

Amber

Kineticist 12

N

Medium

Human

Dromaar

Humanoid

Perception +20; Low-Light Vision

Languages None selected

Skills Acrobatics +16, Athletics +12, Diplomacy +23, Intimidation +17, Lore: Guild Lore +14, Lore: Warfare +14, Medicine +24, Nature +18, Religion +24, Stealth +18, Survival +18, Thievery +18

Str +0, **Dex** +4, **Con** +5, **Int** +0, **Wis** +4, **Cha** +3

Items +2 Resilient Leather, Gate Attenuator (Greater), Healer's Gloves (Greater), Faith Tattoo (Major), Messenger's Ring, Miter of Communion, Backpack, Bedroll, Chalk (10), Flint and Steel, Rope, Rations (2), Torch (5), Waterskin, Soap, Compass (Lensatic), Smoked Goggles, Handcuffs (Average), Climbing Kit (Extreme), Potion of Shared Life (2), Darkvision Elixir (Greater) (2), Wayfinder, Skinstitch Salve (2), Healing Vapor (Moderate) (2)

AC 31; **Fort** +24, **Ref** +23, **Will** +21

HP 176

Potion of Shared Life ➤ **Activate** Interact Two swirling liquids fill this flask, each slightly distinct in color and brightness from the other. When you drink this potion, you consume only half of the contents. If another willing creature consumes the remainder of the contents within 1 minute, your vitalities become linked for 1 minute from the moment the second one of you drinks. The two of you share breath, so as long as you're within 60 feet of one another, neither of you can begin suffocating unless you're both suffocating. You both gain the following reaction.

Share Life Trigger Your linked ally takes damage and is within 60 feet; **Effect** The ally takes half damage from the triggering effect (rounded down), and you lose a number of Hit Points equal to the remainder of the damage. You can't trigger this reaction to share damage caused by your ally using this reaction.

Speed 30 feet

Dash of Herbs ➤➤ (Healing, Impulse, Kineticist, Plant, Primal, Vitality, Wood) A small cloud of medicinal herbs heal a creature. The type of herbs depends on which malady you decide to treat: confused, disease, poison, sickened, or injuries. Target one living creature within 30 feet, who regains 2d8+4 HP and can attempt a new save against one malady of the chosen kind. If you chose injuries, instead increase the healing dice to d10s. The creature becomes temporarily immune to Dash of Herbs for 10 minutes. Alternatively, you can add the herbs to a dish of food being prepared for up to six people. Creatures who partake in the meal gain the benefits. The

herbs' healing effects wear off if not eaten within an hour, though their flavor remains. **Level (+2)** The healing increases by 1d8.

Ocean's Balm ♦ (Healing, Impulse, Kineticist, Manipulate, Primal, Vitality, Water) A blessing of the living sea salves wounds and douses flames. Touch a willing living creature. It regains 1d8 Hit Points and gains resistance 2 to fire for 1 minute. If it has persistent fire damage, it can attempt a flat check to remove it with especially appropriate help. The target is temporarily immune to healing from Ocean's Balm for 10 minutes. **Level (+2)** The healing increases by 1d8, and the resistance increases by 1.

Flying Flame ♦♦ (Fire, Impulse, Kineticist, Primal) A Tiny shape of flame appears, taking a form of your choice— such as a bird, an arrow, or a simple sphere. It Flies from you up to 30 feet in a path you choose. Each creature it passes through takes 1d6 fire damage with a basic Reflex save against your class DC. A creature attempts only one save, even if the flame passes through it multiple times. **Level (+2)** The damage increases by 1d6.


Sanguivulent Roots ♦♦♦ (Impulse, Kineticist, Overflow, Plant, Primal, Wood) Blood-drinking vines grow from the ground in a 15-foot burst within 120 feet. Each living enemy in the area has its blood drained, taking 3d6 piercing damage with a basic Fortitude save against your class DC. Each time the vines drink blood, living creatures in the area who aren't your enemies regain HP equal to half the damage a single creature took; calculate this using the highest damage a single creature took. This is a healing vitality effect. Your enemies with void healing in the area take vitality damage in the same amount as the healing. The vines last until the end of your next turn, and you can Sustain the impulse. The first time you Sustain the impulse on subsequent turns, you can repeat the effect. **Level (+2)** The damage increases by 1d6.


Effortless Impulse ♦ (Kineticist) **Trigger** Your turn begins. A steady ripple from your kinetic gate maintains one of your impulses. You immediately Sustain one of your active impulses that can be sustained.


Snap Out of It! ♦♦ (Skill) **Prerequisites** master in Medicine, Guild Agent Dedication Attempt a Medicine check on an adjacent ally who is fascinated, frightened, stunned, or stupefied and choose one of those conditions. The DC is the DC for the effect that caused the condition.


Critical Success Reduce the value of the chosen condition by 2. If you chose fascinated, that condition ends. **Success** Reduce the value of the chosen condition by 1. If you chose fascinated, that condition ends. **Failure** The target is unaffected. **Critical Failure** You increase the value of the chosen condition by 1. If you chose fascinated, increase the duration by 1 round instead.


Sacred Defense ♦ (Divine, General, Skill) **Prerequisites** master in Religion, you follow a deity **Frequency** once per hour You call upon your deity to grant you their protective blessing. Attempt a DC 30 Religion check. If you have legendary proficiency in Religion, you can instead attempt a DC 40 Religion check to increase the temporary Hit Points you gain on a successful check to 15 (25 on a critical success). **Critical Success** You gain 10 temporary Hit Points. You lose any remaining temporary Hit Points after 1 minute. **Success** You gain 5 temporary Hit Points. You lose any remaining temporary Hit Points after 1 minute. **Critical Failure** Your deity withholds their blessing. You cannot attempt to call to your deity again for 1 day.


Weapon Infusion  (Infusion, Kineticist) With a signature flair, you shape blasts of elemental power into the form of a weapon, such as a sword made of whirling wind or a bow that shoots flames. If your next action is an Elemental Blast, choose a weapon shape for it to take. You can choose to change the blast's damage type to bludgeoning, piercing, or slashing - whichever suits the weapon shape - and you can choose other alterations depending on whether you make a melee or ranged blast. **Melee:** Add one of the following traits of your choice: agile, backswing, forceful, reach, sweep. **Ranged:** Choose one of three options: range increment 100 feet and the volley 30 feet trait, range increment 50 feet and the propulsive trait, or range increment 20 feet and the thrown trait.


Winter's Clutch  (Cold, Impulse, Kineticist, Primal, Water) Gleaming flakes of chilling snow fall in a 10-foot burst within 60 feet. Each creature in the area takes 2d4 cold damage with a basic Reflex save against your class DC. The ground in the area is covered in a snow drift, which is difficult terrain. Each square of the drift lasts until it melts, either naturally or until fire damage is dealt in that square. **Level (+2)** The damage increases by 1d4.

Burning Jet  (Fire, Impulse, Kineticist, Primal) A condensed burst of flame shoots behind you, propelling you forward with its sheer force. Stride up to 40 feet in a straight line. Movement from this impulse ignores difficult terrain and doesn't Trigger reactions. **Level (6th)** The maximum distance of the Stride is 60 feet. You can choose to Leap up to 40 feet in any direction instead of Striding. If you're in the air at the end of this Leap, you fall normally. **Level (10th)** As 6th level, but you hover briefly after leaping into the air. If you Leap, you don't fall until the end of your next turn. If you use Burning Jet again on a subsequent turn, you remain airborne.

Kindle Inner Flames  (Fire, Impulse, Kineticist, Primal, Stance) As a candle can light another, you awaken the latent potential to channel fire in other creatures. You shed faint, glowing embers, as do your allies while they're in your kinetic aura. Anyone shedding these embers gains a +1 status bonus to Reflex saves and Acrobatics checks and can Step as a free action once per round. When an affected creature takes a move action, its Strikes deal an extra 2 fire damage until the end of its turn. **Level (12th)** The status bonus to Reflex saves and Acrobatics checks is +2, and the Strikes gain the flaming rune instead of the extra 2 fire damage.

Torrent in the Blood  (Healing, Impulse, Kineticist, Manipulate, Overflow, Primal, Vitality, Water) A healing wave splashes across creatures in a 30-foot cone, its cleansing water driving afflictions from the body. Each creature in the area regains 3d8 Hit Points and can attempt a new save against one poison or disease affliction affecting it; on a failed save, the condition doesn't worsen. Each creature that benefited from this impulse becomes temporarily immune to Torrent in the Blood for 10 minutes. **Level (+2)** The healing increases by 1d8.

Archaeologist's Warning  **Prerequisites** Guild Agent Dedication **Trigger** You are about to roll a Perception, Society, or Thievery check for initiative. You visually or audibly warn your companions of danger, granting them a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this free action gains either the visual or auditory trait.

Fresh Produce  (Healing, Impulse, Kineticist, Plant, Primal, Vitality, Wood) You grow a nourishing nut, vegetable, seed, or fruit. Choose a creature in your kinetic aura. The produce

grows in their open hand, or at their feet if they have no open hands. The produce has light Bulk. A creature can eat it with an Interact action to regain 1d4 + 1 HP; this is a healing vitality effect. The creature feels full for 10 minutes, during which it has resistance 2 to void damage and can't eat another piece of produce. Produce not consumed by the start of your next turn withers away. **Level (+2)** The healing increases by 1d4+5, and the resistance increases by 2.


Battle Medicine ✦ (General, Healing, Manipulate, Skill) **Prerequisites** trained in Medicine **Requirements** You're holding or wearing a healer's toolkit. You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.


Channel Elements ✦ (Aura, Kineticist, Primal) **Requirements** Your kinetic gate isn't active. You tap into your kinetic gate to make elements flow around you. Your kinetic aura activates, and as a part of this action, you can use a 1-action Elemental Blast or a 1-action stance impulse. Your kinetic aura is a 10-foot emanation where pieces of your kinetic element (or all your kinetic elements, if you can channel more than one) flow around you. The kinetic aura can't damage anything or affect the environment around you unless another ability allows it to. Channel Elements has the traits of all your kinetic elements. Your kinetic aura automatically deactivates if you're knocked out, you use an impulse with the overflow trait, or you Dismiss the aura. Though you can't use new impulses while your kinetic aura is deactivated, ones you already used remain, and you can still Sustain any that can be sustained. Stance impulses are linked to your kinetic aura and end when the aura deactivates.


Elemental Blast ✦ (Attack, Impulse, Kineticist, Primal) With a wave of your hand, you collect elemental matter from your aura and swing or hurl it. Choose one of your kinetic elements and a damage type listed for that element, then make a melee or ranged impulse attack against the AC of one creature. Add your Strength modifier to the damage roll for a melee Elemental Blast. If you make a 2-action Elemental Blast, you gain a status bonus to the damage roll equal to your Constitution modifier. The element determines the damage die, damage type, and range (for a ranged blast). A damage type other than a physical damage type adds its trait to the blast. • Air 1d6 electricity or slashing, 60 feet • Earth 1d8 bludgeoning or piercing, 30 feet • Fire 1d6 fire, range 60 feet • Metal 1d8 piercing or slashing, 30 feet • Water 1d8 bludgeoning or cold, 30 feet • Wood 1d8 bludgeoning or vitality, 30 feet **Critical Success** The target takes double damage. **Success** The target takes full damage. **Level (+4)** The damage increases by one die.


Base Kinesis ✨ (Impulse, Kineticist, Primal) It's trivial for you to create some of your element or alter a portion of it that already exists. Choose one of your kinetic elements to affect. This impulse has a range of 30 feet, and the Bulk of the target must be negligible or light. The GM decides what Bulk the element is. You can't affect an element that's magical, secured in place (like a stone mortared in a wall), or attended by a creature unwilling to let you. Choose one of the following options, though the GM might allow you to make similar small alterations. Base Kinesis can't deal damage or cause conditions unless otherwise noted. • *Generate* You bring an ordinary, non-magical piece of the chosen element from its elemental plane. The element can be used for any of its normal uses. For example, air can be breathed by an air-breathing

creature, and fire casts light and can ignite flammable substances. • **Move** Move an existing piece of the element up to 20 feet in any direction. If you bring it into your space, you can catch it in an open hand. You can Sustain the impulse to keep moving the element. • **Suppress** You destroy an existing piece of element, such as snuffing out a flame or evaporating water from a cup. This affects only natural forms of the element, not durable, crafted goods like a stone statue, metal lock, or wooden door. **Level (+4)** The range increases by 15 feet, and the maximum Bulk increases by 1 (allowing Bulk 1 at 5th level).

Extract Element  (Impulse, Kineticist, Primal) You extract elemental matter from a creature's body to weaken it and take its power for your own. Target a creature within 30 feet that has a trait matching one of your kinetic elements or is made of one of your kinetic elements. The target takes 2d4 damage (with no damage type) and becomes susceptible to your impulses, depending on its Fortitude save against your class DC. **Critical Success** The creature is unaffected. **Success** The creature takes half damage, and you add some of its elemental matter to your kinetic aura. Your impulses bypass any immunity the creature has to their elemental trait or traits, and the target takes a –1 circumstance penalty to its saves and AC against your impulses. If the target normally has a resistance that would apply to damage from one of your impulses, ignore that resistance; if it normally would be immune to that damage type, it instead has resistance equal to its level to damage from the impulse. You can't target a creature with Extract Element if elemental matter you extracted from it is already in your kinetic aura. These effects last for 5 minutes or until your kinetic aura ends, whichever comes first. **Failure** As success, but the creature takes full damage. **Critical Failure** As failure, but the creature takes double damage. **Level (+2)** The damage increases by 1d4.

Gate Attenuator (Greater)  (Invested, Magical) **Activate** (concentrate) **Frequency** once per day; **Effect** The gate attenuator casts a 5th-rank spell, with a spell attack modifier of +18 and spell DC of 28. If you're a kineticist and the spell's element matches one of your kinetic elements, you can use your impulse attack modifier instead of the spell attack modifier or your impulse DC instead of the spell DC. The spell corresponds to the element the item is attuned to, and it gains that element's trait if it doesn't already have it: air - pressure zone, earth - sand form, fire - flames of ego, metal - impaling spike, water - freezing rain, or wood - entwined roots.

Healer's Gloves (Greater)  (Invested, Magical) **Activate** Healer's Touch (manipulate) **Frequency** once per day; **Effect** You soothe the wounds of a willing, living, adjacent creature, restoring 4d6+15 Hit Points to that creature. This is a healing vitality effect. You can't harm undead with this healing.

Wayfinder  (Uncommon, Invested, Magical) **Activate** Light (concentrate) **Effect** The wayfinder is targeted by a 1st-rank light spell.

Divine Prepared Spells DC 28, attack +18; **Cantrips** [Rousing Splash](#), [Stabilize](#)

Additional Feats [Careful Explorer](#), [Cleric Dedication](#), [Continual Recovery](#), [Dromaar](#), [Environmental Explorer](#), [Fleet](#), [Glad-Hand](#), [Guild Agent Dedication](#), [Hold Mark](#), [Observant Explorer](#), [Safe Elements](#), [Sense Allies](#), [Spiritual Explorer](#), [Toughness](#), [Unusual Treatment](#), [Ward Medic](#)

Additional Specials [Gate's Threshold \(Level 5\) \(Expand the Portal\)](#), [Gate's Threshold \(Level 9\) \(Fork the Path\)](#), [Guild Agent Skill \(Medicine\)](#), [Hold Mark \(Burning Sun\)](#), [Impulses](#), [Junction \(Not Selected\)](#), [Kinetic Aura](#), [Kinetic Durability](#), [Kinetic Gate \(Dual Gate\)](#), [Kinetic Quickness](#),

[Kineticist Element \(Fire Element\)](#), [Kineticist Element \(Water Element\)](#), [Kineticist Element \(Wood Element\)](#), [Reflow Elements](#)