST CONCENTRATE MANIPULATE

Prerequisite Elemental Conduit Cold

You instantly freeze everything in a 1-mile radius, centered on a spot you can see. The area is considered a mild cold zone for 1 hour before the temperature returns to normal naturally. By expending 1 Focus Point, you can change the duration of this ability to unlimited. You can also expend a number of Focus Points to decrease the temperature category by one step per Focus Point spent. For example, you could expend 3 Focus Points to create an area of extreme cold with an unlimited duration. Focus Points expended with this ability cannot be regained using a Recovery action, but are restored to you during your daily preparations.

FROM THE ASHES

FEAT 20

LEGENDARY KINETICIST

Prerequisite Elemental Conduit Fire

Trigger you reach 0 Hit Points

Frequency once per day

Your body explodes in a tremendous display of fire, scorching enemies within 30 feet and leaving only a pile of ashes. Roll a *fire blast* against all enemies within 30 feet. At the beginning of your next turn, your body reforms from the ashes (gear intact), you have 100 Hit Points, and you are slowed 1 until you are able to refocus.

OMNIKINESIS

FEAT 20

LEGENDARY KINETICIST

A kineticist gains the *transcendent blast* focus spell. By spending 10 minutes meditating, a kineticist can retrain one of their class feats with another of equal or lesser level as long as those feats share at least one prerequisite Elemental Conduit. All feats retrained in this manner revert back to their original feat selections during daily preparations.

TRANSCENDENT BLAST

CANTRIP 10

RARE ATTACK CANTRIP EVOCATION FLOURISH

Tradition primal

Cast ♦ somatic

Range touch or 500-feet; **Targets** 1 creature or object

Elemental energy from the entire multiverse is at your command. Each time you cast this spell, choose one of the following spells and duplicate its effects: *air blast*, *cold blast*, *earth blast*, *electric blast*, *fire blast*, *telekinetic blast*, or *water blast*.

SEISMIC MASTER

FEAT 20

LEGENDARY KINETICIST CONCENTRATE MANIPULATE

Prerequisite Elemental Conduit Earth

You cause a localized earthquake, damaging everything on the ground. This ability otherwise duplicates the effects of an *earthquake* (Level 10) spell. You must expend 1 Focus Point when using this ability; if you cannot expend a Focus Point when using this ability, you take damage as if you were critically hit by your own *earth blast*. Focus Points expended with this ability cannot be regained using a Recovery action, but are restored to you during your daily preparations.

TIDAL WAVE

FEAT 20

LEGENDARY KINETICIST CONCENTRATE MANIPULATE

Prerequisite Elemental Conduit Water

You cause a tsunami, damaging everything on an area of shoreline 5-miles wide by 1-mile inland, centered on a spot of coastline you can see. Roll damage from your *water blast* and apply it to everything in the area, dealing double damage to structures. If you choose to deal no damage with your *water blast* the area is still flooded, but the water rushes in over the course of 10-minutes. You must expend 1 Focus Point when using this ability; if you cannot expend a Focus Point when using this ability, you take damage as if you were critically hit by your own *water blast*. Focus Points expended with this ability cannot be regained using a Recovery action, but are restored to you during your daily preparations.



UNBRIDLED LIGHTNING

FEAT 20

LEGENDARY KINETICIST EVOCATION TELEPORATION

Prerequisite Elemental Conduit Electricity

You can teleport yourself anywhere within your line of sight by transforming yourself into a bolt of lightning. This functions as casting an *electric blast* with a *chain infusion* or *line infusion* with unlimited range and the Ride the Blast feat. Alternatively, you can teleport into a cloud and stay there indefinitely. While in a cloud, if you have the Air Elemental Conduit, you can move the cloud at high speeds for overland travel moving approximately 30 miles per hour (or 300 feet per round).

WEATHER MASTER

FEAT 20

LEGENDARY KINETICIST CONCENTRATE MANIPULATE

Prerequisite Elemental Conduit Air

You concentrate your energy for 10-minutes, harnessing the power of the winds to create the weather pattern you desire. This ability otherwise functions as the *control weather* ritual; if you roll a failure on this ritual, you gain a success instead. If you have additional Elemental Conduits, you can create unseasonable weather or contradictory weather.

Cold cold weather, mild cold, extreme cold, sleet, hail, blizzard

Electricity thunderstorm

Fire thaw, hot weather, mild heat, extreme heat

Water fog, drizzle, downpour, hurricane

You must expend 1 Focus Point when using this ability; if you cannot expend a Focus Point when using this ability, you take damage as if you were critically hit by your own *air blast*. Focus Points expended with this ability cannot be regained using a Recovery action, but are restored to you during your daily preparations.





LEGENDARY KINETICIST MULTICLASS ARCHETYPE

You are a master of planar energy, drawing elemental might directly through your body to manifest as fantastical powers. While sorcerers tap into their magic through their blood, your flesh and bone acts as a catalyst for elemental energy. This energy can shock your body, but in time you can become a master of raw elemental destruction. Legends tell of kineticists with connections outside of the elemental planes, but these kineticists are rare indeed.

Whether learned or thrust upon you, you can channel the power of the elemental planes through your body, allowing you to project that energy to terrifying ends in addition to some of your other abilities.

MULTICLASS LEGENDARY KINETICIST CHARACTERS

The legendary kineticist archetype is great for characters looking to add some elemental flavor to their characters without the hassle of tracking spell slots. Because legendary kineticists use Constitution as their primary spellcasting statistic, martial characters looking for some magical support often make powerful multiclass legendary kineticists.

LEGENDARY KINETICIST DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Constitution 14

You cast spells like a legendary kineticist. You gain access to the Cast a Spell activity. Choose one Elemental Conduit; you learn the kinetic blast cantrip from your chosen conduit. You're trained in spell attack rolls and spell DCs for primal spells. Your key spellcasting ability for legendary kineticist archetype spells is Constitution, and they are primal legendary kineticist spells. You become trained in Nature and your Elemental Conduit's associated Lore skill; for each of these skills in which you were already trained, you become trained in a skill of your choice. You don't gain any other abilities from your choice of Elemental Conduit.

Special You cannot select another dedication feat until you have gained two other feats from the legendary kineticist archetype.

BASIC LEGENDARY KINETICIST SPELLCASTING FEAT 4

ARCHETYPE

Prerequisites Legendary Kineticist Dedication

You learn the second cantrip listed for your chosen Elemental Conduit and one infusion Focus Spell that you qualify for. You can also use the Accept Burn and Gather Power actions. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by communing with your element (see page 4).

BASIC ELEMENTALIST FEAT 4

ARCHETYPE

Prerequisites Legendary Kineticist Dedication

You gain a 1st- or 2nd-level legendary kineticist feat. If that feat grants you a new focus spell and you don't already have a focus pool, you gain a focus pool of 1 Focus Point, which you can Refocus by communing with your element (see page 4).

ADVANCED ELEMENTALIST FEAT 6

ARCHETYPE

Prerequisites Basic Elementalist

You gain one legendary kineticist feat. For the purpose of meeting its prerequisites, your legendary kineticist level is equal to half your character level. If that feat grants you a new focus spell and you don't already have a focus pool, you gain a focus pool of 1 Focus Point, which you can Refocus by communing with your element (see page 4). If that feat grants you a new focus spell and you already have a focus pool, increase the number of Focus Points in your focus pool by 1 (maximum 3).

Special You can select this feat more than once. Each time you select it, you gain another legendary kineticist feat.

EXTRA INFUSION FEAT 6

ARCHETYPE

Prerequisites Basic Legendary Kineticist Spellcasting

You learn one infusion Focus Spell that you qualify for and increase the number of Focus Points in your focus pool by 1 (maximum 3).

Special You can select this feat more than once. Each time you select it, you gain another infusion Focus Spell.



ELEMENTAL DEFENSE

FEAT 8

ARCHETYPE

Prerequisites Legendary Kineticist Dedication

You learn the Elemental Defense Power associated with your chosen Elemental Conduit. When determining the effects of that power, your legendary kineticist level is equal to half your character level.

EXPERT LEGENDARY KINETICIST SPELLCASTING

FEAT 12

ARCHETYPE

Prerequisites Basic Legendary Kineticist Spellcasting

You become an expert in primal spell attack rolls and primal spell DCs. You learn one infusion Focus Spell that you qualify for and increase the number of Focus Points in your pool by 1 (maximum 3).

MASTER LEGENDARY KINETICIST SPELLCASTING

FEAT 18

ARCHETYPE

Prerequisites Expert Legendary Kineticist Spellcasting

You become a master in primal spell attack rolls and primal spell DCs. You learn one infusion Focus Spell that you qualify for and increase the number of Focus Points in your pool by 1 (maximum 3).





SKILL FEATS

SENSE ELEMENT

FEAT 5

GENERAL SKILL

Prerequisites trained in Lore related to a plane other than the Material Plane

Your knowledge of the planes allows you to identify when beings of an associated element are present. You gain *detect alignment* as a 3rd-level primal innate spell that you can cast once per day, except instead of choosing an alignment, choose an elemental trait linked to a plane for which you have a Lore skill trained.

STORM TRAVELER

FEAT 1

GENERAL SKILL

Prerequisites trained in Sailing Lore or expert in Perception

You are used to traveling on raging seas and through rainstorms. When making sound or vision-based Perception checks in precipitation, reduce the penalties against those checks by 2. If you are a master in either Sailing Lore or Perception, instead reduce the penalty by 3, and if you are legendary in either skill, reduce the penalty by 4. Penalties cannot be reduced below 0.

TELEKINETIC GIFT

FEAT 1

GENERAL SKILL

Prerequisites trained in either Arcana or Occultism

Even as a child you were capable of moving objects using nothing but your mind. You gain *mage hand* as an innate cantrip. The cantrip matches the tradition of the skill used to qualify for this feat; Arcana for arcane and Occultism for occult. If you are trained in both, choose one.

STABILIZE POSTURE

FEAT 2

GENERAL SKILL STANCE

Prerequisites expert in Acrobatics

You're an expert at moving your body to take the most advantage of your center of gravity and wind resistance. You can spend an action to adjust your stance, preparing you for your next maneuver. Until the end of your turn, if you take an action to Balance, Maneuver in Flight, or Squeeze, the checks made for that action are one step more successful (a critical failure becomes a failure, a failure becomes a success, and a success becomes a critical success).

BURNING GOURMAND

FEAT 9

GENERAL SKILL

Prerequisites expert in Cooking Lore, must be able to cast a spell with the fire trait

You've learned to use your ability to manipulate fire to enhance your cooking. If you roll a failure on a skill check using Cooking Lore to prepare food that must be heated, you get a success instead.

BLAZING GOURMAND

FEAT 13

GENERAL SKILL FORTUNE

Prerequisites Burning Gourmand, master in Cooking Lore, must possess a Focus Pool, must be able to cast a spell with the fire trait

Your passion for cooking brilliant dishes is further enhanced by your magical prowess. You may expend one Focus Point before attempting a Cooking Lore check to prepare food that must be heated; if you do, you may roll the check twice and take the higher result.



POWERFUL HEALER

FEAT 1

GENERAL SKILL

Prerequisites trained in Medicine, must be able to cast a spell that restores Hit Points

Your skill with medicine translates into improved skill with magical methods of healing. When using a spell that recovers HP, targets recover 1 additional Hit Point for each level of the spell used. Increase this amount to an additional 2 Hit Points if you're an expert at Medicine, 3 Hit Points if you're a master, or 4 Hit Points if you're legendary.

BACKGROUNDS

BODY ARTIST

BACKGROUND

You once did work to create art on others' bodies. You may have provided piercings, tattoos, scarifications, implants, or other body modification. These are sometimes used to mark warriors who have proven themselves, identify individuals at a particular social status, or in some cultures, simply as a means to make money and help others express individuality.

Choose two ability boosts. One must be to Dexterity or Wisdom, and the other is a free ability boost.

You're trained in the Medicine skill as well as the Body Art Lore skill. You gain the Powerful Healer skill feat.

BURN-SCARRED

BACKGROUND

When you were young you were severely scarred in a fire; it may have been an accidental home fire, you may have been the victim of a vicious branding, or perhaps you were careless while practicing fire magic. Regardless of the cause, it left you with highly-prominent scars that, depending on your personality, might be a mark of shame, a brand of honor, or an interesting story to tell fellow adventurers.

Choose two ability boosts. One must be to Charisma or Constitution, and the other is a free ability boost.

You're trained in the Intimidation skill and your choice of the Arcana skill or Nature skill. You gain the Intimidating Glare skill feat.

DEEP-SEA FISHER

BACKGROUND

As a means to make ends meet, you took prolonged trips out to sea, either capturing large fish that served as rarer delicacies or perhaps trawling for crabs or lobsters along the ocean floor. You got used to enduring rough conditions, knowing that it was worth it if you came back to shore with a full net.

Choose two ability boosts. One must be to Strength or Constitution, and the other is a free ability boost.

You're trained in the Athletics skill as well as the Fishing Lore skill. You gain your choice of the Hefty Hauler skill feat or the Storm Traveler skill feat.

HURRICANE-RAVAGED

BACKGROUND

The area you once lived in has been subjected to constant windstorms for years, even decades, and you've had to learn to adapt to constantly being buffeted with savage wind. This may simply be your peoples' way of life, or it may have been a recent catastrophe of which you are one of the lucky survivors. These conditions could have been caused by an overlap in the Material Plane and Plane of Air or a cyclical curse on your town, if not just a strange quirk of nature.

Choose two ability boosts. One must be to Dexterity or Constitution, and the other is a free ability boost.

You're the Acrobatics skill as well as the Plane of Air Lore skill. You gain the Stabilize Posture skill feat.





LOST AT SEA

BACKGROUND

At one point in your life, you found yourself stranded on a deserted island, whether the result of a sunken ship, exile from your old home, or a teleportation spell gone awry. For several months, possibly even years, you had to subsist on nothing but the sea life and a few plants as sustenance and endured the elements in little more than a rickety self-built shack. You have since been rescued from the remote isle, but your experience has left an indelible scar on your psyche, giving you both a fascination with and a fear of the sea.

Choose two ability boosts. One must be to Constitution or Strength, and the other is a free ability boost.

You're trained in the Fishing Lore skill and the Survival skill. You gain the Terrain Expertise (aquatic) skill feat.

PEARL DIVER

BACKGROUND

You were raised near a large body of water where clams and oysters are commonly found: likely an island, the seashore, or by a large lake. Due to your family's lifestyle, you were taught to swim at an early age to help collect oysters from

the sea or lake bed, and you often needed to swim to travel to other places when a boat or other transportation was either unavailable or simply inconvenient.

Choose two ability boosts. One must be to Constitution or Strength, and the other is a free ability boost.

You're trained in the Athletics skill and the Aquatic Lore skill. You gain the Quick Swim skill feat.

SHIP NAVIGATOR

BACKGROUND

You used to sail the high seas, and perhaps still do. You may have been a pirate, a naval officer, a merchant, or even a common sailor. You earned the trust of your captain well enough to be trusted with navigating during harsh weather conditions, and did so with great skill.

Choose two ability boosts. One must be to Strength or Wisdom, and the other is a free ability boost.

You're trained in the Sailing Lore skill, as well as your choice of the Athletics skill or Survival skill. You gain the Storm Traveler skill feat.

STREET MAGICIAN

BACKGROUND

You learned quite a bit of sleight of hand in your youth, and used it entertaining family, friends, and eventually small crowds, earning yourself a meager living. It's hard to tell if you're simply more dexterous than most, or if the tricks you perform are truly fueled by an instinctive supernatural power.

Choose two ability boosts. One must be to Dexterity or Charisma, and the other is a free ability boost.

You're trained in the Performance skill and a Lore skill for the city you performed in. You gain the Fascinating Performance skill feat.

STRUCK BY LIGHTNING

BACKGROUND

You've been struck by lightning and survived. The experience has left you scarred: externally, internally, spiritually, or in some other way. Ever since, you've become hyper-aware of risks, and statistical odds, using these to guide your life choices.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in your choice of the Nature skill or Survival skill, as well as your choice of the Academia Lore skill or Games Lore skill. You gain the Diehard general feat.

TELEKINETIC

BACKGROUND

You've always had a strange gift for moving things with your mind. It might be a unique psychic trait, the beginnings of an innate skill in magic, the gifts of a deity or patron, or even some esoteric force that does your bidding on some





rudimentary level. This strange power has aided you in many ways throughout the years, and you couldn't imagine everyday life without it.

Choose two ability boosts. One must be to Intelligence or Charisma, and the other is a free ability boost.

You're trained in your choice of the Arcana skill or Occultism skill and your choice of the Fortune-Telling Lore skill or Underworld Lore skill. You gain the Telekinetic Gift skill feat.

VISITED

You were once visited by an otherworldly being; it may have been an extraterrestrial come to you in a dream, or a visitor from another plane that came across you by happenstance. Ever since, you've wanted to know where the mysterious being came from and why it left you with an indelible affinity toward unknown energies.

Choose two ability boosts. One must be to Intelligence or Wisdom, and the other is a free ability boost.

You're trained in your choice of the Nature skill or Occultism skill, as well as a Lore skill relating to a specific plane of existence. You gain the Sense Element skill feat.

BACKGROUND

ITEMS

The following items are often wielded by kineticists.

AERO FANS

LEVEL 4+

UNCOMMON AIR INVESTED MAGICAL TRANSMUTATION

Usage held in 2 hands; **Bulk** L

This pair of decorative folding fans displays images of a strong wind blowing through a forest, ripping off tree branches and blowing around leaves. When invested by someone who can cast *air blast*, it allows them to deal slashing damage with their *air blast* spell. They must be holding both fans to receive any benefit.

Type standard; **Level** 4; **Price** 100 gp; **Identify** Identify Magic (Arcana, Nature, Occultism, or Religion) DC 19

Type greater; **Level** 10; **Price** 1,100 gp; **Identify** Identify Magic (Arcana, Nature, Occultism, or Religion) DC 27

While wielding both fans you gain a +2 item bonus to counteract checks against effects with the air trait and you can activate the fans to create a sudden burst of wind:

Activate **◆◆** Interact; **Effect** You wave the fans together in an intricate pattern, creating a sphere of unstable wind, then fling the sphere to a spot within 120 feet that you designate. The sphere erupts into a blast of sudden wind, affecting all creatures in a 10-foot burst. This effect otherwise functions as *unseasonable squall* using your spell DC or class DC.

AERO STAFF

LEVEL 2

UNCOMMON STAFF

Price 40 gp

Usage held in 2 hands; **Bulk** 1

This long hollow staff has been delicately carved to allow several brass rods to connect to the center of the staff and spring out by pressing a hidden button along the staff's shaft. When opened, the brass rods spread out to reveal a fan-like glider. The wielder of this staff can open and close the glider with one interact action.

When closed, the wielder can use this as a staff weapon, including inscribing runes as normal for a weapon of this type.

When open, the wielder can use the staff to Arrest a Fall or glide instead of fall:

Activate **↻** Interact; **Trigger** you are falling or forced to move because of strong winds and the fan glider arms of the staff are open; **Effect** Make a Maneuver in Flight check as a free action with a DC of the wind effect or as determined by your GM.

Critical Success You glide through the air; Stride at least 10-feet as though you had a fly Speed equal to your Speed.

Success As a critical success, but you cannot move upwards.

Failure You stall and fall up to 60-feet; in a strong wind, you also move in the direction of the wind.

Critical Failure You fall.

BLISTERBLAZE SERUM

LEVEL 3

CONSUMABLE FIRE MAGICAL OIL

Usage held in two hands; **Bulk** L

Activate **◆** Interact

Price 12 gp

This concoction is a thin orange oil that feels incredibly hot to the touch, even when still stored in its container. It can be used in two ways:

You can pour this oil over the surface of a weapon. If the weapon doesn't deal fire damage, half the damage it deals is converted to fire damage. If it already deals fire damage, but does not apply persistent fire damage, it now applies 1d6 persistent fire damage on a successful hit for the next 2 rounds. If the weapon applies persistent fire damage, increase the persistent fire damage by 1d6.

One can also apply the oil to both hands or to a staff. If used this way, the above effects apply to any spell the user casts with the fire trait if applied to their hands, or to any spell with the fire trait cast from the staff if it was applied to the staff.



However one uses *blisterblaze serum*, its effects last for 1 minute after it is applied. Vials typically contain just enough *blisterblaze serum* to have an effect on a single object or individual, and thus cannot be split amongst multiple items or players. If applied to an item or individual under the effects of *rime-laden oil*, each oil cancels out the effects of the other.

CONDUCTIVE PASTE

LEVEL 8

CONSUMABLE ELECTRIC MAGICAL

Usage held in 2 hands; Bulk L

Activate ♦ Interact

Price 100 gp

This dark grey paste can be slathered onto a single melee weapon. It contains metallic filaments that are able to conduct electricity with far greater potency than typical metals. Whenever you hit with a Strike from that weapon - whether or not you deal damage - you can immediately use the Cast a Spell action, targeting whatever you just hit with your Strike. A spell cast this way cannot be higher than 2nd level, must have the electric trait, and must be one which can target whatever

you just hit with your Strike, but it is a free action regardless of the spell's normal activation. The spell affects only the target hit, even if it would normally affect more than one target. If the spell requires a spell attack roll, use the result of your attack roll with the weapon to determine the degree of success of the spell. If the spell requires a saving throw, the target attempts the save against your spell DC.

Conductive paste remains intact on the weapon until it is activated or until 10 minutes pass, at which time the paste burns out and falls from the weapon as a fine ash, ending its effects.

KINETIC STAFF

ITEM 6+

EVOCATION MAGICAL STAFF

Usage held in 1 hand; Bulk 1

This staff is a hollow silver tube, etched with runes and keys, making it reminiscent of an oversized flute.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast one of the spells from its list.

Type lesser kinetic staff; **Level** 6; **Price** 240 gp; **Identify** Identify

Magic (Arcana, Nature, Occultism, or Religion) DC 22

Cantrips *mage hand*, *kinetic blast**

1st *heal*

2nd *telekinetic maneuver*

Type greater kinetic staff; **Level** 10; **Price** 950 gp; **Identify** Identify

Magic (Arcana, Nature, Occultism, or Religion) DC 27

3rd *heal*

4th *blink*

Type major kinetic staff; **Level** 14; **Price** 4,100 gp; **Identify** Identify

Magic (Arcana, Nature, Occultism, or Religion) DC 32

5th *telekinetic haul*

6th *repulsion*

Special When you cast *kinetic blast* through this staff, use the rules for *earth blast*, but the damage is always untyped and cannot have traits from your Elemental Conduit added to it. When a legendary kineticist uses a Focus Point to Activate this staff, they only become stunned 1.

KINETICIST'S DIADEM

ITEM 5+

EVOCATION INVESTED PRIMAL

Usage worn circlet; Bulk L

Activate ♦ Concentrate; **Frequency** varies

Effect The next kinetic blast cast by the wearer before the end of their turn gains a status bonus to their attack roll.

This thin platinum headpiece is adorned with a single crystal representing the powers a kineticist wields. *Kineticist's diadems* come in red (fire), blue (cold and water), green (earth), white (air and electric), or clear (aether and force) and gain the trait(s) associated with its color (for example, a *red kineticist's diadem*



gains the fire trait), but can potentially possess other colors and traits as allowed by the GM. These diadems can be used to focus the power of a kinetic blast.

Type *lesser kineticist's diadem*; **Level** 5; **Price** 160 gp

The status bonus is +1 and the frequency is once per day.

Type *kineticist's diadem*; **Level** 10; **Price** 1,000 gp

The status bonus is +2 and the frequency is once per day.

Type *greater kineticist's diadem*; **Level** 15; **Price** 7,000 gp

The status bonus is +3 and the frequency is once per hour.

Type *major kineticist's diadem*; **Level** 20; **Price** 80,000 gp

The status bonus is +3 and the frequency is once per 10-minutes.

RIME-LADEN OIL

LEVEL 3

COLD CONSUMABLE MAGICAL OIL

Usage held in two hands; **Bulk** L

Activate ♦ Interact

Price 12 gp

This concoction is a white oil that feels incredibly cold. Objects coated in it and vials filled with it are covered by unmeltable frost and emit a whitish fog. *Rime-laden oil* can be used in two ways:

One can pour this oil over the surface of a weapon. If the weapon doesn't deal cold damage, half the damage it deals is converted to cold damage. If it already deals cold damage, it now also applies the clumsy 1 condition for three rounds on a successful hit. If it already applies the clumsy condition on a successful hit, increase the clumsy condition by 1 for three rounds instead.

One can also apply the oil to both hands or to a staff. If used this way, the above effects apply to any spell the user casts with the cold trait if applied to their hands, or to any spell with the cold trait cast from the staff if it was applied to the staff.

However one uses *rime-laden oil*, its effects last for 1 minute after it is applied. Vials typically contain just enough *rime-laden oil* to have an effect on a single object or individual, and thus cannot be split amongst multiple items or players. If applied to an item or individual under the effects of *blisterblaze serum*, each oil cancels out the effects of the other.

ROCK OF AGES

LEVEL 4

CONSUMABLE EARTH EVOCATION MAGICAL TALISMAN

Identify Identify Magic (Arcana, Nature, Occultism, or Religion) DC 19

Price 20 gp

Usage affix to a weapon; **Bulk** —

Activate ♦ Envision; **Trigger** You hit a creature with the affix weapon.

This is a cluster of brown or grey shards chipped from elemental stone originating from the Plane of Earth. While the largest dangles

from a piece of twine, the other shards hover around it in a loose orbit, as if they were moons rotating around a planetoid. When you activate the stone, the smaller shards fly away from the talisman, and embed themselves into 4 contiguous 5-foot squares, including the square of the creature targeted by your triggering attack. At the end of the turn in which the *rock of ages* is activated, dozens of earthen spines spring up in the affected squares, turning them into hazardous terrain for 3 rounds. Creatures that move into or start their turn in the hazardous terrain must succeed at a Reflex save against your class DC or take 1d8 piercing damage.

RUNECASTER GLOVES

ITEM 6+

EVOCATION INVESTED MAGICAL

Usage worn hands; **Bulk** —

Made from a thin fabric, these gloves are riddled with thin tubules that can channel energy from one's hands into a special rune etched into its palm.

Activate ☞ Concentrate **Trigger** You cast a cantrip that requires a spell attack roll and rolled a 19 on the die, resulting in a hit; **Frequency** once per day; **Effect** the hit becomes a critical hit.

The level of the *runecaster gloves* determines the level of cantrips it functions with.

Type *runecaster's gloves*; **Level** 8; **Price** 450 gp

The item works with 4th-level cantrips or lower.

Type *greater runecaster's gloves*; **Level** 14; **Price** 4,000 gp

The item works with 7th-level cantrips or lower.

Type *major runecaster's gloves*; **Level** 20; **Price** 50,000 gp

This item works with 10th-level cantrips or lower.

RUNIC VAMBRACE

LEVEL 6+

EVOCATION INVESTED MAGICAL

Usage worn wrists; **Bulk** —

This pair of bracers is composed of black leather and affixed with leather cords, the inside lined with white fur. The cords used to bind them are infused with mystical energies, and can have a talisman affixed as if the *runic vambrace* was a weapon. While wearing a *runic vambrace*, you can treat your spells that require spell attack rolls as affixed weapons for the purpose of activating talismans attached to your *runic vambrace*.

A talisman attached to a *runic vambrace* can only be activated if its item level is less than or equal to the item level of the *runic vambrace*.

Type *lesser runic vambrace*; **Level** 6; **Price** 250 gp

Type *runic vambrace*; **Level** 10; **Price** 980 gp

Type *greater runic vambrace*; **Level** 14; **Price** 4,300 gp

Type *major runic vambrace*; **Level** 18; **Price** 19,500 gp



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