

# *VampByDay's Kineticist Guide*

## *From the book "Rage of Elements"*

### *(Alpha Build)*



#### **Part 0: Why did I make this guide?** **(And why are you reading this? ')**

Like many of the new classes coming out recently, the new Kineticist class is somewhat complicated and this guide is here to try and help clarify rules, as well as to expand on those rules and help you understand some of the consequences you may not have thought about. In other words, not only is this class a bit complicated, but there might be some implications that you haven't thought about when playing a kineticist.

From a lore perspective, a kineticist is a character that has somehow managed to obtain, unlock, or awaken a 'gate' or direct conduit to one or more elemental planes. In this way, you might think of a kineticist as a water hose. The character is the actual nozzle on the end of the hose, which might be able to do all sorts of things based on the nozzle (anything from pressure wash the side of the house to water the lawn to spray your sister during a water fight.)

However, the actual 'source' of your power is the city's water main. So too with kineticists . . . you get to decide when and how you activate and deactivate the elemental energy at your command, but at the end of the day the power isn't yours, it is power you are borrowing from an elemental plane. Just like you don't control all of the water coming out of the water hose, it is coming from the city.

It seems kineticists are meant to be the answer to people asking for a 'blaster caster,' or someone who can shoot fireballs all day. If you want to be able to throw out elemental energy all day long but find that wizards have too few spell slots, then this class is for you. Don't get it

twisted though, kineticists are not replacements for wizards, they cannot rewrite reality or cast a spell to understand every language ever spoken, or even curse people. Instead, they are very good at doing one thing and one thing only, blowing enemies up. They may have some ancillary abilities, but the thing they tend to excel at is shooting 'spell-like' damage at people.

While this will be expanded upon later in this document, people should take note of how kineticist abilities work. Their abilities (mostly called 'impulses') are not 'spells' but they often work like spells because at their heart, they are magical abilities where you channel elemental energy into a shape to do something. Because of this, magic that counteracts 'spells' counteracts your 'magic impulses' too. If you can't do magic (because you are, say, in an antimagic field) then you can't magically channel the elements. If a creature is immune to, say, fire 'spells' then it will be immune to your magical fire kinetic abilities too.

## A NOTE ON THIS GUIDE

I'm not here to tell you how to play your character, but I have some recommendations. From time to time I will mention options for building a kineticist, or mention the class features they get. I'll use a color-coding system to determine how good/desirable a choice is. The system works like this:

Apologies to all color-blind people. I tried to find a star-rating system that worked, I really did, but in the end I didn't find one that was free that I liked and worked with the system. If you are color blind and can't read the color code . . . don't bother with the color code. It's really just a hold over from older guides and you can get the gist of my opinion by just reading the blurb. I'm sorry.

**Red:** This is a sub-par choice in my opinion. This doesn't mean 'you can't take it,' it means, 'I can't find a use for this' or 'this class feature isn't very appealing.' If you find a way to make a red choice good, by all means use it! And let me know!

**Orange:** Not a great choice/not a great class feature, but situationally useful.

**Green:** A pretty good choice/class feature.

**Blue:** Fantastic! A class-defining feature or a really strong choice.

**Gray:** I can't comment on this for one reason or another. Choosing is complicated.

**Multicolor:** Means that the choice/class feature falls somewhere in between the two options, or that it's okay, but gets better for certain builds.

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## **Part 1: The Meta**

**(a.k.a. 'What is a kineticist and how does it fit into the game?')**

**THE LORE**

Rage of Elements has this to say about how kineticists get their powers:

**The kinetic gate, as pioneering kineticists call it, links a person to an elemental plane, making them a perfect conduit to call forth the majesty of that element in its purest form. How this happens, we don't know. Is it even the same from one kineticist to another?**

Rage of Elements, pg, 11

So, by canon, we don't know where or how gates 'form' or 'are awakened' or whatever. At least, non-kineticists don't seem to be in the know. As such, you are free to come up with a backstory for your own kineticist about how they got their gate. Below are some options just off the top of my head.

1)**In the blood:** It could be that one could open a gate much like a sorcerer bloodline, that some people are just born with a native connection to an elemental plane (or several) and can learn to awaken/harness those connections. If so, a Genie-kin (such as a sylph or oread) would likely make the most sense for a character.

2) **Random chance:** Maybe some people, for unknown reasons, just have access to inner gates. Just a trick of fate or 'winning the birth lottery.' This seems in keeping with the stated 'lore' of kineticists.

3)**Training:** Opening or activating a gate might be a matter of training. Perhaps with enough focus and training, anyone can open a gate to an elemental plane?

4)**A bargain:** Particularly popular for those who want to emulate the warlocks of Dungeons and Dragons, perhaps your character made a deal with some fiend, fey, or elemental lord. You agreed to do their bidding on the mortal plane in exchange for power.

5)**A ritual:** It is possible that there are rituals that can be used to forcibly implant gates into people. Such rituals would likely be expensive, so why such a ritual was used on you could be great backstory material.

Either way, it seems up to you why or how you got your elemental gate (or gates) so perhaps think about that when crafting your backstory.

## **THE MECHANICS:**

Mechanically, a kineticist is unlike any other class in Pathfinder second edition. Combining the ability to do energy damage of a spellcaster with the relentless endurance of a martial (in other words, able to fire off strikes all day long), the kineticist is best described as 'a martial character's take on a spellcaster.' Kineticists can have many different and varied powers, but in general, they function like this:

A Kineticist has a gate linked to one or more elemental planes. They can draw on that energy to use 'impulses.' Think of impulses as a kineticist's version of spells, with the exception that they don't get a lot of them, and they don't use up spell slots. If it helps, think of all impulses as cantrips. They auto-level with you, and don't cost daily resources. The downside of that is that you don't get too many of them, and for each new 'cantrip' you get, you have to spend a feat or similar class resource.

Before we get started, it is important to note that kineticists have the option of varying the elements they are connected to, or just focusing on a few (or one) element. Starting at level 1, you can either have one or two elements. Choosing only one element gives you more abilities with that element, whereas two elements gives you a wider range of options for attack. As you level up, you get more options to connect to more elements, or to continue focusing in on a few (or one). So you could be the undeniable complete master of air, or have an expert grasp of fire and metal, or be able to dabble in many of the elements.

One thing to be aware of is that Kineticists have MANY different kinds of feats! There are normal class feats, and then 'Impulse' feats (feats that have the impulse keyword), and then there are feats that involve elements. To break it down:

**NO MATTER WHAT:** You cannot take a feat for an element that your gate doesn't reach. If you are a pure air kineticist, you cannot take the water kineticist's ability '**Ocean's Balm**' until your gate also has access to water. There is one exception to this: and that is that there is a feat (**Elemental Overlap**) that lets you have access to composite feats even if you only have access to one of the elements. (See composite feats, below)

**IMPULSE FEATS** are class feats that have the impulse keyword. If the class gives you a class feat, you MAY choose an impulse feat. If the class gives you an Impulse Feat, you MUST choose a feat with the impulse keyword. All impulse feats are connected to one or more elements (Feats connected to 2 elements are called composite impulse feats, and have both the composite and impulse keywords)

**COMPOSITE FEATS** are feats that involve 2 elements. If the class gives you a composite feat, you MUST choose a feat with the composite keyword, and have access to both of those elements (as mentioned above, there is an exception to this rule, the '**Elemental Overlap**' Non-Impulse feat gives you access to a composite feat even if you only have access to one of the elements.)

**NON-IMPULSE FEATS** are class feats that lack the impulse keyword. These are generally feats that affect all kineticists, regardless of what gate(s) they have.



Nappa opens up his earth and air gates and gets an earth and electricity aura.

## Part 2: How does a kineticist work? (a.k.a. 'Now we get to the mechanics')

**Being A Kineticist A:** Channel your element(s)/Open your gate/Activate your aura. This may seem complicated, but it is a simple process. For a single action, you can open up your gate to the elemental plane(s) you are connected to. The action to do this is called **Channel Elements**. When you Channel Elements, you activate your gate. Also, as a byproduct, you gain an aura of elements that surround you (such as gusts of wind and lightning for the air gate, motes of fire for a fire gate, bits of earth surround you for an earth gate, etc.) You NEED to have your gate active to use any of your kinetic impulses. You can shut down your gate (using the generic 'dismiss' action), or it automatically turns off if you are KOed or killed. Lastly, some impulses are so big that they automatically shut off your gate (see overflow, below.)

Your aura starts off at 10 feet and cannot be turned off as long as you are channeling elements. Auras may give you or your allies certain benefits, hurt your enemies, and some impulses can only take place within your aura. There are later abilities that can modify this, but there is no way to fire off impulses while also having your gate shut down. Though you can sustain impulses that were started before you shut down your gate.

**Channel Elements** opens up all your gates, and everyone can see all elements you have access to. So if you have access to both earth and air elemental stuff, then your aura is going to have elements of both rocks and wind (or electricity) in it. As far as I can tell, there is no way to turn this off (a.k.a. You can't decide to open only your earth stuff and not your air stuff.)

Lastly, after activating a gate, you can fire off a one-action Elemental Blast (see below) as if it was a free action or, if you have an impulse stance (a stance that requires your gate to be active, also see below) then you can enter that stance as a free action. So opening your gate



doesn't really tax your action economy too much. You can, of course, choose not to do anything when opening your gate.

## Kinetic auras and stealth

It is unclear how noticeable auras are. There is no mention of auras giving penalties to stealth or negating it (and one aura can even give you bonuses to stealth!) In my estimation, having an aura active is the kineticist equivalent of having your weapon drawn. You can stealth with your weapons drawn, but anyone who sees you (if you are not hidden from them) can see that you are ready for a fight. In other words, don't walk into that fancy dinner party with your aura active unless you want the guards to fight you!

**Being A Kineticist B: Elemental Blast:** The Kineticist's bread and butter ability is the Elemental Blast. This is an impulse (see below) that all kineticists get. It allows them to fire off blasts of any element that their gate can access (or make a melee attack.). Different elements give you access to different kinds of blasts and different damage die. For example, if you have access to the elemental plane of wood, you can either shoot tree trunks out of your hand for bludgeoning damage, or pure life energy (called vitality damage, previously known as positive energy damage).

When you shoot off a blast, you need to decide which blast to shoot off, and you can only shoot off blasts of an element your gate has access to. In other words, if your gate only accesses the elemental plane of air, you can only use air blasts (which either do slashing or electricity damage.) If you have access to the earth and fire gates, you can choose to shoot off an earth blast (which does piercing or bludgeoning) or a fire blast (which does fire).

All impulses, (including Elemental Blast) require at least one hand free, so take that into account when fighting. You can't have a shield and spear equipped and still fire off blasts. **Elemental Blast** comes in four varieties (not counting which element you use.) They are: One-action melee, one-action ranged, two-action melee, and two-action ranged. Melee attacks add your strength to damage, whereas ranged attacks don't, and two-action attacks add your constitution as a status bonus to damage whereas one-action blasts don't. And yes, a two-action melee blast adds your strength and constitution to damage.

**Being A Kineticist C: Use other Kinetic Impulses.** Most kineticist abilities that you activate are classified as 'impulses.' These are anything from your standard '**Elemental Blast** (see above)' to doing some prestidigitator-like stuff with your elements to flying or even making food taste better. Most actions you can take involving your elements are impulses. You cannot get an impulse unless your gate has access to that element (so you can't pick up **Geologic Attunement** unless your gate has access to the elemental plane of earth.)

Because you are not a spellcaster and do not have spell ranks, most impulses will increase when you hit certain character levels, or increase by character levels, similar to a thaumaturge. For example, the 'Elemental Blast' impulse (again, mentioned above) says that it increases by

one damage die every 4 character levels. So at level 1 it does one die of damage (depending on the element), at level 5 it does two dice, at level 9, three dice, etc.)

Some Impulses have cooldowns, and some impulses have limitations. For example, someone can't benefit from the healing of the impulse '**Fresh Produce**' more than 1/10 minutes. Someone trying to turn invisible more than 1/every 10 minutes via the **Clear as Air** impulse only becomes concealed. Check each impulse to see if they have cooldowns or some of these limitations.

**Being A Kineticist D: Infusions:** Infusions are basically modifications to certain impulses. They are often listed as free actions or single actions. Infusions are a bit confusing, but effectively, an infusion action must be used RIGHT before an impulse, otherwise it is wasted. This is a roundabout way of limiting an impulse to a single infusion (because if you use infusion one, then infusion two, infusion one was not followed by an impulse so it gets dropped.) Think of infusions as a kineticist's version of spellshape (previously called metamagic).

Note that because of the way infusions work, you can't use them with your freebie blast for **Channeling Elements**. While Channel Elements gives you a free **Elemental Blast** effect, the action you took was "Channel Elements" not "use an impulse" so you can't use impulse infusions for your free elemental blast.

**Being A Kineticist E: Impulse Types:** Some impulses have types. These are basically just traits or keywords (essentially modifiers) to an impulse, and are pretty easy to understand once you determine the terminology.

*Impulse Stance:* These are impulses that are also stances. They function exactly like a stance except you have to be channeling elements to get into them.

*Overflow Impulse:* These are big impulses that are so powerful, draw so much power from the elemental planes, that they collapse your gate and you stop channeling elements. In general this means you have to start channeling elements again. Even if you are quickend and could Overflow Impulse more than once a round . . . you can't. Overflow impulses can only be done once a round (much like flourish actions)

*Composite Impulse:* This is an impulse that makes use of two or more elements. For example, if you have connections to both air and fire, you can pick up the composite impulse "**Ash Strider**" which lets you turn into a cloud of ash for a bit. There are ways to pick up composite impulses even if you only have one element.

**Being A Kineticist F: Junctions:** Junctions are a bit strange, but essentially, they are riders that you can get that enhance your abilities. They generally cost nothing, and follow the basic format "If X, then gain minor benefit Y." An example is the Air Impulse Junction which you can get at first level. If you have this junction, before OR after you fire off an impulse, you can step, stride half your speed, or fly half your speed (if you have a fly speed) as part of your kinetic impulse.

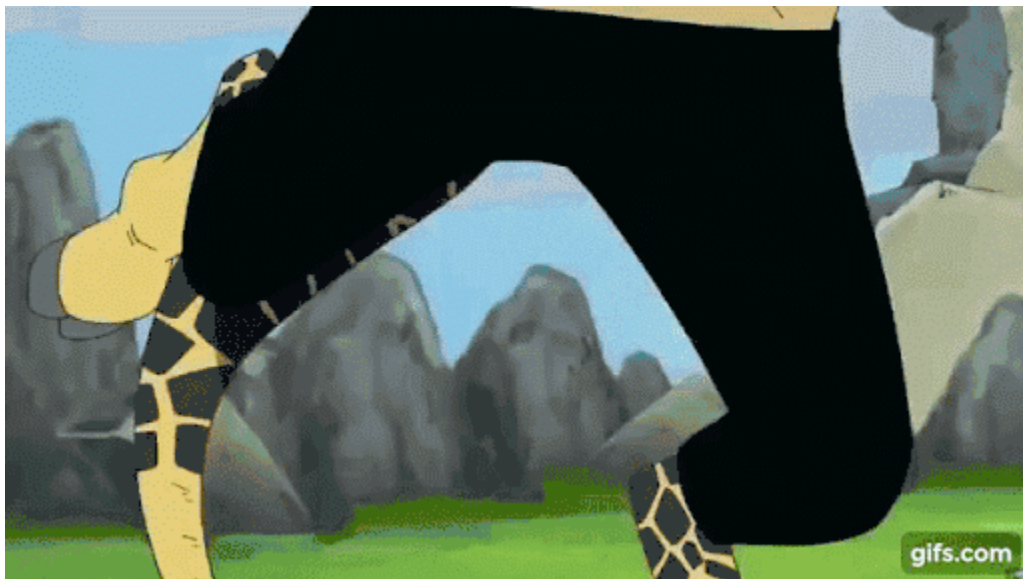
Junctions come in a variety of forms, and can modify your impulses, your aura, your skills, or even give you resistances. You DO NOT automatically get junctions, it is a choice you have to make when leveling up. Think of junctions as some of the feats that modify spellcasting. For example, the **Dangerous Sorcery** feat modifies certain sorcerer spells if some criteria is met. Junctions are much the same, but for kineticists.

## Impulse Junctions and making things more complicated

Because things aren't complicated enough, there are two rules that only affect IMPULSE JUNCTIONS (or Junctions triggered off of impulses.) One is that they are only triggered off of two or three action impulses (not single action ones) and two is that you can only make use of one impulse junction a round. These are important but easily missed rules.

## Exploration

Technically there are no rules written for keeping impulses up while exploring, though most reasonable GMs I know would use the same rules as the 'cast a spell' option. Some impulses can be maintained for long stretches of time and may not interfere with exploration at all. For example, the 'Cyclonic Ascent' gives you a fly speed and must be recast every 10 minutes, but costs no resources, so there is no reason you can't keep flying for hours at a time. It is up to the GM to determine if using an impulse 1/10 minutes constitutes your only exploration activity.



**Kaku using an Elemental Blast to fire off a ranged air slashing attack**

### Confused? Here is a demonstration:

Kaku is a kineticist with his gate only connecting to the elemental plane of air. He rolls for initiative and luckily goes first. Because he was in a formal setting, he did not start combat with his gate open.

**On turn one:** Kaku opens his gate to the elemental plane of air. This is a single action, and automatically he starts generating a wind aura. Now, he could fire off a one-action **Elemental**

**Blast** for free because he activated his gate, but he decides not to. Instead, his next two actions are to fire off a two-action **Elemental Blast** (he didn't fire off the free elemental blast because he wanted his two-action elemental blast to not suffer a multiple attack penalty. Remember, two-action elemental blasts add your constitution to damage.) He fires off a blade of razor-sharp compressed air (he could have also fired off an electricity blast.) Sadly, he misses. However, because he has a single gate at level 1, he has the air **Impulse Junction** which lets him Step or move half his speed before or after each impulse, like his elemental blast. He chooses to move half his speed. His opponent does some stuff, and then it is Kaku's turn again.

On turn two, Kaku wants to do as much damage as possible, but doesn't want to get in close, so he decides to use the feat **Weapon Infusion**. This lets him form his **Elemental Blast** into weapons. He uses **Weapon Infusion** to turn his blade of wind into a throwing dagger. This has the Thrown 20 ft trait, meaning he adds his strength to damage. He follows the free action **Weapon Infusion** action up with a 2-action Elemental Blast, allowing to do his **Elemental Blast** damage+his strength modifier+his constitution modifier. Because he used an infusion, again he can either step or move half his speed for free, and he still has one action left.



### Part 3: Building a kineticist (a.k.a. 'Actual character creation')

*This is the part where I actually help you build a kineticist, step by step.*

What kind of kineticist do you want to be?



Before we start building our kineticist, we need to determine what our goal is, and what we are aiming for, because that is going to drastically affect our build and what ability scores we are going to go after. So, before we start, there are a few questions we want to answer:

### **Character Creation 3.0 Concept**

So we all know the drill, "Have a character concept is the first step in making a character." Yes, that is the first step. So have that idea in mind. Keep in mind kineticists can be pretty varied. From a ninja to a rock-armored knight to a fiery wizard-like blaster, a kineticist can kinda do almost anything. So pick a concept, see if kineticist can do it, and go from there. I'm going to guide you through the mechanics of generating your kineticist, but yes, concept comes first.

### **Character Creation 3.1 First thing's first**

Max out Constitution. This is not a question, just do it. A kineticist's to-hit and impulse DCs are determined by their constitution. That's right, whether you hit with that fire blast is determined not by your aim, but by how tough you are. Keep this in mind. Larger blasts will also add your constitution to damage.

### **Character Creation 3.2 What type of Kineticist do you want to play**

Do you want to be a tank, scrapper, or utility kineticist?

Aside from constitution, you will want to decide if you are a 'tank,' 'scrapper,' or 'utility' kineticist. (these are my unofficial terms.)

**Tanks** tend to focus on strength, and also try to go for abilities that give them armor (as kineticists only start off with light armor proficiency.) A tank can add both their strength and constitution to damage for their 2 action **Elemental Blasts**, leading to a possible 1d8+7 damage at level 1! Earth and Wood are good choices for Tanks.

**Scrappers** tend to focus on dex and tend to stand in the back and shoot off shots. They often have abilities that augment their mobility. Their high dex lets them be mobile and not get bogged down by heavy armor, and they don't need to waste impulses getting armored up. Air and water are great choices for Scrappers, and Fire does the most damage.

**Utility** kineticists tend to focus more on healing and ally buffing than blasting away enemies. This is not a kineticist's strong suit, but it is a possible way to do things. Water, wood, and metal are particularly good at utility. They will likely still want a decent dex though, to max out their AC.



**Naruto's 'Medical Ninja' could be considered utility kineticists.**

### **Character Creation 3.25 Single or Dual gate at level 1?**

Carrying on from step 2, in addition to knowing what kind of kineticist we are going for, we need to know if we are going to go single or dual gate at level 1. A single gate gives you an automatic impulse junction which can be pretty nice, but dual gates give you access to not only multiple damage types, but multiple different TYPES of impulses.

A single gate kineticist starts with an Impulse Junction (remember, those are little freebies that you get when using impulses.) All of the level 1 Impulse Junctions are pretty nice, from free movement, to effectively raising a buckler for free, to making your fire deal extra damage. All of these are great abilities if you build a character around them.

A dual gate kineticist on the other hand has more versatility. You lose out on the Impulse Junction, but a level 1 dual gate kineticist can have access to up to four different damage types with their kinetic blast (or even more with a first level class feat). You also gain access to a wider number of impulse feats to choose from. Say you want to be the kineticist equivalent of a champion. Gaining the Earth and Water dual gate would let you heal with Ocean's Balm (similar to lay on hands) and also give yourself some armor with 'Armor in Earth.'



### Character Creation 3.3 Ancestries

With the recent advent of pathfinder allowing any race to use the human racial ability scores (+1 modifier to any 2 scores) this has taken a large amount of pressure off of figuring out which ancestry to choose. You no longer need to go and hunt for the best ability score modifiers, so the following choices are going to be made mostly only taking into account ancestral and heritage abilities.

Core book races:

Dwarf (**Tank/Scrapper/Utility**): If you want to take the racial ability scores, Dwarf is always a great one. We need constitution, don't really need charisma, pretty solid. Dwarves also start with 10 HP and can get unburdened iron, meaning they can ignore speed penalties even when in armor that they aren't strong enough to wear. Solid choice for any kind of kineticist you'd like to build, but especially tanks.

Elf: (**Tank/Scrapper/Utility**) Well the penalty to con can be undone by taking the human ability scores. While they only start with 6 extra HP, they also have a speed of 30 feet, which can increase to 40 easily with both fleet and nimble elf, which makes them great for single-gate air kineticist (who can move half their move speed with each blast). They can also get a class archetype feat at level 1, or pick up a few clutch spells like shield.

Gnome: (**Tank/Scrapper/Utility**): A lot of people seem to forget gnomes, but they have some surprisingly nice abilities. The ability to pick up ANY primal cantrip (and change that cantrip with 10 minutes of meditation) is really good (great cantrips include utility cantrips like **Healing Plaster**, or **Read Aura**). They can alternately take ANY OTHER CANTRIP (though they can't swap those out), but it still gives you things like **Shield** or **Tremor Signs**. Or you can pick up the feat **Gnome Obsession** which is always good for auto-upgrading lore skills.

Goblin ([Tank/Scrapper/Utility](#)): One of the few classes where Goblins don't really outshine the other ancestries. They aren't bad, don't get me wrong, but there's not much here. Some might be tempted to become a fire kineticist because of **BURN IT!** But remember, that bonus damage is a status bonus, same as a 2-action **Elemental Blast** (and it explicitly only affects alchemical items and spells so, up to your GM if it affects other impulses.) Certainly not a bad choice, especially if you are a tank and take **Unbreakable Goblin**, or a scrapper and take **Goblin Scuttle**.

Halfling ([Tank/Scrapper/Utility](#)): Another oft-forgotten ancestry, halflings have some surprisingly great options. From not treating forests as difficult terrain, to recovering extra hitpoints to re-rolling failed saves, they have a decently deep bag of tricks. Of particular note is the Hillock Halfling, who regains extra HP if they eat a snack while someone does a medicine check. A wood kineticist can summon a snack which will heal them with **Fresh Produce** while getting medicine-ed, and heal a bunch from just 10 minutes of work!

Humans (And ½ orcs and ½ elves) ([Tank/Scrapper/Utility](#)): Let's be honest here, the ability to get an extra class feat is just phenomenal for kineticists, as that can give them access to new impulses or infusions. This can do anything from getting them the weapon infusion, to extra healing options to just about anything else. And considering you only get a new impulse by spending a class feat OR once every four levels, extra infusion feats are just aces. In addition, you can grab cold resist, and half-elves can get that **Nimble Elf** feat. And none of this is to mention how awesome multitasking is . . . Pretty great stuff here.

## UNCOMMON ANCESTRIES

(I won't go over all uncommon ancestries here, just some of the more notable ones)

Azarketi (Gilmen) ([Tank/Scrapper/Utility](#)): Depending on the campaign, Azarketi could be just amazing or useless. As water kineticists, they already can breathe underwater and have a swim speed, so that's a few water kineticist abilities that they don't have to take. On the other hand, if you are playing in a game where you are just traversing the deserts of Qdira, not so great. At least a water kineticist azarketi can always keep themselves hydrated! Just shoot yourself in the face with water 1/day!

Amurrun (Catfolk) ([Tank/Scrapper/Utility](#)): Let's face it, if you are up close and personal with your build, you are going to get crit, so grabbing the Amurrun ability to only go to dying 1 from a crit is really great. Also there is native cold resist if you want to be a cold water kineticist, and there's even a feat that can let you ignore concealment from blizzard conditions!

Kobold ([Tank/Scrapper/Utility](#)): At first glance, Kobolds may not have much to offer as kineticists, especially with their constitution flaw, but remember, you can replace their normal ability score adjustments with human ones to still get to maximum starting constitution. In addition, they have some solid heritages and feats. **Caveclimber Kobold** lets them climb with hands free so they can still use impulses (remember, you need a hand free to use impulses) and they can use **Dragonscaled Kobold** to resist any energy type (meaning you don't have to



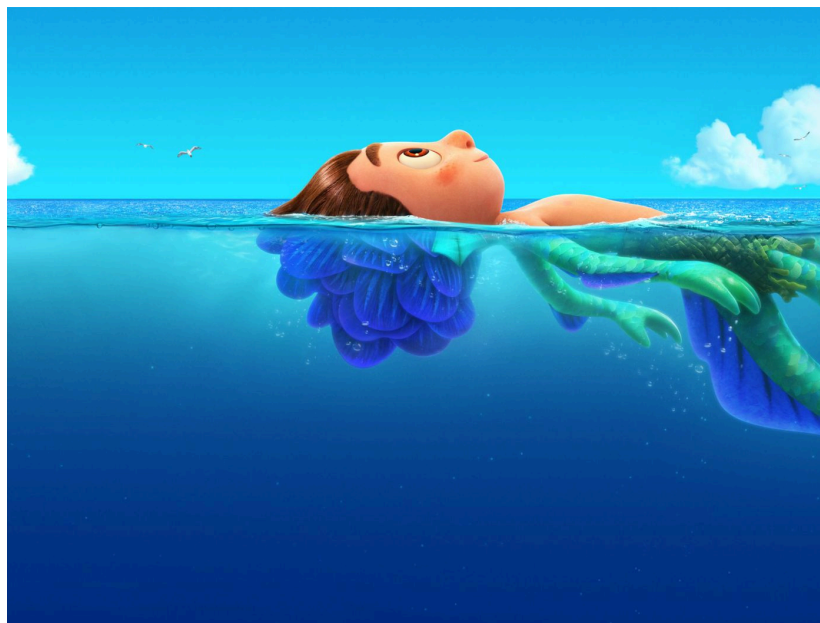
use up a class feat to resist your own element.) Additionally, feats like **Scamper** are great for a scrapper-style kineticist to get out of melee range. And of course, there is the kobold feat chain that ends up with you having perma-flight which is fantastic for any class and doesn't require you to be an air kineticist. Some good stuff here.

Grippli ([Tank/Scrapper/Utility](#)): Just some really great generally useful stuff here. **Windweb Gripli** lets you never take falling damage as long as you have a hand free (which you should have because you need a hand free for blasts). **Jungle Strider** lets you ignore difficult terrain from jungles AND forests . . . just some solid stuff here.

Orc ([Tank/Scrapper/Utility](#)): We all know why we are here . . . **Hold-scarred** and **Orc Ferocity** mean that you have 12 HP at first level (not 10), the Diehard Feat, and you don't go down at 0. This all coupled together really can serve to keep you in a fight, especially if you have a way of self-healing like with a water or wood ability. There are other options too though, like making yourself cold resistant, or having a decent side intimidate build.

Tengu ([Tank/Scrapper/Utility](#)): Tengu is on here because there is a unique build for them. By grabbing the fifth level ancestry feat **Tengu Feather Fan**, then **Wind God's Fan**, then **Thunder God's Fan**, you can cast any ancestry cantrips (along with Gust of wind, wind wall, and Level 5 lightning bolt) using your class DC, which becomes legendary for Kineticists. This is the only way I know of to get legendary spellcasting on a non-spellcaster. You need to be holding your fan to do this, meaning your other hand will likely have to be free to use infusions, so keep that in mind.

*(Credit to Paizo Boards Member aobst128 for the idea.)*



While most backgrounds are quite normal, there are a few that offer some unique advantages.

## Character Creation 3.4 Backgrounds

I'm not going to list all of the crazy number of backgrounds available in Pathfinder 2. Instead, this section will be relatively short. You will generally want a background that gives you a bonus to either constitution, or strength (if tank) or dexterity (if scrapper). Other than that, look for skill feats you may want. However, below are a few special backgrounds that offer unique abilities you might be able to get with GM permission.



**In a world of magic and elemental gates, is it so weird that some humans learn how to breathe underwater?**

**Song of the Deep:** This rare background leaves you with one less ability score modifier than most, (the background only gives you a single ability boost), but you get the ability to breathe underwater. Great for water kineticists who want to be more in touch with water.

**Energy Scarred:** This rare background gives you energy resist equal to half your level, and lore for that energy, but you miss out on a skill and skill feat that backgrounds normally give you.

**Genie-Blessed:** Another appropriate rare background, this one is connected to genies, who are connected to planes. Once per day as a free action, you can declare you will use this before rolling an attack/save/ability check and roll twice and take the better.

**Concordance Researcher:** For elemental planes-based campaigns, this uncommon background doesn't give you a skill or skill feat, but gives you four lore skills (specifically, lore in four of the six elemental planes.)

**Empty Whispers** Another feat for use in an elemental-planes based campaign, you give up the skill feat you would normally get for the ability to sense planar rifts, even if you aren't searching/investigating.

### **Character Creation 3.5 The Elements**

After careful consideration, I'm not going to be ranking these as they are all fairly well balanced against each other. When you take what they can do damage wise vs. utility vs. mobility, they tend to be fairly even. Additionally, like I said before, a lot of this is dependent on what you want to get out of your kineticist. Do you want to do as much damage as possible? Then air is weak. Do you want to basically have perma-flight? Then Air is the best.



**Before or after your (let's say lightning blast) impulse, you can move (or fly) half your speed.**

### Air:

The air element is great at a few things, but mostly mobility and utility. Do you want to get rid of that cloudkill? Air can do that. Want to run around as you blast people? Air can do that. It's also one of the few elements that gives you both a physical and elemental attack options with slashing and lightning. Also, lots of options for mobility not only for you, but for your friends too!

**Elemental Blast Types:** 60 Ft, Slashing or Electricity, d6

**Versatile Blasts Addition:** Cold

**Level 1 Single Gate Impulse Junction:** BEFORE or after the blast, step or move half your speed, or fly half your fly speed if you can fly.

**The good:** Versatility, high mobility (eventually letting you AND your friends fly), good range, lots of 'spy stuff' (like bonuses to stealth, ability to turn invisible, etc.)

**The Bad:** Low on the damage scale, no armor option,

**Best as:** Scrapper. Air is almost the definitive scrapper. There is no 'air armor' so you'd have to run around in actual armor to tank as an air kineticist, and they aren't the most damaging, but man can you shoot and move around the battlefield like no one's business, especially if you start flying!



**This scene finally makes sense! An Earth Kineticist off screen used STEPPING STONES to help Legolas out!**

### Earth:

First of all, Earth is great at what you think it would be good at, throwing damage at people and being hearty. There are defensive options you can take like cladding yourself in stones the equivalent of breastplate, or effectively raising a buckler with every impulse, and you can do a fair amount of damage. But there's also some utility here. The ability to make temporary bridges to cross hazardous terrain for you AND your party, and the ability to get an imprecise tremor sense. Solid overall element.

**Elemental Blast Types:** 30 Ft, Bludgeoning or Piercing, d8

**Versatile Blasts Addition:** Poison

**Level 1 Single Gate Impulse Junction:** After your impulse, gain a +1 circumstance bonus to AC (like raising a buckler)

**The good:** Solid armor option, decent damage potential, some good utility.

**The Bad:** Poor energy damage (with a feat you can gain poison . . . ough), you gain new mobility options but don't get any faster.

**Best as:** Tank, maybe with some utility sprinkled in.





**Avdol with his fire gate open and THERMAL NIMBUS active**

### Fire:

Fire does what you expect fire to do, which is burn things. Base you only have access to fire damage (you can expand it to cold with a feat as you suck the heat out of something). Fire is a fairly selfish element, as there's a lot of good stuff here, but not too much can help your friends. You can make crazy good leaps and eventually 'fly' with **Burning Jet**, but unlike air, you can't help your friends do it. You can teleport between fires with **Walk Through The Conflagration**, but can't take your friends. There are a few team buffs here, but not a lot.

**Elemental Blast Types:** 60 Ft, Fire, d6

**Versatile Blasts Addition:** Cold

**Level 1 Single Gate Impulse Junction:** Increase the damage die of your the fire impulse you are using by 1 step

**The good:** Lots of stuff has regeneration turned off by fire, can get good damage, lots of mobility options too.

**The Bad:** Not a lot of buffs for your allies, no armor options.

**Best as:** Scrapper, or a tank if you invest in armor (maybe sentinel dedication?)



Gajeel, metal gate open, METAL CARAPACE active

### Metal:

While you might expect metal to be a lot like earth, the armor option (**Metal Carapace**) sucks as it 'falls off' after being crit, making Metal ill suited for tanking. However, where metal really shines (no pun intended) is the ability to buff allies and do a little damage to a lot of targets at once. **Metal Pinions** does three attacks against three different creatures at once (for a scaling 2d4 damage), **Shard Strike** gives you a spamable AoE attack from level 1, and **Conductive Sphere** gives all your allies who use metal weapons +1d6 lightning damage.

**Elemental Blast Types:** 30 Ft, piercing or slashing, d8

**Versatile Blasts Addition:** Electricity

**Level 1 Single Gate Impulse Junction:** Choose Acid, Electricity, or Piercing. Until the start of your next turn, any CREATURE (including allies) that touches you or that damages you with a non-reach melee attack takes 1/2 your level in the listed damage.

**The good:** Good AoE and multi-target damage. A fair amount of party buffing.

**The Bad:** **Metal Carapace** falling off when crit is . . . just bad; it leaves you vulnerable to future attacks and eats up your actions putting your armor back on. Metal is also not very useful against single-target encounters. No base energy damage (can pick up a feat to do electricity).

**Best as:** Utility

### Is Metal Carapace That Bad?

Paizo forum user 'tiornys' points out that metal carapace lets you create an infinite amount of shields to shield block with, which is pretty great. However, if you shield block with your Metal Carapace ability, you have to reuse Metal Carapace to get your shield back, then raise your shield, so to get your shield back, you need to spend 2 actions.

You could combine this with **Plate in Treasure** to make your shield adamantine (if your GM lets you, Rules as Written you can't because Adamantine is Uncommon), but to do this you'd need to spend an action to plate a Light bulk item in Adamantine (creating a level 0 Adamantine Chunk) then, spend an action to create your armor, which (due to the wording of plate in treasure) becomes adamantine . . . but guess what, the entire thing still falls apart if you are crit, which means you have to spend more actions putting your armor back on. Honestly, I just think it's a bad feat.



**Aokiji demonstrates TIDAL HANDS**

## Water:

Water is kind of the all-rounder of the elements. There's something here for everyone, but nothing it doubles down on. There's some AoE damage with **Tidal Hands**, some healing with **Ocean's Balm**, and some control with **Glacial Prison**. There's even a tiny bit of mobility with **Return to the Sea** and the level one impulse junction for a single gate. All in all, pretty solid if you want to stick to one element.

**Elemental Blast Types:** 30 Ft, bludgeoning or Cold, d8

**Versatile Blasts Addition:** Acid

**Level 1 Single Gate Impulse Junction:** After you fire off an impulse, move someone whom that impulse effected 5 ft (or 10 ft if they are in a body of water). To move someone, they have to be willing, failed a save vs. your impulse, or had their AC hit by your impulse. You cannot move them up into the air.

**The good:** Good all-rounder, probably best healing of the kineticists.

**The Bad:** No armor option, Doesn't focus on one thing, so options are limited if you want to focus on something specific.

**Best as:** Any, though to be a tank they'd have to grab armor proficiency (probably through sentinel dedication.)



**Kamui Woods, HARDWOOD ARMOR, active, firing off an ELEMENTAL BLAST of wood for bludgeoning damage.**

### Wood:

Strangely enough, wood might just be a better tank than Earth. There is an armor impulse that can give you a shield, and the level 1 impulse junction can give you a fair amount of temporary hitpoints that refresh every turn, and there is some healing (not as good as water, but good enough to keep you alive). Lastly, there are a fair number of control abilities that can mess with enemy movement like **Wooden Palisade** and **Ravel of Thorns**

**Elemental Blast Types:** 30 Ft, bludgeoning or vitality, d8

**Versatile Blasts Addition:** Poison

**Level 1 Single Gate Impulse Junction:** Gain temporary HP equal to your level, they last until the start of your next turn.

**The good:** A tank with some ranged options, self-healing, and control abilities.

**The Bad:** Lacking in pure offensive power, their one type of energy damage (vitality) pretty much only affects undead.

**Best as:** Tank, no question, though they could be a side utility with some of their healing abilities.



**Jojo opens his Inner Gate to prepare for battle.**

### **Character Creation 3.5 Class Abilities**

Here I am going to lay out all the general class features of the kineticist and rate most of them. I'm going to be ignoring things that are universal, such as ancestry feats and general feats here, but I will include class feats, skill feats, and skill increases. I'm also not going to go over every little detail. For example I won't go over every saving throw increase, I'll just mention all saves in the saving throw section.

Just by being a kineticist, you get the following:

**Primary Ability Score:** Con Honestly don't know how I feel about this one. On the one hand, it boosts HP and that all-important fortitude save. On the other hand, there are literally NO skills attached to Con, so your skills are gonna be super weak. Either way, you use con to hit and for your class DCs

**8+Con Mod Hit points a level:** Normally I would rank 8 HP/level as orange (10 at green, 12 at blue) but considering this is a con-based class, I bumped it up half a notch.

**Trained in Perception** Sadly you only start trained in perception and progress only to expert, though with a feat, you could get up to master at seventeen. Still, with your likely low wisdom, this isn't great for you.

**Saving Throws:** You get up to legendary in fortitude saving throws with greater durability (successes count as critical successes, crit failure count as failures, failures still only deal ½ damage) and this is at 15. You also get master in reflex, though sadly your will only starts at trained, gets to expert at 3, then stops.



**Skills:** Pretty baseline, like wizards, witches, and sorcerers, you gain your 'spellcasting' skill (Nature) plus three other skills plus your intelligence modifier. Not nearly touching the rogue, bard, or thaumaturge, but you are ahead of ,say, the champion (who has two chosen for them, instead of just the one that kineticists have).

**Trained in simple weapons and unarmed strikes:** You probably won't be doing much in the way of using actual weapons, but still, only proficient in punching and simple weapons kinda hurts. Also you only get up to expert in weapons.

**Trained in unarmored:** Trained in light armor, and it goes up to master. With a few feats you can actually turn this into heavy armor proficiency that scales to master. Plus there are some impulses that give you effective medium armor.

**Trained in Class DCs:** This is what we are here for! The only class in the game to get legendary in class DCs (even alchemists don't!) It has slow progression, similar to spellcasters, but it is there.

**Kinetic Gate, Aura, and Impulses:** I've decided to label these class abilities as grey because . . . honestly . . . it depends on what you do with them. If you do nothing with your aura or get aura-increasing feats . . . if you are single gate or dual gate at level 1 . . . none of it is quantifiable. This stuff is grey because it is the class features you use to actually do your stuff and it doesn't really compare to other classes.

**Elemental Blast:** Your Bread-and-butter ability. Lets you shoot off energy beams all day long. Very versatile as (with a couple feats) you can have access to all three physical damage types and up to two energy types. Really solid. Plus you can do a smaller 1-action blast for decent damage, or a larger 2-action blast for a lot of damage, and melee or ranged, it uses the same ability score modifier to hit. Really solid.

**Base Kinesis:** This gives you prestidigitatation-like-abilities with any elements you have access to. For some elements, it's really good, you can generate water to drink or air to breathe or fire to light a campfire. You can also get rid of elements, which ironically make Fire Kineticists the best firefighters. This has some good RP potential, and technically a metal kineticist can make good money just selling iron to any blacksmith (one scrap of L bulk iron at a time.) Not much combat potential.

**Class Feats:** At first level you start off with a class feat AND two impulse feats for free! Really good, and I think the most starting feats in the game from a class?

**Skill Feats:** Standard for almost every other class. Skill feat at every even level. Nothing to write home about.

**Skill Increases:** Strictly bogstandard, starting at 3 and every 2 levels after, you get a skill increase ( 3, 5, 7, etc). Completely normal.

**Extract Elements:** Fantastic ability. Makes sure that your fire kineticist doesn't have to sit on his hands in time out if you happen to fight a fire elemental. Doesn't help against non-fire-creatures immune to fire, but hey, something is better than nothing.

**Gate Threshold:** Like the Kinetic gate ability above, this is grey because it entirely depends on how you use it.

**Reflow Elements/Double reflow:** This, THIS is a crazy good ability. The ability to change up one of your impulses for a different one at the start of a day. Has to be in the same element and follow the same rules as if you were retraining, but it's basically a free impulse retrain at the start of each day. Suddenly need to sneak into an underground fortress? Probably won't need the ability to fly with **Cyclonic Ascent** but you can instead become invisible with **Clear as Air**. Going in to fight a bunch of fire elementals? They'll be immune to fire, so **Blazing Wave** will probably be useless, but giving your party fire resist by picking up **Thermal Nimbus** would be solid. Really solid. And you eventually can 're-train' two per day!? Even better.

**Final Gate:** Seems nice at first, free action open your gate and start your aura as soon as combat starts, but it's not saving you a whole bunch of action economy . . . the big thing is you have your aura active before your first turn. It's good, don't get me wrong, just not phenomenal.



**Get ready for a whole lotta feats!**

## **Character Creation 3.7 Class Feats**

Here I am going to go over all the class feats that are common (not uncommon or rare) and rate them based on how good I think they would be in a campaign. I am also going to break them up into generic class feats that anyone can take, and then later into separate feats that require that specific element to use, and finally the composite feats.

## **Character Creation 3.71 (Non-element Specific Feats)**

Level 1 )

**Elemental Familiar:** Depending on how much you like familiars, this could be great or useless. Many people like familiars that can fly and speak, like parrots, so they can go and scout for them. They also are great for action economy, as for one action, your familiar can have two actions, which is great if you need to accomplish a task (like flip a bunch of levers mid combat) in a hurry. However, you only get a base familiar, and it doesn't get more points as you level, so unless you take some ability to give you more familiar points, not that great.

**Extended Kinesis:** This expands your 'base kinesis' ability or, basically, the prestidigitation-like ability you get at first level for your element. There's some good stuff here. For early levels you can add one fire or cold damage to a friend's weapon with heat/chill, (assuming you have the element of the item they are using). This is a great emergency button against trolls and other things with regeneration. You also have the ability to proliferate an item (allowing you to essentially make as much water as you want as long as you have a little to start with) or sculpt metal or stone could get you out of manacles/cuffs. (I sculpt these handcuffs into something that's open!) Good stuff, but very situational.

**Versatile Blasts:** Grey because it really depends on what you do with it. If you are a fire kineticist, this is almost a must because you need more types of damage. On the other hand, not great for earth kineticists as it gives you access to poison damage, which is pretty easy to resist or be immune to.



**Kuwabara turns his fire ELEMENTAL BLAST into a sword with WEAPON INFUSION**

**Weapon Infusion:** I cannot say enough good things about this. Gives all your Elemental Blasts P/B/S options, PLUS gives you a huge range as you can turn your blast into a longbow and suddenly your range 30 earth blast becomes range INCREMENT 100 (volley 30). AND your melee strikes can get reach or agile?! Fantastic. Did I mention your ranged blasts can get the thrown trait? Meaning you can add strength to damage at 20 feet? I imagine this might get nerfed in the future.

Level 2)

**Kinetic Activation:** You can activate any magic item (without rolling) as long as the spell or magic item you activate has the same trait as any of the elemental gates you have access to. So, in other words, if your gate connects to the elemental plane of fire, you can activate any fire spell from a scroll as if it were on your spell list. This is grey because there are some traits that have a huge number of spells connected to them (fire) and some that have very few (wood) so it's great for some, terrible for others. Did you know lightning bolt doesn't have the air trait?

**Voice of the Elements:** An interesting feat, it gives you three things, all of which require your aura to be up and active. One is that you can speak (and presumably understand, but not read and write) all elemental languages. You can communicate with all mindless elementals that have the same type as a gate you have access to, and can make simple requests of them (i.e. if you are an earth kineticist, you can ask an earth elemental to leave you and your friends alone.) And you get a +2 circumstance bonus to all charisma-based checks against elementals that share a type with one of your gates. Not bad, but very situational, as it may never come up in a campaign. Still, the ability to speak/understand six languages for one feat cannot be overstated.

Level 4)

**Command Elemental:** Seems great on the surface, but upon closer examination, it is just terrible. First of all, you only gain control if the elemental is three levels lower than you (and how often do you fight creatures of your level -3?), otherwise it is slowed. Also, you have to share a gate connection to the type of elemental it is (so if you don't have access to the elemental plane of air through your gate, you can't control that air elemental) and if someone else is controlling an elemental, it is just immune to the slow. Just terrible. I guess if you are super high level and you want to role play mind-controlling a city of minor elementals?



**Killua uses SAFE ELEMENTS to deal nonlethal electrical damage, sparing Riehvolt's life**

**Safe Elements:** This lets you exclude up to (con modifier) number of people from your kinetic aura (either the positive or negative results.) It also gives you the ability to not hit your party members from AoE blasts, and lastly, you get a one-action infusion that lets your impulses deal nonlethal damage. This is all pretty great, especially if you are doing something like Fist of the Ruby Phoenix or some other AP where you are supposed to fight but not necessarily kill.

Level 6)

**Counter Element:** This one is a bit weird. If your gate connects to only one element, you can counter spells of that element as a reaction. Someone fireballs you? Burning hands? Flamestrike? You get to try and counter them all. The counter only works for you (your friends still get fireballed) unless you crit succeed on the counteract check. Great if you are a sole fire kineticist as there are a lot of fire spells. Not so great for any other kind (did you know that lightning bolt doesn't have the air trait?)

Needs errata, no word on what happens if you pick this up and then LATER pick up a new element at later levels?

**Fearsome Familiar:** Your familiar can . . . become an elemental of your level -4 for a bit. I . . . I don't understand. Like, a level -4 creature is just gonna get murdered. I suppose it lets you do



something with your familiar without your familiar dying (if the elemental dies in its place, I presume the familiar just comes back when the duration ends.) Seems . . . bad. Plus if you use it more than once a day, your familiar just straight up dies. It does level up better than most summoning spells, granted, but . . . I don't think that's enough to save this feat.

**Two-Element infusion:** A free-action infusion (so, doesn't work with weapon infusion) that lets you slam two elements together for your **Elemental Blast** specifically (not any other impulse.) You take the highest damage die of each elemental blast, the highest range of each elemental blast, and half the damage is one type and half is the other. Also, all relevant junctions apply, meaning (possibly) by starting with single gate fire and then forking your gate to, say, earth, you could fire off d10 blasts (use the higher blast, d8 from earth, and the fire junction lets you increase the die by one step.) Check with your GM as the wording is vague.

This can be pretty good, as it can let you do some good stuff, or see what opponents resist. Particularly good as it gains all the traits of each blast, so if you don't know what a golem is vulnerable to, you can start guessing by firing off, say, fire/cold blasts, or electric/fire blasts, etc.

Level 8)

**Elemental Overlap:** Another single-element-only feat. Lets you grab a composite impulse even though your gate only connects to a single elemental plane. Your plane has to share one of the composite impulse's 2 traits, but you don't need the other (for example, **Ash Strider** is an Air/Fire composite impulse. You can grab it if you are pure air or pure fire with **Elemental Overlap**.)

I'm going to again label this one as grey, because there are just too many variables. For example, an air-only kineticist could get some healing options with **Tree of Duality**, or give earth kineticists some much-needed mobility with **Lava Leap**. On the other hand, if you don't play a single-element kineticist, or there are not any composite blasts that interest you, it is pointless.

**Purify Element:** On the surface this seems good, gets rid of cloudkill, you can purify seawater into something drinkable, get rid of toxic mining runoff . . . but then you see the rider. If you fail to counteract, all further attempts fail. Are you telling me that if I fail to clean out that water well in the village center as a level 1 kineticist, I can't come back at level 20 and try again? I understand that it has no resource cost, but say you can retry 1/day . . . or 1/week!

Plus, with **Base Kinesis**, a water kineticist can just make water EVERY ROUND and pour it into a bucket so why do you need to purify salt water again?

Level 10)

**Aura Shaping:** Lets you modify the size of your Aura. If your GM is a prick about stealthing with your aura out, this could help, but it's also nice if you have some auras that buff your allies or

hurt your enemies, because your Aura can eventually reach 30 ft. Solid feat if you are the kind of kineticist who focuses on Aura stuff. Pairs well with **Safe Elements**.

**Chain Infusion:** This is a one-action infusion, if your following **Elemental Blast** hits, it can bounce to others around, up to five times, but each shot has the multiple attack penalty. A lot of people complain about this one, but honestly, if you have nothing to do with your third action, might as well fire it off. It gets you multiple shots at 2-action **Elemental Blasts**. Good for clearing areas of low-level enemies, and you don't have to worry about hitting your friends. Not the greatest, but I think it gets a worse rap than it deserves.



**Note to self, fire elemental good against wood creatures.**

**Elemental Transformation:** Another single element-only ability. This requires your gate to be inactive, and then as one action, when you activate your gate, instead of normal bonuses it lets you cast **Elemental Form** for the single elemental that your gates connect to. While the combat abilities of this form might not be super great (air elemental, 1d4+9 damage. That's . . . terrible), what you have to remember is that there is no downside here, and you can keep doing it over and over again. If air, you get a fly speed, if water you get a swim speed (though not the innate ability to breathe underwater?), if earth you get a burrow speed. Plus you get athletics or acrobatics for free at a pretty good bonus. There is some great out-of-combat utility stuff here.

There are two downsides here, one is that past level 15, this ability loses a lot of its potential as the **Elemental Form** spell doesn't scale past spell rank 7. Second is that it requires you to be single-element. For those reasons, it knocks it down from a green ability to green-orange to me.

## What about Metal/Wood?

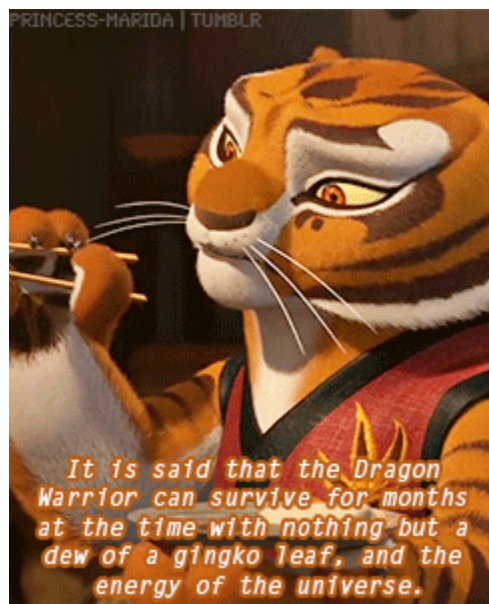
The **Elemental Form** spell currently doesn't have options for Metal or Wood Kineticists. I assume that'll be fixed shortly with the release of the Remaster, but for right now, just know that

**Elemental Form** doesn't work for Metal/Wood kineticists unless your GM homebrews something.

Level 12)

**Effortless Impulse:** For a free action, you can sustain one of your ongoing impulses at the start of your turn. Really, really great. There are some fantastic late-game sustained impulses out there, such as **Rebirth in Living Stone** or **Architect of Flame**. Having those abilities active and still having your full three-action economy is fantastic. Only gets knocked down a half-rank because there aren't too many good early level sustained impulses and some elements (like air) have very few to choose from at all.

Level 14)



**I think Tigress confused the Dragon Warrior with a level 14 Kineticist**

**Nourishing Gate:** You get a +2 to saves vs. poison, sleep, and paralysis, but the big deal is you don't need to breathe, eat, or sleep. You still need to 'rest' for daily preparations but . . . let's be real, you are a kineticist. As long as you don't need to make use of **Reflow Elements**, you generally don't need to get your daily preparations back (unless you have an item that recharges with daily preparations?) On the other hand, a lot of GMs just handwave away resting and getting food, and don't have you attacked in the middle of the night, so it could be great or just a waste of a feat, depending on your particular game.

**Rapid Attunement:** Lets you do **Reflow Elements** after a 10 minute rest instead of at the start of the day. THIS is super good, especially if you often don't know what you are going into at the start of a day. Pretty good ability as you can take ten minutes to swap out an ability for whatever you need.

Level 16)

**Imperious Aura:** I . . . I honestly don't understand this one at all. Seems like it could use some work. It seems like it lets you, as a free action, get into an Impulse Stance if your aura is active . . . but you can already activate any impulse aura when you **Channel Elements**. And this one says that you can only enter stances that 'affect' your aura. What does that mean? **Geological Attunement** gives you tremorsense within your aura, but arguably doesn't 'affect' it (just gives you a new sense in an area that is measured by it.) Seems this feat needs a lot of errata.

Paizo forum user "tiornys" suggests that the Imperious Aura could be used for rapid switching between stances . . . but I don't get it. First of all, it doesn't let you exit a stance (to this day, there is no official action that lets you exit a stance, as they are not dismissable.) Maybe that was the intent of the feat, but it is not supported by the rules.

Level 18)

**Elemental Apotheosis:** So this requires exactly one gate AND the Nourishing Gate feat, and for that you get . . . either a fly speed for air, burrow speed for earth, swim speed for water, or your foot speed becomes 50 (based on your gate). You also gain darkvision if you didn't have it already, and gain the traits 'elemental' and '(whatever your element is.)' Seems . . . okay, but there are plenty of other ways to gain perma-flight or a permanent burrow speed (several ancestries that get it faster), plus **Cyclonic Ascent** effectively gives you perma-flight (just have to re-up it once every ten minutes.) I would like this a lot more if it was like a level 14 feat. As a level 18 feat it seems kinda . . . meh.

## What about Metal/Wood?

Just like **Elemental Transformation**, this ability is based on the **Elemental Form** spell, which means there is currently no option for Metal/Wood Kineticists, this may change when the Remaster book comes out.

Level 20)

**Kinetic Pinnacle:** Permanently quickened, but you only can use your action to **Channel Elements**, Fire off a 1-action **Elemental Blast**, or enter a 1 action impulse stance . . . which you can already do when you **Channel Elements**? Listen, being able to channel elements as (essentially) a free action at the start of your turn isn't bad . . . especially because that lets you spam 3-action Overflow Impulses. Just think this one needs errata.

**Omnikinesis:** Single Action **Reflow Elements** mid combat. Fantastic ability, making you an absolute king of utility kineticists, especially if you have access to a lot of different elemental planes. This is fantastic outside of combat too. The only problem is, it kinda takes the sails out of **Rapid Attunement**. I would suggest taking one or the other.

## Before we get started with the element-specific feats:

I am judging a lot of these abilities in a vacuum, because that's the only way to do it. However, it is important to note that, perhaps more than any other class, there are a lot of parts of this class that can buff other parts of this class. I'll try to point them out as I find them, but to give an

example: the level 19 class ability **Final Gate** lets you open your gate as a free action at the start of your turn, letting you spam three-action overflow techniques. Keep that in mind. (Thanks to Paizo forum member 'Dubious Scholar' for pointing that out.)

## Character Creation 3.72 (Air-Specific Feats)

Level 1)

**Aerial Boomerang:** You fire off a blade of air that does 2d4 damage in a line. Next turn, as a single action, you can call it back to you, which does the damage again, basic reflex save both times. While the damage isn't great and it scales poorly, it also is a cheap, easy, level 1 feat that lets you deal AoE damage, allowing you to hurt those early-level swarms. Good, and if you add it up, it is 4d4 damage across 2 rounds. In fact, as long as you aren't using any other actions, you can just spam it (one action, return, two actions, throw it out again.) Not bad.

**Air Cushion:** You have permanent, at-will, no resource cost feather fall. At level 8 you can feather fall your whole team. Pretty good, has some good utility, but there are some campaigns where it might never show up. Personally, I'd save a feat and just get an Aerial Cloak (1/day feather fall)

**Four Winds:** For two actions, you can let up to four creatures within 30 feet of you stride up to half their speed. Since this is an air impulse, if you have the air impulse Junction you also get to stride half your speed. Can be great for getting your tank or rogue in for that flank. Then again, you might just be better off blasting. It's good, but probably not great.

**Whisper on the Wind:** This is the *message* cantrip, but with a higher range, eventually reaching planetary level. Essentially at level 14 it becomes **Sending** but with zero resource cost. Really, quite fantastic utility, though (of course) in some campaigns it could be useless. Still, at level 4 you can probably always find party members lost in a city as it gains a range of a mile.

Level 4)

**Air shroud:** Another fantastic utility ability that is either super good or useless depending on the campaign. As long as you are up and your gate is active, everyone in your aura can breathe. This means breathing underwater, in a vacuum, in an area of poisonous gas . . . However, it gets knocked down a peg for being a stance. TECHNICALLY you can't use it out of combat, but most GMs I know would let you activate a stance to cross a river or in an emergency situation, just as long as you don't try to maintain it for too long.





### Is Zenitsu an air Kineticist with Lightning Dash?

**Lightning Dash:** You turn into a bolt of lightning and 'move' 30 feet through people (effectively teleport), and anyone you move through needs a reflex save or take some electricity damage. Not only is this AoE damage, but it's also a get out of jail free card, as your 'teleport' doesn't trigger a reactive strike. Sadly, it is an overflow ability, but let's be fair, that's a pretty good ability. Levels up strangely though (every 3 levels? That's . . . like saying it levels up every spell rank and a half. Seems silly.)

Level 6)

**Clear as air:** Turn invisible, at no resource cost, though it is a sustained impulse. Also if you try to spam it you just become concealed. Still fantastic for utility like sneaking into places. Ninja Kineticist, here I come!

**Flinging Updraft:** For two actions, you can make someone (including yourself) jump 30 feet, and if you make them jump off a cliff, they take no fall damage. If they are unwilling, they get a save, and only jump the full distance on a crit failure. Again, this has fantastic utility, especially if you need to get that weakling negative strength wizard up that cliff. Also, it works as an intentional feather fall. Need to get down that 300 foot cliff? Just fling everyone off!



### Storm using **CYCLONIC ASCENT**

Level 8)

**Cyclonic Ascent:** Here we go, Effective perma-flight. You can use this impulse to give yourself 10 minutes of flight, but since there is no resource cost, You can just keep spamming it every nine minutes to reset the duration. What could be better? Oh, I know LETTING ALL YOUR FRIENDS DO IT AT LEVEL 14!! Is there a level beyond blue? I feel like this would be that.

**Storm Spiral:** You create a 20 ft stormcloud that does 3d12 electricity damage and 1d10 sonic, with a basic reflex save. This is effectively a 'lightning fireball.' It is three actions and is overflow, so you can't just spam it, but it is one of the few ways to do sonic damage as a kineticist. Still, damage is a bit low for a level 8 ability . . . but since it is effectively a zero resource fireball, I guess that's worth it.

Level 12)

**Ghosts in the storm:** A stance impulse, your aura generates clouds which help you or an ally. First of all, you gain bonuses to reflex saves and acrobatics checks. And if you (or your friends) start in the aura and move, you gain concealment and your metal weapons gain the shock rune. This is stupid good for your rogue as they can use that concealment to hide and then sneak attack (even if everyone can see the clouds, they can't see him.)

**Wiles on the Wind:** You make an auditory hallucination that has a chance to fascinate. While an interesting distraction technique, it is a terrible debuff as it goes away as soon as someone attacks the fascinated target OR THEIR FRIENDS. And fascinated doesn't even prevent attacking, just spellcasting. There's maybe a moderate use here to distract guards outside of combat but mostly just terrible, especially for level 12.

Level 14)

**Body of Air:** As a reaction (or 2-action activity), you can use the spell **Vapor Form** (which doesn't seem to exist so maybe they meant gaseous form?) but it does overflow your gate. Still, remember, you can sustain an impulse even if your gate is closed, making this yet another great

get out of jail free card. Additionally, outside of combat, fantastic utility for sneaking into or out of places, getting under locked doors, or getting out of bars . . . effectively no one can ever arrest you again, you can just Gaseous form and break out.

Level 18)

**Crowned in Tempest Fury:** A stance that gives you a bunch of fringe benefits. You gain a fly speed, all your speeds get faster, anyone coming into your aura takes lightning damage, and all your blasts deal extra lightning damage. It's good . . . don't get me wrong, but it seems a touch underpowered for level 18. The aura damage, 2d12, is just pathetic at that level. Still, not bad. Gets knocked down half a notch because it's a stance so, technically can't use it out of combat.

**Infinite expanse of the Bluest Heaven:** You make an illusion that everyone is falling, and they can't tell which way is up. Anyone entering or staying in the affected area has to make a save, and succeeding still means they are off-guard. Failure means they are off guard and can't figure out how to leave. This could be really good, as it's an aoe off-guard, and if the people fail, they are trapped within. But then the downsides come it's an overflow, it has to be sustained, and lastly, anyone who leaves shakes off the effects and is immune for an hour (including if you re-use the impulse). That part really kills it for me, as a lot of creatures have ridiculously high saves at level 18, so they are going to be off-guard for a round and then just exit the area. Seems pretty poor for a level 18 feat.

### Character Creation 3.73 (Earth-Specific Feats)

**Armor in Earth:** As a single action, you clad yourself in earth which effectively functions as breastplate (except the speed penalty is -10) that you are proficient in. What's better, all of your actual armor's runes transfer to this new breastplate. Pretty good, though if you get caught with your defenses down, it's bad news until your turn comes around. At level 4 it effectively becomes half-plate, but with the bulwark trait. And you are considered specialized in it, which means it reduces all piercing damage by 2, or 3 at level 4. Sucks that it reduces your speed, but it's a great way to armor up without having to spend feats to get, say, champion dedication.

**Geologic Attunement:** As a stance gives you imprecise tremorsense, but only within your aura (which is 10 feet at these early levels!) Also, as a stance, only works in combat. It's okay, but honestly, I wish it was either not a stance or had a larger range. However, as you level up, it becomes precise, and if you take **Aura Shaping** it can eventually become quite good.

**Stepping Stones:** A great little utility power that lets you form a rock bridge 20 feet long that you and your friends can use. Lets you cross over water, lava, whathaveyou. Also, you can put them on the side of a wall to go up 10 feet. As you get higher level, the bridge can become longer. This also lets you bypass any difficult terrain on the ground, which basically beats several spells like **Black Tentacles**. Unfortunately, this one runs into the same problem as before of 'could be great, could be useless' depending on the campaign. It's a great one to keep in mind when you have **Elemental Reflow** and you know you might have some exploring to do.



**Avalanche demonstrates TREMOR**

**Tremor:** Ah, the classic trope of firing off an earthquake to hurt your enemies and knock them down. 10ft area diameter, deals 1d8 damage to start and increases by a d10 every 2 levels after that, with a basic fortitude save. Crit fail also knocks them prone. Decent, I'm always a fan of AoE damage. Technically it hits flying creatures in the 10 ft.burst, so I guess rocks shoot up too? Anyway, good bit of burst damage, and it is overflow, but it is also only 2 actions so you can spam it if you want. (First round, tremor, second round, open gate and tremor, third round, open gate and tremor.)

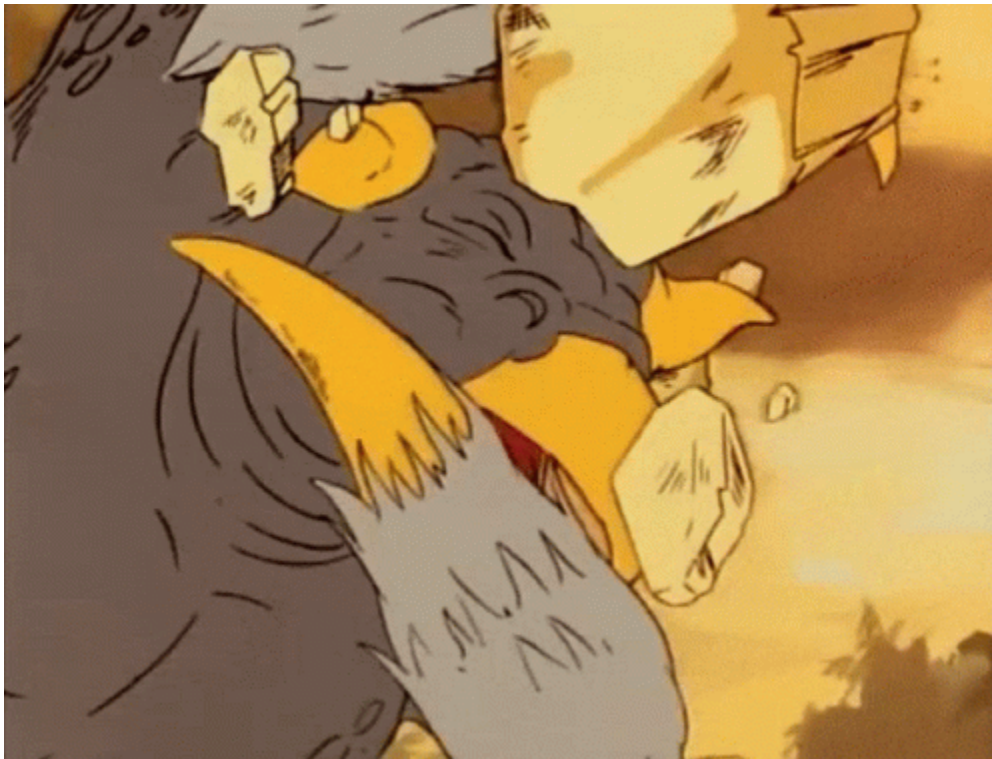
Level 4)

**Calcifying Sand:** This ability is ALMOST good. As a reaction, when you are hit, you can reduce the damage by your level and also have a low chance of paralyzing (okay, petrifying) the attacker for a turn. DR equal to your level is pretty good. The problem is that it can only be used 1/hour/enemy, and that it is an overflow ability. I'd like it more if it could be used more often. Maybe take out the petrifying part.

**Igneokenesis:** A fun little ability, lets you make a stone object that fits inside a 5 foot cube either out of stone you find, or you can summon stone from the elemental plane. If you use it again, the first one disappears unless you spend an hour (and an exploration activity) making it permanent. In addition to being able to make statues on the cheap (it requires a crafting check to make them look good), this could allow you to break into stone vaults (Make a 5-foot cube out of that stone wall over there, then push the new stone out of the way, boom, hole in the wall). Also you can make platforms to reach higher places or let you walk around. As you level up, you can make more 5 foot cubes. Good utility, though, of course, it may never see the light of day in some campaigns.

Level 6)

**Sand Snatcher:** You create a sand homunculus of small or medium size (your choice) to try and grab someone. Even if you don't grapple with them, this thing can provide flanking, so even if it never does its primary job (which, it uses your class DC, so it actually has a shot), you can always just provide flanking to the rogue for that all important sneak attack. If you sustain it you can either keep grappling, or move it around. Making a solid flank partner appear out of nowhere is just fantastic. Plus, unless I'm missing something, you can have two of these running at the same time, making you real solid support for the melee members of your team. As you level up, you can create larger sand snatchers.



**WEIGHT OF STONE:** Finally the **PLAYER** gets to say “Rocks fall, everyone dies.”

**Weight of Stone:** Earth's 'fireball' ability, you summon a shower of rocks 80 feet above an area of the battlefield and 20 ft wide (a column) and they rain down. Scaling 4d8 damage to all creatures in the area, and if they were flying they may get pushed downwards if their saving throw was low enough. This is a three-action overflow ability, so you can't spam it, but on the other hand, there are so few abilities that force a flying creature to the ground, you can hardly afford to pass this one up.

Level 8)

**Spare Skin:** This is effectively stone skin with a little rider saying that anyone who hits you with a non-reach melee attack takes a bit of damage (because your skin's so spiky, you see.) The downside is: a) you can only have one spare skin up at a time (so you can't buff the whole



party), b) once you cast it on someone they are immune for an hour, and 3), it only lasts for 10 hits. I think I'd rather get rid of the (frankly pitiful) retaliation damage and make it either last longer or reduce the hour long cooldown. Still, getting any form of DR is always nice.

**Swim Through Earth:** You gain a burrow speed, though unlike air's **Cyclonic Ascent** it is sustained instead of lasting 10 minutes and you can't breathe while under earth. Also, you can't burrow through bedrock until level 14, and if you end the impulse while in the earth, it shunts you out of the earth, knocks you prone, and slows you for good measure. This seems just . . . a lot worse than Cyclonic Ascent, which air gets at the same level. On the other hand, I guess it makes sense, as people can't really hit you while in the ground, but they can still shoot at you while flying. Note that you can get around the 'no air' problem with the **Nourishing Gate** feat.

One last thing, this becomes a lot better at level 14 where you can basically walk through stone and other 'similarly dense earthen matter' without leaving a trace, basically allowing you to walk through stone/brick/earthen walls. So unless that prison is made entirely of metal or wood, there's no way to hold you.

Level 12)

**Rattle the Earth:** This 2 action overflow duplicates the effects of the **Earthquake** spell, only it's a cone or within your aura, and you aren't affected. Also, it is easier for structures to avoid collapsing (and in fact you can't collapse a 'sturdy' structure until level 16, and even then it is unlikely.) Your fissures are also only 10 feet deep, meaning those that fail their save only fall 10 feet, not 40. I mean, it IS spamable, but it seems like they pulled back on the power a bit too much. Essentially, as an overflow you can make difficult terrain, maybe deal 10 feet of falling damage, and if you are lucky and standing in a cobbled-together shack, you can deal 11d6 damage from a collapsing building (basic save)

**Rock Ramparts:** Wall of Stone, only it's only 40 feet long, and you have to sustain it. Depending on your campaign, this could be great, as it can be some fantastic battlefield control. It IS a three action overflow, but, I mean, if you are fighting in tight spaces, blocking off a bunch of enemies for a turn while your party deals with the first few is fantastic utility. Also, you can use it to make ramps, bridges, whatever, giving you some solid utility.

Level 14

**Assume Earth's Mantle:** HERE WE GO! This stance impulse adds so many rocks to your rock armor that it makes you larger, you can climb rock walls (presumably by partially merging with them), you gain bonuses against being tripped, shoved, or moved, and your strength increases to +4 (effectively 18) or increases by +1 (effectively by 2 under the ability score system). This is the ONLY ability in Pathfinder I have EVER seen outside of apex items that increases your ability scores! Fantastic for earth tanks. Heck, it turns any Earth Kineticist into an earth tank!

Level 18)

**Rebirth in Living Stone:** Actually, in some ways, this is a downgrade from **Assume Earth's mantle**. It is a stance that has to be sustained (though that is mitigatable with **Effortless**

**Impulse.**), unlike Assume Earth's Mantle. Now, this one gives you a few temporary HP, but that's what, 1 or 2 solid hits from a level 18 monster? The big issue is being immune to crits and precision damage, which is nice, don't get me wrong, but **Assume Earth's Mantle** gives you reach, a climb speed, extra strength, AND doesn't require it to be sustained. What really saves this one is that, while in this stance, all your earth **Elemental Blasts** deal an additional 1d10 damage



**What says 'Ninja' more than summoning a giant effing rock from the sky? Now that's the art of stealth!**

**The Shattered Mountain Weeps:** You pull an Uchiha Madara (from Naruto) and summon a giant stone sphere in the sky, which explodes and does 9d10 damage to everyone in a 20 foot area. Also, for the next minute, rocks fall down in that area dealing 3d10 damage every round. Those failing a save are also knocked prone, and the area is difficult terrain. While this 3-action overflow impulse seems cool . . . really the damage is pretty tame by level 18 standards. Averages out to be 40ish damage on a failed save . . . 20 on a success. Compare that to the average 70 damage over a much wider area for **Meteor Swarm**, and while yes, you can spam this once every 2 rounds, it's just not that exciting. Also, you can't turn off the falling rocks unless you recast it somewhere else, meaning if you need to get into that area, you can potentially screw yourself or your team over. All in all, not fantastic. After all, Tremor does almost the same damage, also creates difficult terrain, is only a 2 action cast (so you can spam it), and it doesn't create a death zone that you can't turn off.

## **Making Fire Strictly Better:**

If you go full-on into fire, then you can make almost all of the fire impulses better by picking up the aura junction for fire, which gives everyone in your aura vulnerability to fire damage equal to

half your level. While this doesn't do much for, say, **Burning Jet**, it can make the piddly fire damage from the leftover embers of **Scorching Flame** a LOT better, along with the fire from **Thermal Nimbus**. This, however, is all contingent having fire, then picking up the Fire Aura junction at your next **Gate Threshold**. Some builds may not allow for that, so keep that in mind.

Additionally, if you do go the Aura Junction threshold route, just remember two things: one you are going to have to get up close and personal for the enemy to be in your fire aura (which may not be where you want to be if you are a scrapper) and two, you are doubling down on FIRE damage, so if you use Weapon Infusion, or shoot off a cold blast, you'll be doing significantly less damage.

Thanks to several different Paizo Forum members who pointed this out.

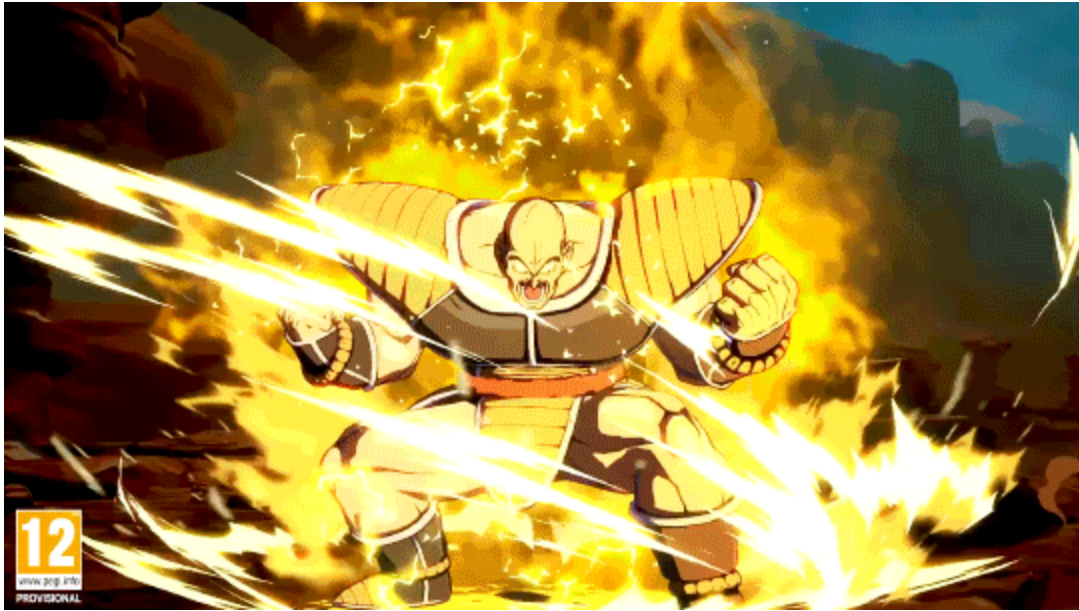
## Character Creation 3.74 (Fire-specific Feats)

Level 1)

**Burning Jet**: So this is a 2 action ability that lets you stride 40 feet, but it has to be in a straight line.. Sounds useless right? Well, it does let you ignore reactions (like **Reactive Strike** previously Attack of Opportunity), and lets you ignore difficult terrain, so not too bad. But then at Level 6 it lets you blast forward 60, or leap 30 feet, allowing you to jump up cliffs and stuff. At 10, it sorta lets you fly, because you can hop up, and then you don't fall until the end of your NEXT round, so you can just Burning Jet-hop again. This is . . . just straight up worse than Air's **Cyclonic Ascent** with the only caveat in that it ignores reactions. It also is a fire ability, so if you want to be pure fire, you still have a 'flight like' ability, though it's a lot less good than what Air gets you. Still, it gets resource free 'flight' so it's not so bad.

**Eternal Torch**: This lets you create up to (Constitution modifier) number of essentially continual flame torches with the caveat that they are actually hot and can deal fire damage (though wielding such torches count as improvised weapons.) I . . . I mean, I guess it's kinda cool? Your torches have different colors and eventually shed bright light for 60 ft and dim for an additional 60. It's just . . . I don't think this is worth a feat.

**Flying Flame**: You fire off a flame that flies for 30 ft, hitting everyone in its path for scaling d6 fire damage (basic reflex save). You get to choose the path it flies in (doesn't have to be a straight line) so it's a bit like a mini **Fire Snake**. Pretty cool. People only take one iteration of damage and make one save even if you make the bird double back on the same individual. This doesn't do as much damage as Air Boomerang, but is strangely more controllable so you don't hurt your friends. Plus, AoE damage against early level swarms is often hard to come by, or requires you to be super close to those swarms, this requires neither.



**Nappa's technique here is a perfect rendition of SCORCHING COLUMN**

**Scorching column:** You create a column of fire that deals d6 damage in an area ten ft in diameter and 30 ft tall. The area you blew up remains hot for a round after, meaning anyone who starts their turn in it or crosses into it takes a bit of fire damage and it is considered difficult terrain.

Sadly, this one scales kinda poorly (+1d6 damage every THREE levels), and it is a three action overflow technique, but it will hit some low-level fliers, so that's good. Honestly, like **Flying Flame**, this is a level 1 AoE, but **Flying Flame** isn't an overflow impulse and levels up better, so I'd take that over Scorching Column almost any day.

Level 4)

**Blazing Wave:** Someone said "What if burning hands, but better?" This two-action overflow impulse nets you 4d6 damage in a 30 ft cone, and for every two levels after 4, you get another d6. It's like a fire cone of cold with no resource cost. And because it's only two actions, you can spam it (open gate, Blazing wave, Open gate, blazing wave.) Only downside is that you might hit your allies.

**Thermal Nimbus:** So, when I first read this power, I misread it, thanks to Paizo forum users 'tiornys,' 'Candlejake,' and 'aobst128' for setting me straight. This Impulse Stance makes you and all your allies in your aura resist cold or fire (your choice) equal to your level, and anyone entering or ending their turn in your aura takes cold or fire damage (same as the choice above) take HALF your level in damage, no save. So, since you have (cold/fire) resist equal to your level, and take half your level in damage every round, you should be fine?

The thing is . . . unfortunately, that 2 fire or cold damage every round isn't super fantastic. By the time you reach level twenty, that's, what, 10 damage a round? Against a level 20 creature

that's got 300-400 HP? The cold and fire resist is good, don't get me wrong, but as a stance, it means you can't really use it creatively outside of combat to say, survive in the arctic or in the deserts of Katapesh. It's . . . fine. Gets a lot better with **Aura Shaping** where you can encapsulate more people.

Level 6)

**Crawling Fire:** You essentially make a fire-based Summoner's Eidolon. You can share its senses, you share its action, its Multiple Attack Penalty, and if someone hurts it, you get hit. You can launch your blasts from it, yadda yadda. The big downside here is you have to sustain it, so you are splitting your TWO actions a round between it and you.

The real upside for this baby is utility. It's immune to fire, and there is no maximum range for it (has to be summoned within 30 feet of you, but then it just goes and goes). So, great to send it exploring for what is coming up next. Other than that, when you get **Effortless Impulse** this becomes a lot more appealing.

## Beware of Exploring with Crawling Fire

Paizo forum user 'tiornys' wants to remind everyone to be careful with crawling fire. You still take damage when it would take damage, so if your crawling fire accidentally starts a fight, a bunch of guards could beat the snot out of it and drop you. Luckily, as a con-based class, you/it should have a lot of HP, but even so, let your party know that you might randomly start bleeding and pass out, and have them ready with the healing spells back at your body. As soon as your turn comes around and you are passed out, you can't sustain the spell and the enemies no longer have a target.

**Volcanic Escape:** An overflow REACTION, if you get hit and the attacker is within your Aura, they take some piddly amount of fire damage, and you can fling yourself away which does not provoke reactions, meaning, if that death monster chases you down, you can nope right on out of there before it gets its 37 more attacks in. If you are in a dungeon, (and have your aura up) this is a great way to escape an ambush. Solid emergency exit button.

Level 8)

**Kindle Inner Flames:** An actually good impulse stance. You basically teach others to be fire kineticists. All allies in your aura can 1) step once/round for free, 2) gain a bonus to reflex saves and acrobatics checks, and 3) if they take an action with the MOVE trait, their strikes deal 2 extra fire damage for the rest of the round. At level 12 it ups to the flaming rune, and the bonus to acrobatics and saves doubles. This is a really solid buff, as it essentially quickens all your friends, but only for stepping. And since step has the move trait, it's pretty easy for them to keep the bonus fire damage up. This gets really good if you have **Aura Shaping**.





### **A vampire gets cooked by Solar Detonation**

**Solar Detonation:** At first glance, this looks good! It's a zero-cost fireball-like impulse. Sure it's three actions and overflow, but that's the downside of having it cost no daily resources. But then you see the worst trait in pathfinder, Incapacitate. This means that any enemy that is above your level treats all saves as one better, so a success is a critical success, and a failure is a success. This just knocks it down to terrible for me. I'm sorry, it's basically only good for blowing up groups of low-level enemies, and based on how Pathfinder scenarios are written, you almost never fight those.

## **Solar Detonation and Vampires**

Solar detonation says it 'is sunlight for creatures vulnerable to sunlight.' So, based on some interpretations, this can kill vampires. If you had two Fire kineticists firing these off in quick succession (one the first round, second the second round, first one the third round after they reopened their gate) it wouldn't matter if the vampire saved or not, because it would be exposed to three consecutive rounds of 'sunlight.' This may not work, as the impulse says it affects creatures with 'Sunlight vulnerability' and vampires have a 'Sunlight Weakness,' so, YMMV. If so, it makes it a very niche use of this ability.

Level 12)

**Architect of Flame:** Another three action overflow ability, this one straight up creates Wall of Fire. You get this at level 12, and it only does 4d6 damage when you get it, as opposed to level 7 when wizards and druids get access to it, so I'm not really that excited about it. It is nice for the concealment which essentially is a great way to stop annoying archers from peppering your party from afar, but let's face it, 4d6 is pretty piddly damage at level 12. And it levels up slowly (extra d6 every 3 levels)

**Furnace Form:** Okay, this one is actually pretty good. You basically get the effects of the **Firey Body** spell, minus Ignition (previously produce flame) which doesn't matter because you have kinetic blasts. Immunity to fire, DR 10 against precision damage, ability to fly, you don't need to breathe, and it gives you a boost to your fire blasts. You have to sustain it, but when you sustain it, you get to fly 20 feet for free, so that's not so bad, and it becomes super good if you get **Effortless Impulse**. At level 16 it loses the sustain requirement and you can activate it for a minute at a time, and dismiss it at will. It also isn't an overflow, which means at level 16 you basically can just recast it again and again to reset the timer to give yourself perma-flight, though how that interacts with exploration activities is up to your GM

**Walk through the Conflagration:** This is an interesting concept, you self-imolate, then teleport to a nearby open flame within 120 feet of you. Additionally, either when you leave or arrive you explode for a bit of damage, then the impulse ends and your gate shuts down (it is an overflow action). You can teleport to any 'open flame' (even some shmuck taking persistent fire damage) so that's pretty cool, a zero resource cost 120 ft teleportation is nice, though I'd like to see the ability to NOT explode if you don't want to, otherwise trying to get around town would be . . . messy. Still, another way that no jail cell can hold a kineticist. Also, situational. If you are in a town at night, this is fantastic as almost everyone will have candles/lamps lit. If you are in a field in the middle of the day? Not so good. Maybe make sure your friends are always carrying torches just in case?

## Infinite Teleportation?

If you are out of combat, and you have both **Walk Through the Conflagration** and **Eternal Torch**, you can do some pretty good teleportations. **Eternal Torch** lets you make a flame anywhere within 120 feet and **conflagration** lets you teleport to any flame (presumably including your torch) within 120 feet. While your friend could hold a torch allowing you to teleport around in combat, which is nice, the big idea is that out of combat you can make 120 ft teleportations to anywhere you can see within 12 seconds. Just remember that you have to blast fire off in a 5 ft. emanation either at your exit or destination point, meaning teleporting into a room full of dry silk rugs may not be the best option. Thanks to Paizo forum user aobst28 for the synergy.

**All Shall End in Flames:** At first glance, this looks FANTASTIC! 30 ft area within 500 feet?! Does a bunch of damage. If it reduces you to 0 you are just straight up dead (none of that ferocity keeps you at 1 BS) And, if you do it to yourself, and you die, you come back to life the next round with 36-40 HP! This sound fantast-  
Oh . . . oh wait. See that 'Death' Tag there? That means it's a death effect. All undead are immune to the whole thing. Fire damage, everything. Also, so are all constructs, and a host of other things. All shall end in flames? More like some things might end in flames. The Death tag really knocks it down a lot for me. Especially as a LOT of endgame enemies have immunity to death effects.



### Big Mom from One Piece uses IGNITE THE SUN

**Ignite the Sun:** You make a mini sun that lights up the area within 500 feet! It also does damage to anyone within 5 feet of it, and you can sustain it to make it bigger or move it around. And if that wasn't enough, it adds a d6 fire damage to just about everything your allies do (fire damage spell, attacks, fire impulses.). Also, counts as sunlight. The damage isn't fantastic, but it is spamable and it is 7d6 damage EVERY ROUND. Also, this is a two-action impulse that ISN'T OVERFLOW, so you can get two of these going at once. Also, super useful with **Effortless Impulse**

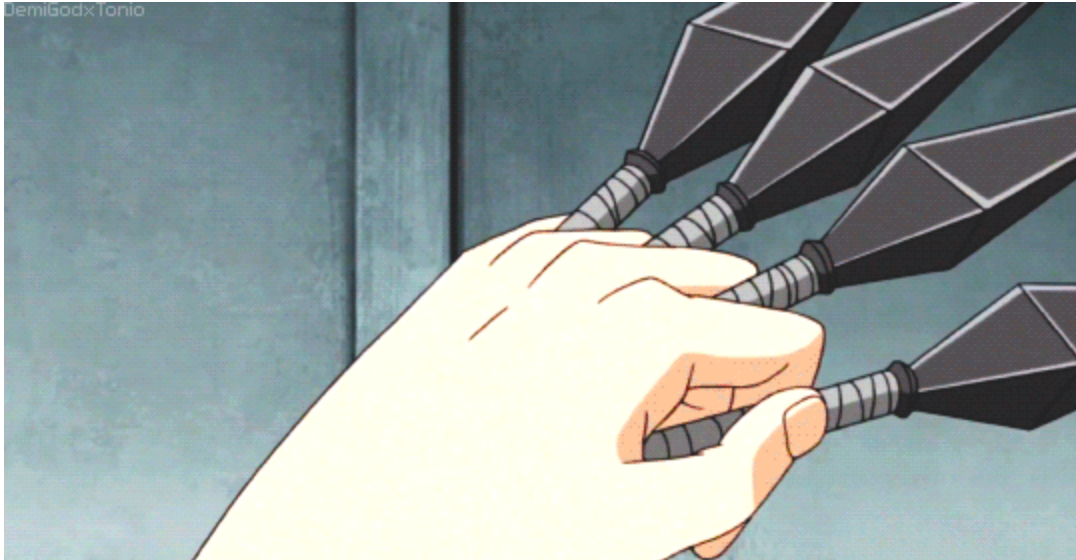
### Ignite the Sun and Vampires

As with Solar Detonation, this is one of the few pathfinder abilities that 'counts as sunlight' so this might be another Vampire Killer. Then again, just like Solar Detonation, this may not work, as the impulse says it affects creatures with 'Sunlight vulnerability' and vampires have a 'Sunlight Weakness,' so, YMMV.

### Character Creation 3.75 (Metal-specific Feats)

Level 1)

**Flash Forge:** You can summon metal from the elemental plane and shape it into a single object of 1 bulk or less that is a level 0 item. The thing is, it's not made well, so every time it is used, there is a 20% chance it falls apart. This is great utility, as you can make thief's tools, a police badge, or maybe even the key to your prison cell! You can make any number of useful items. If you have some setup time, you can combine it with **Plate in Treasure** in order to make a (non-magical) weapon out of a specific metal if you need, though it's unlikely to last a full battle. The usefulness of this item is probably based on the campaign.



**THAT's how Naruto characters have so many Kunai, they are just using the **MAGNETIC PINIONS** impulse!**

**Magnetic Pinions:** I've seen a lot of debate over this one. You fire off three shots that deal 2d4 damage each against three different targets, and your multiple attack penalty applies only after the third shot. It is a 3 action overflow, so not really spamable, but it is a great way to hit a bunch of different targets. Adds 2d4 for every 2 levels after 1. Personally, I like it, though it is situational and not great against one big boss.

**Metal Carapace:** Lots of debate over this one, and I've said my piece in the metal section. It gives you essentially hide armor and an infinitely regenerating metal shield (though it takes an action to regenerate it and an action to raise it again), but the whole thing falls off if you are crit (and you tend to get crit a LOT in Pathfinder 2e.) Personally, I prefer more reliable armor, and though wood's **Hardwood Armor** shield blocks a bit less damage, I'd rather have that than this. Not going to stop anyone from taking it, but personally, I think this is by far the worst of the three armor impulses.

**Shard Strike:** This AoE either does slashing damage in a 15 foot cone, or piercing at 30 line (basic reflex save) with riders for crit failing. Not an overflow, and while it's not huge damage, it's great to see some AoE options at level 1 for all those low-level encounters that require AoE damage. Also, I like how you can adjust it (cone or line) in order to avoid hitting your friends. Not great damage, but solid AoE option that is spamable.

Level 4)

**Magnetic Field:** An impulse stance. So you basically choose 'attract' or 'repel.' Anything made of metal, that has the metal trait, or is wearing metal armor (I guess GM's discretion if studded leather counts?) treats moving away (if attract) or moving toward (if repel) as difficult terrain within your aura. Also, unattended metal items gather in your square and move with you if you

attract, meaning if someone somehow manages to disarm the guards of their longsword, you can run around the battlefield automatically picking them up just by walking near them.

I think this is best as a tank ability, as it makes it harder for enemies to walk away from you and go kill the spellcaster in the back. Then again, it may not see much use, depending on your campaign. If you are fighting nothing but monsters, this may never come up. Fun idea, but I don't think it's worth one of your precious impulse feats unless you build a party around disarming. Gets better with **Aura Shaping**.

**Plate In Treasure** So . . . I'm not sure what to do about this one. First and foremost, it is just the Clad in Metal Spell, but it ranks up one level later than that spell. Now that does mean that you can plate your friend's sword in cold iron or silver or whatnot to trigger weaknesses for fae or devils or whathaveyou, and that's pretty great. But the second part of the impulse has me baffled.

If you Plate in Treasure something of light bulk that you are carrying, then anything made of metal that you make is then made of that metal. So yes, if you make a bar of gold, you get Golden Armor in Metal Carapace.

So . . . I don't . . . I don't know what to do here. You could use **Flash Forge** to make an item, and have it made out of any metal you made earlier, (like cold iron), then you have a weapon against the fey, but it's not going to be magical, and it falls apart 20% of the time after each strike. And I don't think metal blasts count as 'creating metal' so . . . probably doesn't work with that.

There is, of course, the old go-to of plating a rock in gold and going to sell it at a succession of pawn shops for stupid amounts of money, then beeline it out of there before it wears off. But given that it's only plated in gold and the local moneychangers are going to have scales and know the density of gold, likely not gonna work (plus your GM probably doesn't want you to have infinite money at level 4.)

It doesn't work on orichalcum or adamantite (the metal has to be common) so . . . I just don't see what the use is here. Gonna mark this as grey until I figure out what you are supposed to do here.

Level 6)

**Consume Power:** A reaction, if you would take acid, fire, electricity, or sonic damage, you resist that equal to your level. If any damage is resisted, your next metal impulse on your next turn gains a STATUS bonus to damage equal to half your level. Relatively good, fire damage is fairly popular and you can use this every round. Particularly good if you are taking persistent fire/acid damage, which is fairly common.

**Scrap Barricade:** Another sustain overflow, this makes a wall of scrap metal. It's easy to break down, but the good thing is that it collapses as soon as an enemy breaches it, dealing AoE



damage, so as long as your party isn't near it when it collapses, you're good. Great against swarms and troops. Either stymies them or they take AoE damage trying to bust through it. Like a lot of this stuff, situationally useful.

Level 8)

**Conductive Sphere:** You summon a sphere. Any friends around the sphere have electricity resist and their metal weapon attacks gain the shock rune property. When you sustain it you can move it, or it can do a piddly amount of electricity damage (why do the damage? It doesn't level up, it just does 1d12 even if you are level 20!?) This, honestly, solid buff. Just adding 1d6 electricity damage to all your friends attacks (assuming they aren't using, like, clubs) is pretty great. Gonna have to knock it down a peg for the fact that it doesn't level up though.



**Gajeel breathing out millions of metal filings, one way of flavoring RETCH RUST.**

**Retch Rust:** One of the more disgusting options, you vomit up rusted metal in a 30 foot cone doing 4d10 damage (basic con save). Any creatures 'made of metal' (so I guess Brass Bastions?) that fail the save also take persistent slashing damage as the rust eats away at them. Not a lot of creatures are made of metal, but it is a two-action overflow meaning you can spam it. Not too bad, but of course, varies in usefulness based on the campaign.

Level 12)

**Rain of Razors:** You cause razors to rain from the sky for 9d6 slashing damage. The area you razor'd also becomes difficult terrain for a minute. Anyone walking through it takes a bit of damage per square as they tread on the razors. This is a three-action overflow, and it works a bit like your fireball. Kinda wish the difficult terrain was dismissable, as it is you could really pen in your own party. But it is decent AoE damage you can do every other turn, so, I'm pretty okay with it.

**Shattershields:** In this stance, you surround your aura with 4 shields that effectively have 5 hardness and 1 HP. They add +1 circumstance bonus to AC (so, it doesn't stack with normal

shields), but when you would take damage, you reduce it by 5 (and the shield shatters if the damage was over the hardness). Good news, as a single action, you can bring back any number of shields, so this effectively reduces damage of up to 4 physical attacks a round by 5 . . . which increases as you gain levels. Seems not that great for level 12, especially as there essentially is a level 1 spell that does something similar (**Protector Tree**), but it is hardly BAD.

**Alloy of Flesh and Steel:** Or as my friend likes to call it “Metal Mario.” You gain the benefits of the new **Ferrous Form** spell, with the exception that you don’t cast Needle Darts (which is fine, you have impulses) and your metal impulses do an extra die of damage. It is a sustain impulse, but remember, **Effortless Impulse** makes this a non-issue. The big drawback is that if you had a condition (like a death curse) before you **Ferrous Form**, and you suspend it with the form, you can’t re-enter the form for an hour when its done. This prevents you from spamming **Ferrous Form** in order to prevent that death curse from continuously trying to kill you. Otherwise, you are good to spam it.

This is really good. Ferrous Form straight up makes you immune to a bunch of stuff like poison and death effects. The big problem is that it makes you immune to healing, so if you get knocked out, your party has to wait for you to not sustain the spell to heal you, which could be problematic. On the other hand, immune to death effects AND poison. You can just sit there and be a roadblock while the wizard casts cloudkill on the evil army trying to go through the narrow gap. Really good.



**Bet you didn’t think I’d find a way to work in a Galaxy Rangers reference, did you?**

**Beasts of Slumbering Steel:** So someone at Paizo said “How about we make Phantom Steed, but like, SUPER good?” You can throw it with a duration of a minute and then your entire party can either move 80 or have a fly (or swim or climb) speed of 60. Or you can take a minute to summon them and they last an hour and you can keep doing it.

This . . . this just comes too late in the game man. Level 18 is way too late for this kinda thing. Like, the bonuses are cool, don't get me wrong, but I think this would have worked a lot better as like a level 8 impulse that gets new abilities at levels, say 14, then 18. As it stands, you'll barely have enough time to use this before the campaign ends. I'm gonna mark it grey because it's not bad, it just comes online WAY too late for me to give it green or whatever.

**Hell of 1,000,000 Needles:** This is just Rain of Razors on steroids. Not only can you plant it down within 500 feet (!?), but you do a good chunk of damage in a 30 foot cube (hitting low-flying airborne enemies) and anyone who fails the save is IMPALED (immobilized) until they make the escape DC. Moving through it is difficult terrain, and anyone moving through it takes piddly damage (6 damage per square at level 18 . . . not great.) If anyone happened to critically fail, they are also off-guard until they escape. Oh, and when you sustain it, everyone inside take some piddly lightning damage, but if they fail to escape they remain immobilized.

This is . . . I wanna say almost good. The 6 damage per square is stupid, but other than that, it's great at just plowing down lower level enemies, and even higher level guys might fail their save and get immobilized, making this decent damage AND control. It is a 3 action overflow, which kinda hurts, but if you have **Effortless Impulse** to keep it going, it's a great little measure that stops people from just overwhelming you.

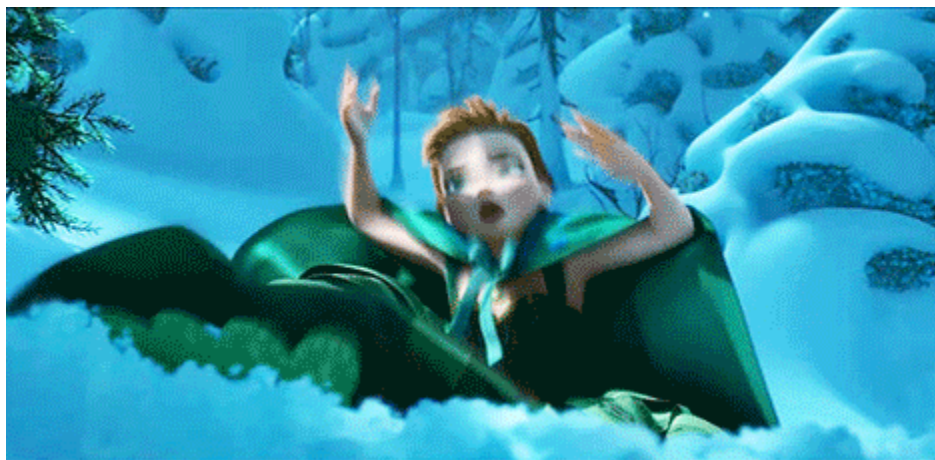
## Character Creation 3.76 (Water-specific Feats)

Level 1)

**Deflecting Wave:** You use a wave of water to blunt an enemy attack, spell, OR ABILITY, giving you resistance equal to your level against the attack. The attack has to do fire, acid, bludgeoning, or slashing damage, but that's a pretty wide spectrum. In fact, if the attack is acid or fire, the resistance is double your level. If the attack deals multiple types of damage, (such as a flaming hammer) you resist one. While early level Resistance 1 or 2 is pretty weak, this gets real good real fast. It isn't overflow, it just takes a reaction. The only thing I dislike about it is that it doesn't work on piercing damage, and most monsters tend to do piercing (usually bites and claws deal piercing damage)

**Ocean's Balm:** Heal 1d8 as a single action, no resource cost, except the target becomes immune to **Ocean's Balm** (meaning yours or other characters') for ten minutes. This is fantastic out-of-combat healing, even better than **Lay On Hands** as you can do the entire party, wait ten minutes, and do it again (as opposed to having to wait 10 minutes after every lay on hands.) It's a good emergency heal in combat too, though it's not enough on its own to make you a primary healer.

**Tidal Hands:** So this is the big level 1 AoE damage ability, a 30 ft cone or two separate 15 foot cones, which is pretty unique. It does bludgeoning damage which is . . . okay, but I probably would have preferred cold. It is only a two action overflow, meaning you can spam it all day long, and it levels nicely, but that 1d8 damage by itself at level 1 and 2 is pretty weak . . . I guess I'll have to give it green reluctantly because of the versatility and the good damage leveling.



**WINTER'S CLUTCH** essentially just dumps a snow drift on enemies.

**Winter's Clutch:** You essentially dump a 10 ft. burst snow drift in an area. It does 2d4 cold damage (scaling +1d4 every 2 levels), and leaves behind difficult terrain snow that sticks around for around an hour unless someone does fire damage to that square. If you get spam-happy with this you could either really help or hinder your party depending on where the difficult terrain ends up, so be careful about that. The damage scales poorly, but it isn't an overflow ability and it is solid AoE energy damage and a bit of control with that difficult terrain generation.

Level 4)

**Return to the Sea:** So this is a fun little impulse, it targets a person with the **Feet to Fins** spell, lets them breathe underwater, gives them bonuses to fighting most underwater creatures, and effectively gives them the **Underwater Marauder** feat. That's . . . really good! It only lasts 10 minutes but you can recast it every nine to keep it going. Oh, and at level 6, you can do it to yourself AND ALL YOUR FRIENDS. If there is any chance your campaign is going underwater, this is a MUST HAVE. Also remember it for Elemental Reflow if you get near the water. Of course, if you are doing some game that doesn't involve the water, then . . . I mean . . . useless.

**Winter Sleet (With Safe Elements):** A sleeper on the list, this stance makes the surfaces (including ground) within your aura covered in ice, meaning anyone (except you) inside of the aura needs to make a DC 15 acrobatics check or fall down, and if they make the save, they are still off-guard! Now, DC 15 seems terrible, but remember, many monsters don't have the acrobatics skill, so they have to resort to their raw dexterity. A level 20 Norn (assuming they aren't flying) needs to roll a 9 on the die not to fall on her butt from your level 4 ability. And this ability makes them flat-footed no save unless they are immune to icy surfaces, so your rogue is going to love you!

Lastly, if you crit someone in your aura (or they crit fail a save) while your stance is active you also slow them, which is a nice little bonus. The only thing that holds this one back is that it hits



your friends too, so if someone tries to come in to heal you, they could slip and fall on their butt, so maybe make sure you have **Safe Elements** before deploying this in crowded corridors.

Level 6)

**Driving Rain:** A Pseudo-Fireball, this three action overflow impulse does 3d8 bludgeoning damage in a 15 foot burst (basic save). The thing is, until the start of your next turn, everything in there is considered concealed, to and from everything outside of it. This could be bad, as you could drop the rain on someone and they could use the concealment to hide. On the other hand, you could also throw this on a bunch of far away archers to hamper their attacks on the party. I dunno, I just worry that the concealment could do more harm than good. I might prefer Tidal hands which does the same damage at this level and doesn't give enemy ninjas a chance to hide.

**Torrent in the Blood:** An overflow impulse that is a cone, and heals everyone in it for 3d8 HP AND lets you get a new save vs. any diseases or poisons affecting you (non-successes do not progress the disease). And you can do it every 10 minutes meaning, basically, your party is immune to diseases after this (just keep splashing them until they roll a few nat 20s, that'll probably cure it.) Also fantastic AoE emergency heal, though still not good enough to make you a primary healer, I fear. It does have the vitality trait meaning it doesn't heal undead/dhampires, but that also means you can use it without accidentally healing undead enemies.

Level 8)



**Juvia from Fairy Tail demonstrating CALL THE HURRICANE**

**Call the Hurricane:** Another overflow, this makes a 20 ft. emanation around you (you are unaffected) that blasts out water in all directions, dealing bludgeoning damage and also pushing enemies that fail their saves. It's only 2 actions, so you can spam it if you do nothing else, but, like a lot of water abilities, you run the risk of hurting your friends, so I would only really



recommend this one if you have **Safe Elements**. Otherwise you are gonna hurt your allies along with your enemies.

**Impenetrable Fog**: Basically the **Solid Fog** spell except it is smaller, and needs to be sustained. This is . . . okay I suppose, though just like **Driving Rain** enemies within are concealed, meaning they can hide from you. Also, it's only a 10 foot burst meaning enemies at most have to spend 20 feet of movement to get through it . . . AND it's overflow. Really, not great . . . at least I can't figure out the point.

Level 12)

**Glacial Prison**: So the person you target with this makes a fort save, and if they succeed, they are still slowed 1 for a round. Failure locks them in a prison of ice until the end of your next turn, effectively taking them out of combat for a round unless someone attacks them. Crit failure does this for a minute. Now, this is an overflow ability but it's only 2 action. The real downside is, after someone is targeted by it, they are immune for 24 hours, meaning you can't spam it to stasis lock someone . . . which is probably best from a game balance standpoint. Still, I wish it was 'If they become imprisoned in ice, they are immune for 24 hours' so you could spam slowing them as long as they didn't fail.

**Sea Glass Guardians**: The description is a little vague on how this works, but basically this stance creates ethereal 'water elementals' that do not take up space and are untargetable (they don't have stats) wandering around the battlefield. A blink-and-you'll-miss-it line buried in the text says that it functions within your aura (thanks for noticing forums user Ectar). Allies inside your aura get a +1 status bonus to AC and saves. If any ally is crit (or crit fails a save) and is still above 0 hp, the elemental(s) automatically heals them (doesn't even use your reaction?), then ends the stance (though you can start it again next round.) There is no cooldown on the heal.

This needs some errata. What happens if multiple people crit fail a save at the same time (like against a fireball?). Does the heal use up your reaction? I wanna give this blue for the free healing after a crit, but I honestly don't know enough about it.

Level 14)

**Barrier of Boreal Frost**: This is just the Wall of Ice spell, as a 3 action overflow ability. Also you get it 5 levels later, but it does auto-level up to as if it was a rank 7 spell. It's also sustained instead of having a duration of a minute. I dunno, at the level you get it, its hardness 10 and 50 HP which might cost a monster 2 or 3 swings? Sometimes that's all you need, but honestly, I can't recommend it. The damage is also pretty weak for the level.



### **Kakashi blasts Zabuza with RIDE THE TSUNAMI in line form**

Level 18)

**Ride the Tsunami:** Another 3-action overflow. You choose either a 60 foot cone or 120 foot line and output just a huge amount of water in that area. Creatures in the area take 10d6 damage (basic reflex save), with a failure pushing them 20 feet away (40 on a crit fail) and you also push all unattended items to the far end of the area. After all that is done, you can ride the wave and make it take you to anywhere within the area of effect, meaning not only can you blast someone for 10d6 damage, but you can also shoot forward 120 feet. And the area of effect gets bigger in water, potentially letting you blast forward 180 feet. It also puts out non-magical fires, so . . . all in all, not a bad impulse. Certainly makes you a fantastic firefighter.

**Usurp Lunar Reins (Out of combat utility):** Another 3 action overflow. This one is hard to describe, but basically, choose a 50x50 area and either:

- Make a big pool of water on the ground (permanent)
- Raise or lower the water level in the area by 10 feet. (permanent)
- Futz with how calm the water is, either turning difficult terrain turbulent water into calm water, or vice versa. (sustained)
- Slow aquatic creatures in the area if they fail the save (slowed 2 on crit fail, until start of next turn)

You get to choose 2 of these per use. This is an okay ability in theory . . . but as a level 18 ability I can't see it really. I suppose there is some really good utility usage, you could basically solve a town's water problem in 6 seconds by making an instant reservoir and then raising the water level by 10 feet . . . just doesn't seem that great for a level 18 feat.

I mean, I suppose if you are in a dungeon and the rest of your party is tricked out for underwater combat you could flood every room you're in so non-aquatic monsters would have trouble, but that seems like a cheap trick that'll get your GM real pissed at you real fast. Still, it's a good ability to keep in mind for Elemental Reflow for its out-of-combat utility.

## **Character Creation 3.77 (Wood-specific Feats)**

Level 1)



**Let's be honest, we all thought of the Senzu Bean when we saw this impulse.**

**Fresh Produce:** A one-action activity that grows a fruit, vegetable, seed, or nut that both heals people, and gives them void (previously necrotic) resist. This seems pretty good, but the problem is, that the food grows in the PERSON'S free hand (or at their feet) and then they have to eat it, meaning if you give it to someone in combat they have to drop their sword or take a hand off their polearm or whatever. Technically, there is not an option to have you feed it to someone else as an action, though as a GM I would allow that as a second action. The healing also starts off really minimal, but increases by leaps and bounds pretty quickly. Also usable 1/10min./person like **Ocean's Balm**.

This is better than **Ocean's Balm** in some ways, as the minimum healing is higher, but the fact that a person has to take an action to eat it knocks it down. Either way, like **Ocean's Balm** it is phenomenal for out-of-combat healing. I'm gonna call it a wash and put the two at the same ranking.

## Modifying Fresh Produce to Make it Slightly Better

As written, the person has to eat the food to get the healing, meaning you can't help someone who is unconscious or dying. As a GM, I would rule that you could make produce in your own hand, and then as a second action, feed it to a willing ally whose hands were full for healing. I'd also rule that you could feed it to an unconscious individual, maybe by squeezing the juice into their mouth? Either way, I think that fixes some of the problems from this impulse.

It would also be nice to know if the food gives you any nutrition. You 'Feel full' after eating it, but there is no information about if you can actually sustain life with the food.

**Hail of Splinters:** A simple 2-action overflow that creates a 30 foot cone of damage. The nice thing about this one is that it applies bleed even if they save (okay, the bleed is half 1d4 at first level) but that's a solid way to apply ongoing damage to everyone on the field. Unlike other

DoTs in the game, this one follows enemies around and hits them even if they leave the area (unlike **Hell of 1,000,000 Needles** or **The Stone Mountain Weeps**)

**Hardwood Armor:** So this is basically the **Armored Carapace** but instead of the metal shield, you get a wooden one, but also, the thing doesn't fall off when you are crit. All the same discussions of the other two armor impulses are here . . . you can put it on easy, it gives you a free shield that is also a free hand, and it's better than light armor. Also, you can regen your shield if it breaks for an action . . . all in all pretty good.

**Timber Sentinel:** So you get the spell **Protector Tree** which makes a tree that can absorb 10 HP worth of damage from a nearby attack. Also, if you spam it, old ones turn into a normal tree. This is an infinite scalable level 1 spell for zero resource cost but . . . unfortunately, the tree doesn't scale too well. It'll basically take one or two hits at a current level, and then blow up. Also, as levels progress, it is more and more likely that you'll fight things with spells that the tree can't protect against. So despite being an impulse that effectively gives you infinite level 10 spells at level 20 (so long as all those spells are protector tree) I can't rate it higher than green.

Level 4)

**Ravel of Thorns:** A stance that makes vines grow out of your kinetic aura. Anyone who starts in the aura suffers a penalty to move speed (no save) and takes damage as they move. The damage seems insignificant, but if you are in an area with water or soil (which, less face it, you probably will be if you are fighting outside of a city or dungeon) then the damage doubles so . . . that's nice. Thing is, it hits your friends unless you have **safe elements** and . . . I mean reducing speed is nice if you are a tank but the enemy can just turn around and hit you instead. It is a good stance for wood tanks to prevent enemies from ignoring you, yes, but also gonna make it hard for rogues to come in for that sneak attack without also getting hurt.

**Tumbling Lumber:** THE RETURN OF FAT LINES! You literally roll tree trunks at the enemy, in a line (only 30 ft long) which is 10 feet wide, and anyone who fails the saves is knocked back. This also gets rid of non-magical difficult terrain (including mud and knee-high water? I guess you just walk on top of the logs.) The damage isn't that great, but it's not overflow and it is spamable. And finally, finically line statistics allow you to hit more than one person. I'mma mark this green mostly for the utility of pushing enemies and getting rid of difficult terrain, the damage is like a cherry on top.



**Sanji applies a DASH OF HERBS over the meal he has prepared.**

Level 6)

**Dash of Herbs:** Probably the funniest of the impulses, you release a cloud of herbs into the air, and it heals one person and tries to counteract one malady (either sickened, confused, a poison, or a disease). If the person doesn't have a malady, the healing increases. While this is okay, the big use is that you can add it to food and feed it to six people at once, (including yourself) and then EVERYONE gets the benefits. And it makes the food taste better! This makes healing between combats a non-issue even for the stingiest GM, as you can just sprinkle this on everyone's beef jerky and they all take a bite and then you can do it again. Just like most of the other healing here, it has a 10 minute cooldown. Pretty great.

**Wooden Palisade:** This essentially creates a wall of wood that is sustainable, and you can include ladders and archery positions on one side if you want. It is . . . okay. Not gonna stop melee heavy hitters for more than a swing or two, but if you are in a long-distance archery battle then you can spam it to prevent enemies from raining death down upon you. Situationally useful.



**Nausica amidst some DRIFTING POLLEN**



Level 8)

**Drifting Pollen:** Everyone who is in your aura when you start up this stance, ends their turn in your aura, or who enters your aura, must make a save or be sickened 1 (sickened 2 on a crit failure.) AND dazzled. They only get one save per turn (so you can't spend a move action going in and out in and out to proc multiple saves) but that also means that creatures can't make use of abilities that give them new saves, like a spell that gives them a new save vs. sickened.

What is STUPID good about this ability is that it doesn't have the poison or acid or disease keywords, meaning it affects almost anything. Most undead? Check. Elementals? Check. And while the sickened doesn't work on constructs, the dazzled does. The only thing bringing this down is, of course your allies are exposed to it to, so yeah, if you plan to deploy this one you NEED **Safe Elements**. Would not be surprised if this one got a nerf.

**Sanguivulent Roots:** Oh my god, this is a crazy good ability. It is a three action overflow, but you put a 15 foot burst anywhere within 120 feet. Any of your enemies in the area take 3d6 damage, basic reflex save (sounds terrible right?) But all your allies in the area gain half that damage as healing, and any enemies with negative healing take that half as vitality damage AGAIN. And once it gets going you can sustain it to do it again, meaning . . . It kinda doesn't matter that it's overflow. In fact, if you played your cards right, over the course of three or four rounds, you could have two of them up. There is no cooldown, this is infinite, in-combat healing, at no resource cost, that also hurts your enemies. And it doesn't hurt your friends or innocent civilians! Damn. I think for sure this one is gonna get nerfed.

Level 12)

**Hedge Maze:** So, I'm going to be honest, I don't see the purpose of this one. It makes a series of hedges that you can turn into a maze . . . but the hedge walls are made of shrubs which, as far as I can tell, enemies can just walk through (it provides cover, that's it.) I . . . I don't get it. Like at level 1, we got an impulse that gave us auto-leveling **Protector Tree**, a level 1 spell. Now at level 12 we get an impulse that gives us . . . an auto-leveling level 1 spell in **Wall of Shrubs** with a few bells and whistles. Honestly, the best part about this impulse is that it can also duplicate the effects of the **Cozy Cabin** spell so you can sleep comfortably almost anywhere, though people will have to sleep on the floor (it only comes with three beds.)

**Witchwood Seed:** A two action overflow, you touch an enemy and they make a basic fort save, or take some damage and either reduce their move speed they become clumsy and immobilized. Only plant/fungus creatures are immune, so you can do this to constructs and undead, but after a creature is seeded, it is immune for 24 hours. Also, the damage levels fairly slowly so . . . Eh, this one is okay, great if enemies fail their save, but considering you need to touch them and it is an overflow action (meaning any tanky impulse stances you have active get turned off) AND the fact that people become immune for 24 hours . . . gonna knock it down a few pegs for me.

Level 14)

**Orchard's Endurance:** Allies within your aura (and you!) gain bludgeoning/piercing resist 5, which is okay. The big thing is that anyone in your aura rolls twice and take the better to get rid of ANY persistent damage. Situational, but nice, especially because persistent damage can become really common at higher levels (some monsters have massive bleed effects on each attack they make.)

Level 18)

**Rouse the Forest's Fury:** So you summon 3 trees which must be at least 15 feet apart from each other. Each tree has a reach of 10 feet and provides flanking. They all have the same MAP, but they do not share it with YOU. They have a ranged or melee attack, and when they are summoned, they each make a strike. You can sustain them, and when you do, a single one makes a strike.

This could be great or terrible. If you are fighting on a wide open salt plane, then enemies can just get away from them because they can't move (and you'd have to 3-action overflow summon them again). But in enclosed spaces, they are great, especially if, nothing else, they provide flanking for your martial friends. Their combat stats aren't great, but it is a free attack without MAP, meaning you can still fire off your blast for full effect.

**Turn the Wheel of Seasons:** This is a weird one, it affects a 100x100x100 cube anywhere within 1000 feet. It starts on a season (of your choosing) and progresses through all the seasons in turn order one season per turn. Each season does something, like spring gives allies a few temp HP, and winter hands out some cold damage (and ongoing cold on a failed save.)

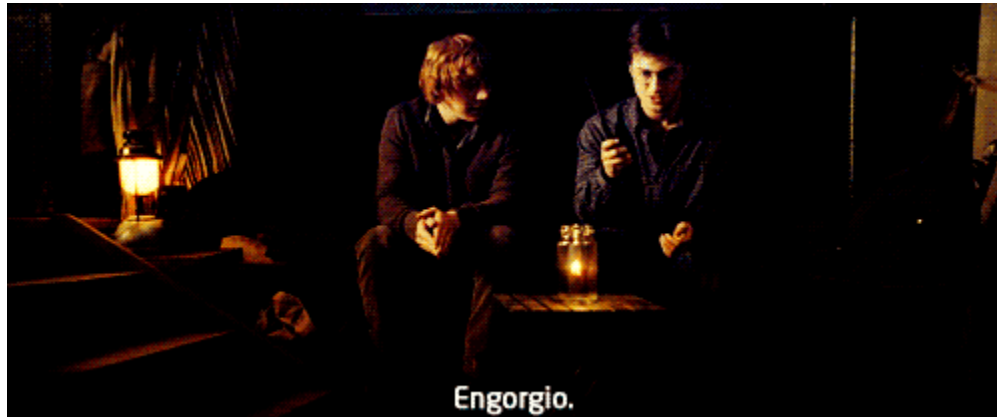
I would mark this one as good, except you can't spam it. Once you start it off, you have to wait all four turns for the seasons to end before you throw it up again. And most of the seasons aren't that great. Twenty temp HP at level 18 is pretty sad, that's like, half of a melee attack from similarly-leveled foe. The best one is summer, which provides sunlight (which can mess up sunlight-vulnerable enemies) but it only lasts a round. I guess if you had THREE wood kineticists ALL with this ability, then you could kill vampires REALLY well (just have each one start at summer on each consecutive turn.)

## **Character Creation 3.78 (Composite Feats)**

Level 1)

**Ambush Bladderwort:** A Water/wood three action overflow that essentially creates a mine. Anyone who steps on it gets trapped (refl save to avoid) and it has decent hardness and HP. If anyone suffocates in the thing, then the next person to earth the plant heals (ew). Honestly, both water and wood have some better healing than needint to kill someone first, and while this might be good control. The fact that you can't spam it Until late leves, and a reflex save gets out of it is pretty low in my book. Additionally, it's not clear if the enemy knows what you did to that square, so they could see you set up the mine and, even if they don't know what it is, they could avoid it.

**Lava Leap:** This is Fire/Earth composite impulse is exactly what it sounds like, blasting lava behind you to take off and land. When you land, you do AoE fire and bludgeoning damage and get a bit of an AC boost for the round. Similar to Flame Jump only . . . strictly worse. It does damage when you land, yes, and you get you a bit of an AC bump, but it is a 2 action overflow that doesn't let you go farther than your speed. And unlike **Flame Jet** it doesn't give you eventual Psudodo-flight.



**Harry Potter accidentally summons a LIVING BONFIRE inside.**

**Living Bonfire:** A non-overflow, two-action fire/wood composite blast, you make a bonfire in four 5x5 squares (making a 10x10 square.) This acts as a normal campfire and lasts for 10 hours, unless you use the impulse again, at which point the old one dies off as the new one forms. The big thing about this, is you can fire off elemental blasts from the campfire instead of you. These must be RANGED WOOD blasts, but if you do, they are also on fire and add 1d6 fire damage (slowly scaling up to 3d6 extra damage at level 19). Every blast gets rid of one of the four squares, and the bonfire ends with the fourth square is gone.

I feel like this is ALMOST a good impulse. If you got more than four shots out of it, or if it was a single action, I'd like it. As it is, it isn't bad. You get up to 30 ft extra range on your blasts, bonus damage, and you light up the area if it isn't already lit. I suppose you could get into a rotation of summoning it, firing off some logs until it is dry, then summoning it again, but I don't know if the extra fire damage is enough to justify using two actions every 2-3 turns. One last thing of note: this gives you the ability to fire off ranged weapons without provoking AoOs (the campfire doesn't have stats so can't be attacked.)

## Campfires as a Weapon

So the Bonfire acts as a campfire, and it takes up a 10x10 space, meaning you could use it as control by putting it in the middle of a corridor. However, there is no rules on how much damage a campfire does. The damage for mundane fires seems to vary from 1d6 for a town hall on fire, to 2d10+13 for an exploding stove, to 4d6 for a theater on fire, or 4d8+10 for a Forest Fire, so I guess it is GM's discretion for how much damage a bonfire does. Personally, I'd rule that it does its bonus damage (or maybe 1d6+its bonus damage) to creatures standing in it . . . which isn't a lot, but might be worth it in some fights.

**Rain of Rust:** A three-action non-overflow metal/water impulse, you rain down on enemies and it generates rust quickly in a 10 ft burst. First of all, this only effects metal enemies, enemies with the metal trait, or enemies wearing metal armor. Secondly, it just straight up slows them, no save. And if they start their turn in the burst they make a basic fort save or take untyped damage (which ignores hardness). Failure means they take ongoing untyped damage.

The good is that this just straight up slows people, no save. Fantastic, great. But it is only a 10 ft burst, so if you want to continue slowing people down, you are going to need to keep spending your 3 actions to move the cloud every turn as the enemies move out of the area. Untyped damage is hard to come by, so it's fantastic here, and one of the few ways to get past early-level construct hardness. The downside is that it IS a 3 action activity, and depending on your campaign, it may be useless. You going to war with Taldor? Probably gonna be great against all those armored knights. You fighting monsters in the Mwangi? Probably not gonna fight a lot of metal things. Also, remember, this hurts your friends too, so if your frontliner is a leather-wearing swashbuckler with a whipstaff, you are fine, if they are a full-plate-clad champion, you are gonna have to work around them.

## Errata Needed

I think Rain of Rust needs Errata. It clearly sticks around longer than fireball, but it doesn't give a duration, and it doesn't say it is sustainable (I'm going to guess it sticks around until the start of your next turn.) Also, it says that untyped damage seems strange, I wonder if it was supposed to be acid damage (disintegration is often characterized as acid damage in Pathfinder/Starfinder)

**Whirling Grindstone:** A two action, non-overflow earth/metal impulse. You summon a grindstone which immediately shreds someone for 2d6 slashing and 1d6 fire (assuming you hit.) You can sustain it to move it around and have it attack again (you have to 'roll it' so I doubt it can fly). People can also use an action to put their metal weapons on the grindstone and sharpen them for +2 damage which slowly scales.

This is a Kineticist's spiritual weapon, and it's okay. The big problem I have is that ANYONE can sharpen their metal weapons on the grindstone to deal +2 damage, meaning enemies can too. Sure, monsters won't have metal weapons to sharpen, but there are plenty of enemies who can. So either you keep it behind your front line where your enemies can't sharpen their axes on it (but your friends can) or you attack people with it, and run the risk of hurting your friends. For the ability to buff enemies, I have to knock it down a peg. Also, remember, it is you making the attack roll when you use the grindstone, so you suffer the MAP after that.

Level 6)



**I wish ASH STRIDER was this cool**

**Ash Strider:** A two action Fire/Air Overflow impulse where you turn into ashes and get to stride, ignoring reactions and difficult terrain before reforming. The thing is, Air's **Body of Air** is basically better. With Ash Strider you can only fly if you already have a fly speed, and it only lasts for one stride. It does damage to one guy if you pass through their space (if you pass through multiple people, it still does damage to only one person), and your speed is faster for that one move, I understand (it's also much earlier level) but . . . I dunno, just not that interesting. I suppose if you are exclusively a fire kineticist it's all right, but not that exciting.

**Desert Wind:** An earth/air stance that gives everyone inside concealment against people outside, and people outside concealment against everyone inside except you (in other words, you can see people outside, everyone else has concealment.) If you air impulse anyone inside your aura, you get a small scaling damage boost.

I have to say, this isn't bad. A defense buff from people away from you, and damage buff for people next to you. Just remember, it'll also give enemies outside of your aura concealment to dudes inside your aura, so maybe don't activate it in tight quarters.

**Elemental Artillery:** A Metal/Wood three action non-overflow impulse where you use metal and wood to make an effin' ballista and shoot it for 3d12 damage. After it is fired, anyone can reload it for two actions so you can fire it again. It is a sustain, but every time you sustain it, you can contribute an action to reloading it, or move it. You summon the ballista within 30 and it has a 120 ft range, meaning you have a range of 150 feet with it.

Fun ability, and I suppose, and it offers some options. It isn't overflow, so you can spam new ones to fire them if you want, or if you have some friends who are willing to help out, you can keep it going as well as doing some other things. Not that much of an improvement over your base blasts (especially if you have weapon infusion) but it certainly is not bad.



(MORE COMING SOON!)

## Part 4: Standard Builds

(a.k.a. 'What the game creators had in mind')

### Where are the 1-20 builds?

So this section is just going to show some baseline build ideas for making a character. Honestly, I dislike throwing up 1-20 builds because often, if you pull out one feat, the entire build falls apart, and so if you want to be, say, an earth kineticist instead of a wood kineticist, you are SOL. So the idea here is to show you a base 'rough sketch' of a character, and then you can fill in the blanks as you choose. If you want to build an Air Kineticist tank . . . I'm not going to stop you. The following are just some ideas to get you going.



**Rishu from YuYuHakusho demonstrates ARMOR IN EARTH as a typical Earth Kineticist Tank**

### Tank

Concept: You are on the front-lines; a melee focused kineticist. Your plan is to sit there and punch people as hard as you can while having good defenses.

Ancestry: Any, though ancestries with durability feats (like Orc, half orc, Dwarves, and some goblins) would not go amiss.

Element: Wood and Earth are the easiest for their ability to armor up, leaving you free to devote points to strength instead of dex. Otherwise you are going to have to spend precious class feats on going into sentinel or champion dedication.

Single or Dual Gate: Single Gate Earth or Wood get you some pretty good junction abilities (either raising a shield or free Temp HP), so I'd go single gate at level 1.

Suggested Starting Attributes: Str 16, Dex 12, Con:18 Int 10 Wis 12 Chr 10

Required Feats: Either an armor impulse or grab **Sentinel** or **Champion dedication** in order to get some armor proficiencies up in there. You are going to want at least medium armor to offset your poor dex.

Impulses to look out for: Things that give you more versatility like **Extended Element** or **Weapon Infusion** can up your chances. As a bonus, **Weapon Infusion** can give you the throwing or propulsive traits, letting you add your strength (or ½ strength) to damage on ranged attacks. Also keep a lookout for anything to up your survival, like healing impulses or the ability to increase AC, give you concealment . . . whatever.

How to play: Activate elemental armor impulse. Walk up to enemy. Melee Elemental Blast his face off.



**Killua, Air gate open, Electric Aura active, hitting with a melee electric ELEMENTAL BLAST**

## Scrapper

Concept: Unlike a tank, you prefer to stay back and fire from afar Moving around and avoiding melee. Sure, you can do melee strikes in a pinch, but that's not your jam.

Ancestry: Races with high mobility are nice, such as Elves, or possibly Strix, with their eventual ability to fly.

Element: Air is probably the best, with water being a close second

Single or Dual Gate: One of the best impulse junctions at 1st level is the ability to move half your speed before OR AFTER you impulse. Water gives you a similar ability, so I'd say single gate.

Suggested Starting Attributes: Str 12, Dex 16, Con:18 Int 10 Wis 12 Chr 10

Required Feats: Moreso that even with a Tank, **Weapon Infusion** is going to be clutch here, so that you can turn your impulses into longbows and shoot from farther away.

Impulses to look out for: Anything that increases your mobility, such as **Cyclonic Ascent** for Air and **Return to the Sea** for water.

How to play: So, your primary job is going to be doing elemental damage, most often at range, and then making sure you get out of melee range unless you are in a fight with lower-level monsters.



**Mansherry From One Piece could easily be represented by a Wood Kineticist Sprite**

## Utility

Concept: While you can blast people from afar, your main focus is healing, battlefield control, and/or buffing your party.

Ancestry: Really, most races work here, though someone who eventually gets the ability to fly or has enough mobility to get where they need to go would be best.

Element: Water and Wood have healing, Metal has battlefield control, and Air can grant eventual flight to the whole party!

Single or Dual Gate: Dual Gate gives you access to more options, which can open up new buffing and healing powers. Starting with wood and water could start you off with two healing abilities, both of which have separate 10 minute cooldowns per person.

Suggested Starting Attributes: Str 10, Dex 16, Con:18 Int 12 Wis 12 Chr 10

Required Feats: If you are going to focus on healing, **Battlefield Medicine** might be best if you want to heal while your healing abilities are on cooldown.

Impulses to look out for: Many are going to want some healing abilities like **Ocean's Balm** or **Torrent in the Blood**. Otherwise, be on the lookout for impulses that heal, do battlefield control, or buff your party.

How to play: There's a lot of ways utility could go. Buffing, healing, or control are all viable categories. Remember, utility can mean healing, or it can mean throwing up walls that split up the battlefield so your tanks can fight enemies one at a time while the other badguys navigate a maze to get to you. Get creative.

## Alternate Build, the Blaster

I know I said above that there were only 3 base builds, and I stand by that, but it is possible to modify the 'tank' build into a 'blaster' build, in other words, 'a build designed to pump out as much damage as possible.' The idea here is to pump out as much damage as you can, and to not care about anything else. This is a bit of a more in-depth build, but this is the best I can do.



**Megumin: For when all you care about is fire damage output.**

## Blaster

Concept: You don't care about anything else, you just want to throw out as much fire damage as possible.

Ancestry: Elf: This gets us the **Ancient Elf** background, which can get us **Champion Dedication**, netting us heavy armor proficiency from the get go.

Element: Fire

Single or Dual Gate: Dual Gate: You are going to want to take fire as one, then Earth or Metal as the other.

Suggested Starting Attributes: Str 16, Dex 10, Con:18 Int 10 Wis 8 Chr 14 (Use optional flaws system)

Required Feats Level up roadmap: **Champion Dedication**, as mentioned above, is required to get your armor.

Level 4: Pick up **Safe Elements**. This is going to be critical for not killing off your friends.

Level 5: Use Gate Threshold to pick up the Fire Impulse Junction. This makes all your 2 or 3 action fire impulses increase one damage die.

Level 6: pick up **Two-Element-Infusion**.

Level 8: Pick up **Thermal Nimbus** so that all enemies in your aura take ½ your level in fire damage every round.

Level 9: choose the fire aura for your gate threshold so that everyone in your aura has weakness to fire damage equal to half your level.

Level 10: Take **Aura Shaping** in order to expand your aura of death.

Level 14: Take devotion feat **Diverse Armor Expert** to get expertise in plate mail.

Impulses to look out for: **Blazing Wave** is fantastic for AoE fire damage, and with the impulse junction, the d6s become d8s. **Solar Detonation** looks tempting, but has that damnable Incapacitate trait, meaning all saves are one step better for any enemy higher than your level (which is pretty common in pathfinder)

How to play: The build for this is specific to make use of one loophole. Using **Two-Element Infusion** lets you add all the traits of your fire and (earth or metal) blasts, taking the better die and range of each of them. So if you shoot off a fire-earth (or fire-metal) blast, you use the earth/ metal's d8, but since the blast has the fire trait, the d8s bump up to d10s from your fire

impulse junction. And since you are doing fire damage, enemies not immune to it will have fire damage vulnerability at level 9.

If you find yourself at range, then you can still use **Weapon Infusion** to turn your earth/metal blast into a throwing dagger for 2d8+8 damage, or a composite shortbow for 2d8+6 but with a range of 50 feet. Sadly, your fire aura won't add to damage, but what are you going to do?

Optional Variant Build: In a variant build, you are a Goblin with **Burn it!** And hope your GM allows impulses to count as spells. Your status bonus to fire damage doesn't help with the a two action elemental blast, but it helps with other blasts, like **Blazing Wave**. In this build you just need to suck it up and spend your 2nd level class feat to get champion dedication.



Sanji the . . . Fire Kineticist?

## Part 5: Esoteric and 'out there' Builds

### (a.k.a. 'What are you doing to that poor Kineticist?')

The following are some builds that may not have been what the designers were thinking of when they were putting together Kineticists, but are viable builds for them. Consider each build a sort of way of stretching kineticists to their limit.





**While you won't be blowing up mountains or single-handedly killing off Kaiju, the Kineticist can do a surprising job duplicating some of the non-insane characters of Naruto**

## Naruto-Style Ninja

Concept: Banking on the utility of a Kineticist, you can accurately depict some of the 'Chunin-level' Naruto-type characters pretty easily. Let's face it, none of the Naruto Ninjas were ever that stealthy to begin with.

Ancestry: Human

Element: Air+any other. Medical ninja? Air+water. Someone with Hashirama cells? Air+wood. Someone with fire release? Air+fire. Normal Ninja? Air+Metal

Single or Dual Gate: Dual Gate is going to give you access to a wider number of abilities.

Suggested Starting Attributes: Str 10, Dex 16, Con:18 Int 12 Wis 12 Chr 10

Required Feats: You may want to pick up **Rogue Dedication** for the free stealth. As always, **Weapon Infusion** is a fantastic pickup, and can represent the seemingly endless kunai you manage to keep in that tiny little bag of yours.

Impulses to look out for: **Lightning Dash** or **Fling Updraft** lets you fling yourself, allowing you to effectively hop from tree to tree, Naruto style. That, and **Four Winds** lets you and your friends all Naruto Run forward. Other than that, **Magnetic Pinions** can represent throwing out three shuriken at a time, you can represent medical ninjutsu with **Ocean's Balm**. **Blazing Wave** can represent the good ol' fashioned Katon: Goukakyuu no Jutsu (that's the one where you breathe a giant cone of flame), the possibilities are endless!

How to play: Be a ninja? Use your air impulses for mobility and utility and use your other impulses for attack. Turn invisible with **Clear as Air**, or do the Flying Raijin with **Lightning Dash**



Like Naruto, you won't be blowing up planets, but you can accomplish similar feats as those in Dragonball Z, if just not on the same scale.

## Z-Warrior

Concept: Let's face it, we know why you are here.

Ancestry: Human (Yamcha, Tien), Dwarf (Krillin), Android (Androids), Fleshwarp (Any of the alien species)

Element: Air

Single or Dual Gate: Single

Suggested Starting Attributes: Str 12, Dex 16, Con:18 Int 10 Wis 12 Chr 10

Required Feats: You may think that you need martial arts, but no, just flavor your melee attacks as punches and you'll be fine. Works best if you have **Weapon Infusion** and you turn your melee Elemental Blasts into brass knuckles or gauntlets or something.

Impulses to look out for: **Cyclonic Ascent** for the flying. Other than that, as long as you are happy assuming your 'Ki Blasts' are Electricity, you're good. Or Krillian's Kienzan (Destructo Disc) for slashing damage.

Special: Sadly, due to the nature of the game you're gonna probably need to wear studded leather armor in order to remain competitive. I suggest a **Glamered** Armor rune if it is that big a deal to you to be wearing an orange Gi.

How to play: Flavor any of your melee kinetic blasts as martial arts moves, and your lightning blasts as ki blasts (and slashing attacks could be Krillin's 'destructo disk') Weave in and out of melee combat as the situation demands.



Fully armored and armed with fire

### Armored Elemental Knight

Concept: Instead of relying on an impulse to armor yourself up, leading you to have fewer options, you rely on actual, real armor that you can buy. Then you do the normal tank thing of getting up close and personal and smacking people with melee kinetic blasts.

Ancestry: Human, or any half-human

Element: Any

Single or Dual Gate: Single

Suggested Starting Attributes: Str 16, Dex 10, Con:18 Int 12 Wis 12 Chr 10

Required Feats: Use your 1st level Human feat for **General Training** to pick up **Medium Armor Proficiency**. Then at level 2 grab **Sentinel Dedication**. Because of the wording of Sentinel dedication, this gives you scaling proficiency in all armors. As with all strength kineticists, **Weapon Infusion** can give your **Elemental Blast** the throwing or propulsive traits, letting you add your strength (or ½ strength) to damage on ranged attacks

Impulses to look out for: Any hard hitting melee impulses. Some might want to get some of the healing impulses so you can self-heal on the front lines.

How to play: Basically this plays exactly like the 'normal' tank above except you are wearing armor instead of having to summon it.



## Tengu Fan

Concept: Because Tengu can get a fan that lets them use their class DC for their innate spells, and kineticists get up to legendary in their class DC, there is actually a reason to pick up innate attack cantrips.

Ancestry: Tengu

Element: Any

Single or Dual Gate: Any

Suggested Starting Attributes: Str 10, Dex 16, Con:18 Int 12 Wis 12 Chr 10

Required Feats: At first level, you want to pick up the heritage **Mountainkeeper Tengu**, and for your first level feat **Mariner's Fire** or **Storm Lash**. At level 3 use your general feat to pick up **Ancestral Paragon** for the other. At level 5 pick up **Tengu Feather Fan** which lets you cast your innate cantrips with your (eventually legendary) class DCs.

Impulses to look out for: Honestly, this isn't really a full build, more like just a neat thing that people noticed you can do with the Tengu Feather Fan. The elements and impulses are up to you, but I would recommend against taking Wood or Metal. Remember, you need a hand free to blast, and one hand to hold your fan, so there's no room for a shield.

How to play: Make full use of your innate tengu abilities when available.





CP 9, One Piece's first introduction to Rokushiki Users.

## Rokushiki Users (From One Piece)

Concept: Through hard work and dedication, you have pushed the human body beyond its limits to the point of insanity, like kicking the air so hard your fly, or poking someone so hard it's similar to a bullet wound. This is the concept behind the Rokushiki from One Piece.

Ancestry: Human or Beast-Kin

Element: Air

Single or Dual Gate: Single (possibly eventually fork the path for fire or metal)

Suggested Starting Attributes: Str 12, Dex 16, Con:18 Int 10 Wis 12 Chr 10

Required Feats: **Weapon Infusion** (Shigan and Rankyaku) for ranged slashing and melee piercing attacks. Sadly, no great way to represent Tekkai or Kamie-e

Impulses to look out for: **Cyclonic Ascent** (Geppo) for flying, **Lightning Dash** (Soru) for the dash technique

How to play: Much like the Z-Fighter build, duck and weave in and out of combat as the need demands. Flavor your melee attacks as martial arts moves, and your blasts as things like Rankyaku.





**Roy Mustang combines the deadliness of fire with his keen tactical mind.**

### Skilled Kineticist

Concept: You are a kineticist who focuses on mental pursuits. Maybe you are a genius battlefield tactician, or a gifted healer, or maybe you are just likable. In any case, you are more interested in skills than raw power.

Ancestry: Elf for extra movement speed, or Dwarf for Unburdened Iron

Element: Earth or Wood

Single or Dual Gate: Either or, your choice

Suggested Starting Attributes:

Kineticist Scholar: Str 12, Dex 12, Con:18 Int 16 Wis 10 Chr 10

Kineticist Sage: Str 12, Dex 12, Con:18 Int 10 Wis 16 Chr 10

Kineticist Diplomat: Str 12, Dex 12, Con:18 Int 10 Wis 10 Chr 16

Required Feats: For Elf, **Nimble Elf**. For Dwarf, **Unburdened Iron**. You may consider getting feats that get you free skills that you need. For example, a scholarly elf may want to take **Elven Lore** for the free arcana skill. A dwarven sage may want to take **Dwarven Lore** for the free religion skill. Look out for skill feats that can help out your build (A high-charisma kineticist with intimidate might want to pick up **Intimidating Glare** for example);

Impulses to look out for: **Armored in Earth** or **Hardwood Armor** is a must.

How to play: First off, this build involves you summoning armor that you don't have the strength to wear, so while in combat you are going to be slower and have a penalty to some skills (at

least until level 5 for wood kineticists and level 10 for earth kineticists). On the other hand, this frees up points so that you can be smart, wise, or charismatic. In other words, you are sacrificing a bit of combat power for the ability to be good in some mental skills.



## Avatar State

Concept: Okay, fine, here's your Avatar the Last Airbender Reference

Ancestry: Human

Element: Earth, Air, Fire, or Water

Single or Dual Gate: Dual

Suggested Starting Attributes: Str 12, Dex 16, Con:18 Int 10 Wis 12 Chr 10

Required Feats: None, but it is important to fork your gate at levels five and ten in order to get access all 'four' of the avatar elements. Start with whatever elements you want, but by level ten you should have access to Earth, Air, Fire, and Water.

Impulses to look out for: Any you want, though honestly I'd avoid impulses that allow teleportation like **Walk Through The Conflagration** or **Ash Strider**, as they don't really accurately depict what the elements do in the show.

## Part 6: Ideas for Kineticists in Adventure Paths

### (a.k.a. 'Which kineticist goes best in which Adventure Path?')

In this section I'm going to do my best to give you some ideas on how to best build a kineticist to use in an adventure path. Don't worry, I won't be spoiling the adventure paths here, leastwise not spoiling them more than what you can glean from reading the back of any of the books, so bear that in mind.



## Adventure Path 1-Age of Ashes

From what I've been able to gather, Age of Ashes is kind of all over the place, with dungeon crawls, open-world exploration, and some social stuff. As such, a fairly well-rounded kineticist seems to be called for. The main gist of the AP seems to be exploring various different areas and ridding them of evil from a central hub, so a good-aligned, adventurous-spirited kineticist would probably fit in best.

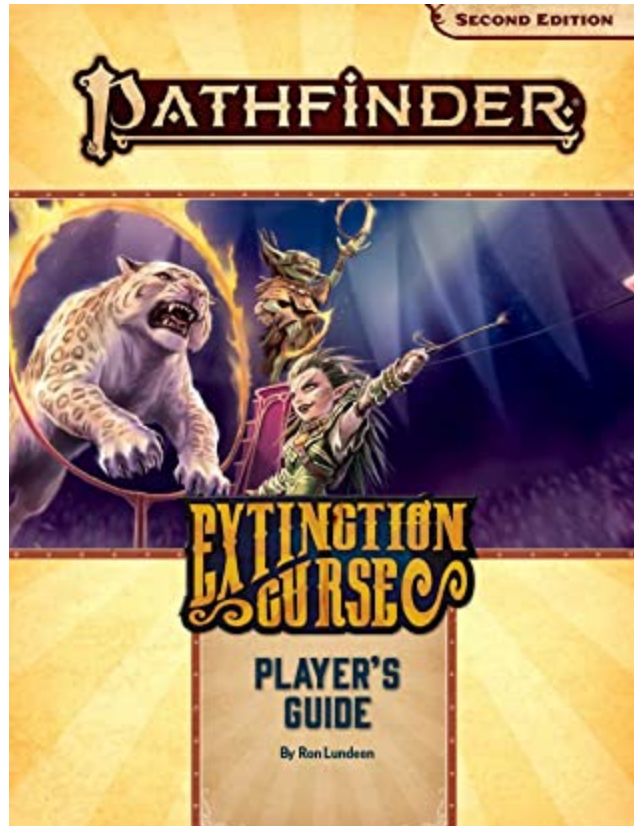
I have it on good authority that, being the first AP, there are a lot of challenges that haven't been quite nailed down yet. As such, some enemies have higher ACs and saves than they should, as the design team sought to nail down the difficulty, to the point that some spellcasters found the enemy saving against their spells on a roll of a 2 on the die. As such, a buffing based kineticist may be called for, as someone who can enhance the party and not need to worry about enemy AC or saves. Also, lots of golems are present, so watch out for that.

**Recommended Element:** Air or Wood

**Style:** Utility

**Things to look out for:** Enemies might have suspiciously high saves.





## Adventure Path 2-Extinction Curse

You are circus folk! Obviously, a fire-eater fire kineticist would go a long way here, or you could be a wood kineticist, shooting allies with 'deadly energy' (vitality blasts, don't harm your friends, still looks impressive!) There are a lot of ways a kineticist could really do well here. I will mention, there are a number of old-style golems in this AP so be prepared to deal with that.

**Recommended Element:** Fire or Water

**Style:** Scrapper

**Things to look out for:** Maybe high charisma for the ability to psyche up the crowd?



### Adventure Path 3-Agents of Edgewatch

You're the pigs, the fuzz, the 5-0. You are the city guard for Absolom. The errata for this AP states that all of your abilities have the option of doing nonlethal damage for free (so you don't kill anyone you are trying to arrest) so just know that does take some of the wind out of the **SAFE ELEMENTS** infusion. You'll likely want to have a strong interest in seeing justice and good triumph over criminality and disorder. Agents of Edgewatch seems to be composed mostly of equal parts dungeon crawls, social encounters with criminal elements and city guards, and investigations into dirty deeds, so a low-skill class like kineticist may be less appealing.

**Recommended Element:** Any

**Style:** Any

**Things to look out for:** See if you can't put some points into int or charisma or intelligence to up your skill abilities. There's a lot more than raw combat in this AP.





## Adventure Path 4-Abomination Vaults

First of all, this three-book adventure path only goes to level 10, so keep that in mind. Secondly, it is a megadungeon, much like the Emerald Spire from Pathfinder 1e. However, there is a story here, and a decent amount of role-play, so you may find some ability to use your social skills. Mostly though, you are going to be exploring a deadly, haunted, nasty dungeon with increasingly disturbing monsters. Lots of demons, undead, and (surprise surprise) abominations. I will say, minor spoiler warning (very minor spoiler, it's all but stated in one of the backgrounds), there are a fair number of Will-O-wisps which, since they are immune to spells, make you all but useless in combat, so keep that in mind.

**Recommended Element:** Wood and/or Water

**Style:** Utility

**Things to look out for:** With the proliferation of spell-immune will-o-wisps, it would be best to make sure you have some utility to help heal the party when you can't blast them directly.



### Adventure Path 5-Fist of the Ruby Phoenix

First of all, this three-book adventure path goes from 11 to 20! So have fun skipping all those early levels! The book is all about participating in the legendary Ruby Phoenix tournament, competition is the name of the game. There is a bit of overland exploration, a series of tournament fights, and even some investigation and plane-hopping! Make sure your Kinetisist is someone who wants to see things to their conclusion and or is a generally good guy, and you will probably be okay.

**Recommended Element:** Any

**Style:** Any

**Things to look out for:** Since you are in a tournament, and it is considered poor form to kill your opponents, consider the **SAFE ELEMENTS** infusion.



## Adventure Path 6-Strength of Thousands

First of all, this book is the only book (officially) that allows the free archetype variant (you are automatically either a multiclass druid or wizard). As a student at Magaambya academy, you study what is left over from old man Jtambe who managed to connect all four types of magic together. I don't think Old Man Jatembe was a Kineticist though, so you could be bringing something new to the school, which could be a great hook for your character. There's lots of role-playing here, lots of investigations, and a few fights. As long as you are into learning and teaching, you should be fine.

**Recommended Element:** Wood, Water, or Earth

**Style:** Tank

**Things to look out for:** Since you already have access to a lot of planar energy, I might suggest going for the free wizard archetype to get utility abilities you might not have access to. Your int likely won't be too high, so just focus on spells that don't require a to-hit or save (such as **shield**, or **locate**) Also, lots of spellcasting here so your party might need a meat shield-and could be you.





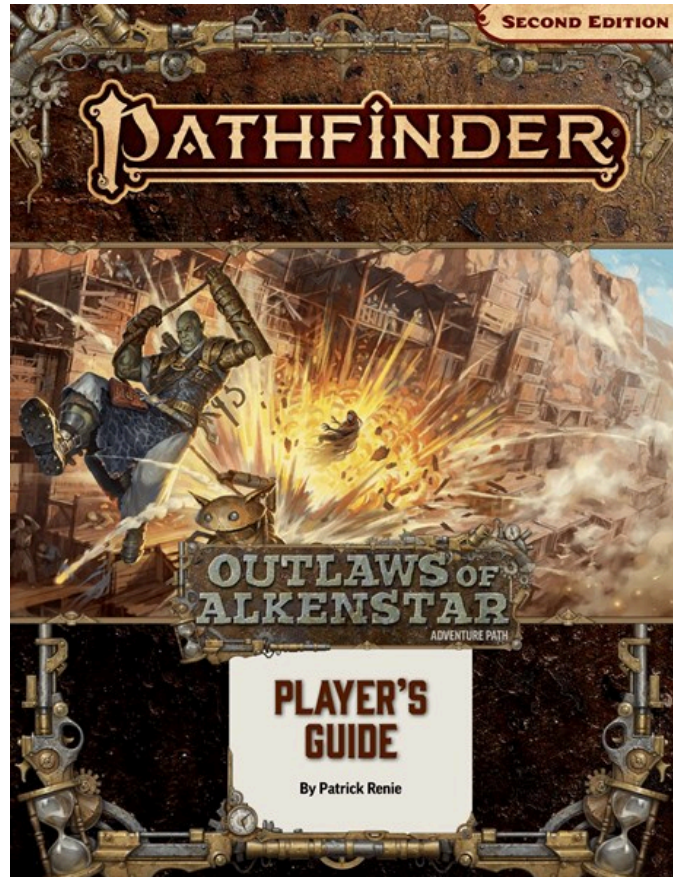
## Adventure Path 7-Quest for the Frozen Flame

Another 3-book 'mini AP' that only goes from levels 1-10, so keep that in mind when planning out your character. Seems that eons ago, Sister Cinder herself, Saranrae, gifted your people a magic lantern, but it was lost some time ago. Now your tribe is in trouble, and finding the lantern is your only hope. With a fair amount of exploration, socialization, and role-playing, this is the AP for an interesting Kineticist.

**Recommended Element:** Earth, Fire, Wood

**Style:** Any

**Things to look out for:** This takes place in the frozen north, so a cold-based kineticist might not be the best option, lots of stuff resists cold in this AP.



## Adventure Path 8-Outlaws of Alkenstar

### **WARNING! I DO NOT RECOMMEND KINETICISTS FOR THIS AP!!!!**

Yet another 3-book 'mini AP' that only goes from levels 1-10, so you know the drill when planning out your character. This time you find yourself on the wrong end of the law as members of the notoriously corrupt Alkenstar Shield Martials are out to kill you for a crime you . . . probably didn't commit. It's all very fun.

The problem with this AP is that, every time you cast spells in the mana wastes, including in town, there is a danger of crazy magic surges, and if your GM rules that kinetic impulses count, that is basically your entire character nullified. For this reason, I cannot recommend this AP for Kineticists.





## Adventure Path 8-Blood Lords

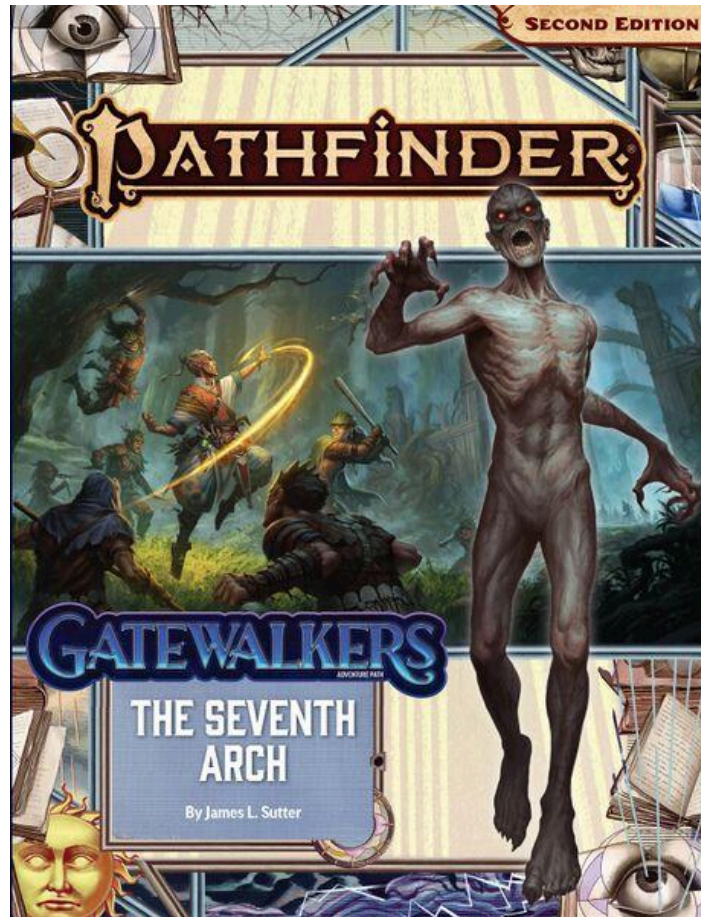
A 1-20 Adventure that has you playing in Geb, nation of undead. You may not necessarily be badguys, but you probably aren't good. Lots of interesting ways to go in this AP, and I don't have much info on how it ends, other than I assume you fight a lot of undead.

It should be noted that channeling vital/positive energy as a wood kineticist CAN get you in trouble if anyone sees you doing it, but that is contingent on A) Them surviving and B) Them understanding what the hell they are seeing (as wood kineticists channeling vital/positive energy isn't exactly the most common thing.) You could also come up with the excuse that you don't have control over it (especially if you didn't choose to be a wood kineticist) which may or may not go over well as an explanation.

**Recommended Element:** Wood

**Style:** Utility, Scrapper

**Things to look out for:** I know that holy religious people are not well liked in Geb, but a wood kineticist can mess up undead with their vitality (positive energy) blasts and likely not be looked at as a problem by those that might dislike some anti-undead Pharasmans in their midst.



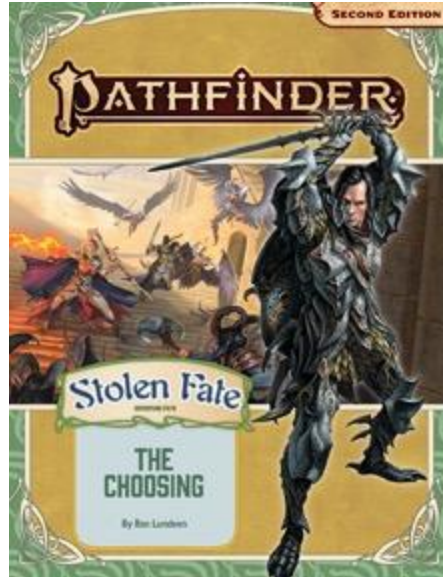
### Adventure Path 9-Gatewalkers

A 1-10 Adventure that has a really great opening. Seems an elfgate opened up some months ago and you were tempted to go in because you saw something that you couldn't resist, even if you knew it was impossible. You stepped out having thought no time passed, but in reality you had lost three months! Now you and a few others like you are trying to figure out what is going down. There is a lot of role-play and investigation in this AP, and a fair amount of combat. A lot of it takes place in forests and jungles, so a wood kineticist might be perfect. (Note, this AP gives you free stuff, so it is recommended that GMs NOT use free archetype in this AP, just as a heads up.)

**Recommended Element:** Wood, water

**Style:** Any

**Things to look out for:** A fair amount of survival in this one, so a higher than average wisdom would not go awry.



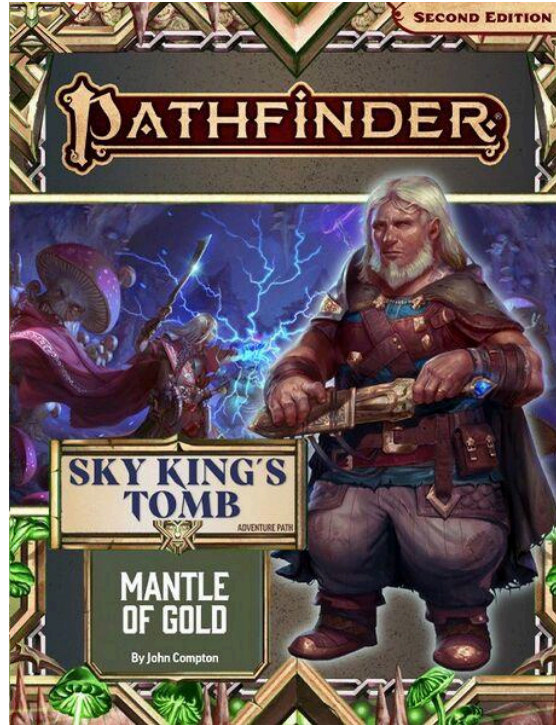
### Adventure Path 10-Stolen Fate

An 11-20 Adventure that deals with fate. As far as I can tell, an ultra powerful enchanted harrow deck (you know, the Pathfinder version of a Tarot deck) has gone missing, and it has the capability of controlling fate. And if some domineering a-hole gets their hands on it . . . well it's goodbye free will. Honestly, I don't know much about this AP.

**Recommended Element:** Any

**Style:** Any

**Things to look out for:** Honestly, it seems like this AP doesn't really intersect with kineticists all that much, so what are you going to do? Just run with any kineticist you want at this point.



### Adventure Path 11-Sky King's Tomb

A 1-10 adventure, this half-AP sees the Dwarves funding an expedition to figure out what happened to their most beloved king in history. The AP starts off in Highhelm (a dwarven metropolis) before sending players down into the murky tunnels underneath Highhelm and connecting it to the darklands. And while dwarves are, of course, welcome, there's plenty of room for almost any ancestry to come so long as they have a mind to help out the dwarves with their mystery.

**Recommended Element:** Earth, metal, Wood

**Style:** Any

**Things to look out for:** A lot of this AP supposedly takes place underground and in or journeying to the darklands, so picking up the Earth Kinteticist's Tremorsense ability called **Geological Attunement** would probably be great, even if it doesn't get to precise by level 13.





## Part 7: Odds and Ends

Here is a section where we just keep a few odds and ends that don't fit anywhere else in the guide. Some tips for making your kinetics that aren't full on builds, some ideas for how to play your kineticist more wisely, and maybe an idea or two for some things you didn't consider.





**Kineticists can go in a bunch of different directions.**

## **Odds and Ends 7.1, Archetypes to consider**

While archetypes are great for a lot of classes, they maybe are a bit less useful here than in other classes, and that is because kineticists only get new impulses through feats (or maybe 1 every five levels.) So if you are spending all your class feats on archetypes you aren't going to be much of a kineticist. That being said, archetypes that get you what you want with 1 or 2 feats are probably what you want to consider for kineticists.

**Archetype 1: Sentinel** Ah, the ol standby. For kineticists, Sentinel gets you scaling armor proficiency in medium armor, meaning you don't have to devote as many character points to dex. It also gets you some armor that you don't have to worry about 'putting on' if you are ambushed during the adventuring day. Plus, based on how Sentinel is worded, you can get scaling heavy armor proficiency if you take the general feat 'medium armor proficiency' before getting sentinel.

**Archetype 1b: Stalwart Defender** The Stalwart Defender archetype from the new Highhelm book also can get you scaling heavy armor proficiency, but that requires two feats ( **Stalwart Defender Dedication** and then **Mountain Skin** ) and depending on your GM may only be available to Dwarves. Still, if given a free archetype, this may be the way to go, as it doesn't require a separate general feat to get to heavy armor.

## **Armor Impulses vs. Actual Armor**

So there are three kineticist abilities that grant a PC armor-like abilities. They take impulse feats, so the question becomes: do you use a feat to get 'normal' armor proficiency, or do you pick up the impulse feat for kineticist pseudo-armor? The answer to that is . . . really it depends on you. The problem with impulse armor is that you have to armor up at the start of every combat, and if enemies get the drop on you you are without armor for the first hit or two. On the other hand you don't need as much strength to use said armors and you can put them on as a few actions, so if you are ambushed in the middle of the night you don't need to waste MINUTES putting on your armor. Plus, if you get the sentinel archetype, that precludes you picking up other archetypes. All of this is to say there is no 'right' answer, it depends on how you want your character to act and your build.

**Archetype 2: Rogue Dedication** Rogue Dedication, another great standby, especially for dex-based kineticists. Gets you free training in two skills, and with the level eight feat **Skill Mastery** you get TWO free skill increases. Given how lackluster the kineticist skills are, this is a serious contender

**Archetype 3: Acrobat/Archaeologist/Marshal** Just like Rogue dedication, all of these dedications get you skill increases. Acrobat makes your acrobatics auto-scale up to legendary, archaeologist gives you expert in two skills, and marshal gives you expert in one but opens up a lot of other possibilities. There are other dedications that give you skill increases, I'm sure, these were just the first few that came to mind.

## Odds and Ends 7.2, Other Things to Consider

The following are just some ideas that may ease your ability when playing a kineticist and make things more worthwhile for you.

- 1) It is HIGHLY recommended that you get a backup weapon for your Kineticist. I know what you are thinking: “why?” Well, because (as of this writing) golems and will-o-wisps are effectively immune to most spells, making them immune to most if not all of your impulses. Even if the upcoming remaster does away with that, older adventures (like Extinction Curse and Abomination Vaults) are chock full of such monsters. Having a backup spear or throwing dagger would let you do SOMETHING in such a situation.
- 2) As a kineticist, you aren’t going to have too many skills to throw around. Maybe only six, including one lore (that’s four for being a kineticist, one from your background, one lore). As such, if you don’t know what ancestry feat to get, consider one of the ancestry lore feats. If you are a tank, **Orc Lore** gets you athletics, which is good for your high strength. If you are a scrapper, **Catfolk Lore** gets you proficiency in acrobatics, good for your high dex. **Gnome Obsession** gets you effectively the ‘additional lore’ feat AND auto-upgrades your background lore too, great for campaigns that focus on a specific thing (such as Elf lore in Gatewalkers, or Jatembe Lore in Strength of Thousands) . Shop around and see what you can find!

## Odds and Ends 7.3, Optional House Rule: Impulses and Exploration activities:

So, Rage of Elements does not answer the question: How do you use impulses as exploration activities. Here is how I would answer that question as a GM.

- 1) If an impulse has no resource cost, is sustainable, and recastable, then you can use that impulse as an activity as if an impulse was a spell and you were using the ‘cast a spell’ exploration activity. For example, assuming you could breathe, you could use **Burrow through the Earth** as your exploration activity.
- 2) If an impulse can be recast at no resource cost and has a duration of 10 minutes without sustaining it, then you can perform one such action, as well as any exploration activity that requires a skill or perception roll, but the roll has a -2 penalty as you are distracted. For example, you could fly with **Cyclonic Ascent** and also attempt to search the area.
- 3) If an impulse requires you to use at least two actions every turn, you cannot use it during exploration activities. So you cannot Burning Jet to fly as an exploration activity.

And yes, I only put in one Avatar reference because dangit, that’s the first thing people think of when they think of kineticists, and I wanted to troll all y’all.