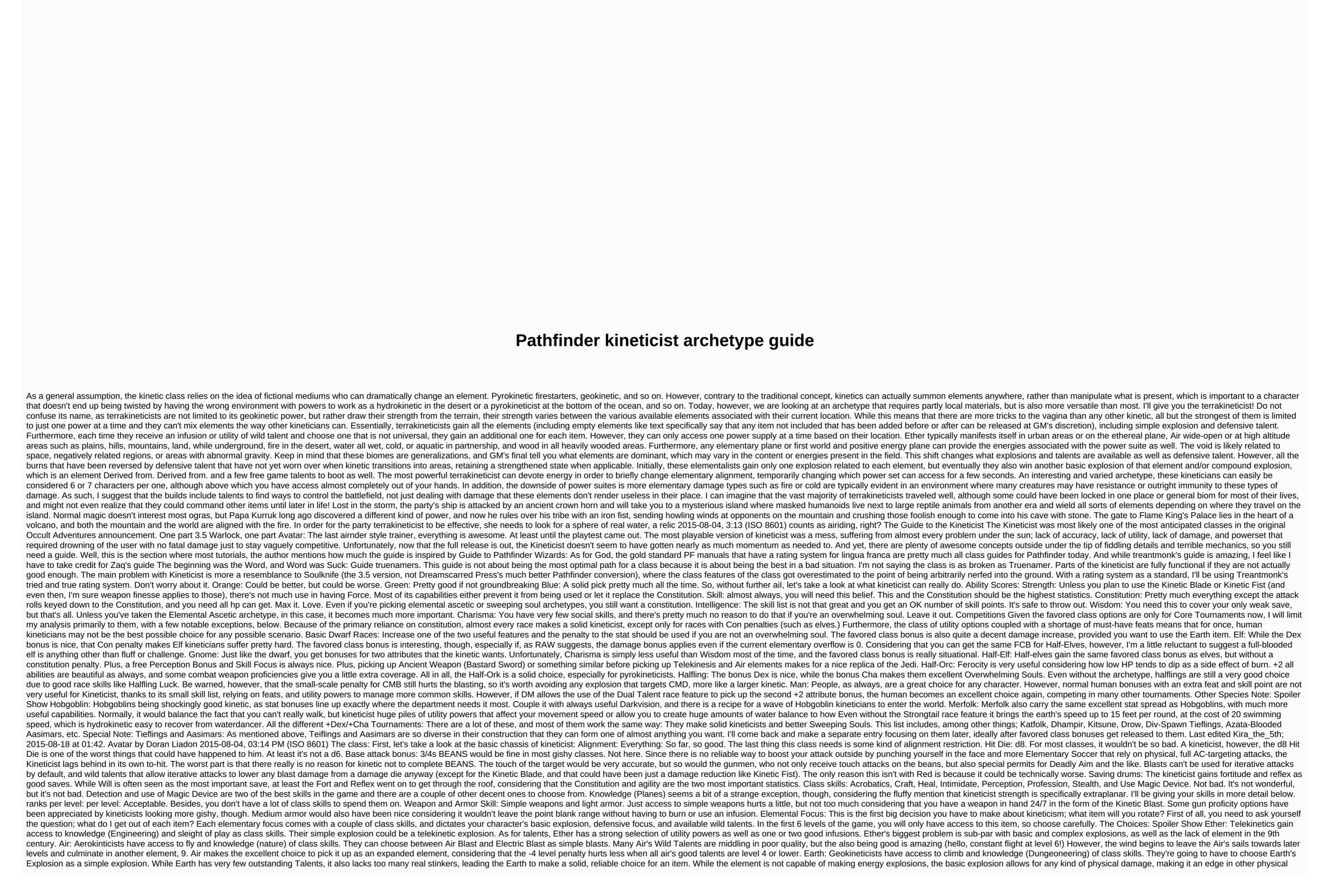
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explosions (except Telekinetic Blast) Fire: Pyrokineticists have access to escape artist and knowledge (Nature) of class skills. They're going to have to choose the Fire Explosion as a simple explosion. Fire feast or famine when it comes to talent. Any good talent the Pyrokineticist can learn, it seems like there are two terrible talents that are
out for him. Furthermore, Pyrokineticist is unfortunately the most commonly resisted energy type in the game is not a reliable way around that resistance until you choose another item. On the bright side, fire over reliance on energy attacks means that fire blasts can use a lot of infusions that nerf no energy damage without unnecessary
hassle. It is strange, however, that pyrokineticists are pretty much excluded from the Elemental Annihilator archetype, despite the fact that supposedly the element is most focused on crime. Water: Hydrokineticists gain knowledge (nature) and swim as class skills. They can choose between Cold Blast and Water Blast as simple
explosions. Water is a strange duck among the elements. Water has many great talents, but it has an equal number of completely terrible things. Needless to encounter a lot of water where your skills like a swimming speed and tremorsense that only
works while swimming will see more use. Wild Talents: These kineticist functional class abilities are what they get on almost every level. The odd number of levels are dedicated to Utility Wild Talents. Unfortunately, this is where things start to fall apart a bit with kineticism. While
he doesn't get new infusions at an odd number of levels, the line of kinetic always select first-level wild talents, but he can choose a wild talent at a higher level only if his kinetic level is at least double the wild talents in more
detail off the field. Burn: Here it is, folks, the scourge of kineticists everywhere. Burn is a limiting factor in the kinetic's powers, which prevents them from overclocking their abilities and abusing their skills. Unless it's not. Burn feels like a very confusing mechanic written by two different people; who wanted the mechanic to be a punishment
for kineticists pushing their boundaries too far, and another who thought burning was just something kineticists wanted as much as possible. As a result, the mechanic intersedes this strange line between penalty pushing too hard and the class requires that it be anywhere close to the recommended game math so the poor kinetic party has
health in the process. Kinetic Explosion: Pick up the poison; a physical explosion that deals mediocre damage with accuracy, which is a 3.5 Monk set accurate, or an energy explosion that targets touch, but deals even less damage, applies Spell Resistance, gets blocked energy resistors and reliefs (for you, Fire Blast) and can not be
brushed with deadly purpose and the like. However, there is also good news. Kinetic blasts can be used to counteract spells at equal or lower levels that it is. Collect Power: Your ability is as close to good. Gather Power is the first real
way to relieve burning. By spending a step in action, you can reduce the cost of burning the explosion (note: No Utility Talents) by 1. By spending the whole turn, you can reduce the cost of the explosion to 2, and reduce the cost by an additional 1 (total -3 Burn) if you spend the move action in the next round before firing the explosion. The
problem is, it's never worth the effort to collect energy for more than one move. That's because... and I quote: Gathering power creates an extremely loud, visible display within a 20-meter radius focused on the kinetic and if the kinetic takes damage during or after gathering power and before using the kinetic explosion that releases it, he
must succeed in concentration control (DC= 10+ damage taken + effective magic levels from his kinetic explosion) or lose energy from the wild surge That forces him to accept the more points burn equals the number by which the collected strength would reduce the total burning cost. (Highlight is mine.) So to recap; Not only can you not
collect power defensively, but getting hit at all between turn began to scream and build up power DBZ-style (which, by the way, telegraphs of intent is so hard that I'd be hard pressed to think of any non-mindless enemy that doesn't immediately try to confuse you) causing you to have a rather difficult concentration check not only lose your
magic like a normal roller would, but also take the burn you're trying to deny, which you can turn the waste twice in a row or to burn twice in a row or to burn twice in a row. elemental protection: the protection: the protection 1, 2 and 3 of Article 2(1) and (2 Each Defense Wild Talent has a default state as well as the state that trades to burn has a more potent effect. Not all
defenses are created equal, so I'll evaluate each one individually. Spoiler Show Ether: Ether's defensive talent, Force Ward, is pretty big on the surface. You get temp HP matches the level that regenerates over time. The problem here is that the stronger version you win as the buyer burns an increasingly terrible bargain. With the adoption
of burn points to increase the force ward you get extra temp HP equal to half the level of a point spent on the burn. So investing 3 points to burn, reduce the maximum HP by three times the level, nets you one and a half times the level of extra temp HP. While I'm not a big fan of myself, the ability doesn't have some merit that might be
worthwhile, especially normal, incinerable version, as well as maybe pass most HP's charging burn if you don't plan to use the burn for anything else.. Air: Air defense talent, enveloping winds, pretty decent. You get a 20% miss chance against long-distance attacks, which increases your level and the ability to spend burn to not only
increase your miss chances further, but also affect non-physical long-distance attacks, such as rays (and possibly, other kinetic blasts.) in a circle. The only drawback here is that it does nothing to protect against melee attacks, which is a problem considering the typical kinetic range. We'll talk now. Earth's defensive talent, Stone's flesh, is
providing increasingly powerful damage. You get DR/Adamantine 1 round. All around, very good, especially at the mid-level, when the DR starts ramp and adamantine / + 4 weapons are not common. Fire: Fire
defense talent, scorching meat, enough sub-par. Enemies that attack you with unarmed natural attacks take 1 point of fire damage in each of the 4 levels of kinetic van, while the creatures you are trying to wrestle you take double. You can spend burn to increase the damage handle, but at the end of the day, you and your effortlessly
armored, d8 hit die'd ass you don't want to be anywhere close to something that's natural enough for attacks to make it worthwhile. Water or ice merges around you, or gives a +4 Armor bonus to AC, or a +2 Shield bonus. While burn
can be given to increase ac by up to 50% of its starting value, there is little value ever in choosing the Armor (which goes up and exceeds the maximum +6 AC provided), but not the shields, the Shield bonus is what you most likely use. That
said, it's hard to say no to a free minimum of +2 AC. Elementary overflow: Remember how I said burn made me feel like I was caught by two separate designers? Here's what I mean. If enough, the total HP is not negligiblely reduced. But then comes elemental overflow trying to convince you to spend as much burn as possible on sweet,
sweet bonuses. Elementary overflow allows you to translate points to burn a +1 to hit each point of burn, a max +1 for every three kinetic levels you have in total. Additionally, having more burn at higher levels gives size bonuses for physical ability scores. Although this is a
cool power concept, I also rate this capability so higher if a) it doesn't require that runs constantly low on HP, it is mathematically on par with other classes (if it is) and b) if the taste burns like a good thing or a bad thing it was internally consistent. Infusion specialization: That's exactly what I'm thinking. Right in the footsteps of an ability to
reward you burn comes an ability specifically designed to prevent it. Nevertheless, infusion specialization is a wonderful ability that allows you to actually use those fancy games that you are learning since the first level without beating yourself in the head. It's on the scale level as well. Ideally, it would have reduced the total cost of the
explosion, not just for infusions, but hey, after the last few capabilities it feels like a breath of fresh air that has gotten this much. Metakinesis: Starting with The 5th U.S. All of them are very good, although the wording indicates that you can not use any method to reduce the burn. It seems a bit debatable, though, so ask GM if features like
Gather Power apply here. Anyway, you can totally deny the burn. That turns this ability into pretty much free options for you to use. Excellent. Internal Buffer: HATE. Let me tell you how much I have come to hate this ability since I started writing this guide. There are 387.44 million miles of printed circuit boards in paper-thin wads that fill
my complex. If the word hate were to be inked every nanoangstrome of these hundreds of millions of miles, it would not correspond to a billionth of hate I feel this ability in this micro-instantaneous. Hate. I'm sorry, I just had to get it out. With 60 sci-fi references aside, I really don't like this ability, as I've probably guessed. But why?
Here's why. First, the buffer burn grows so slowly that it is completely irrelevant to most games. Second, you can only use one buffer point per explosion, which further removes that you can even have it. Third, the points taken from the buffer do not trigger primary overflow, which allows conflicts with other class functions.
Finally, even if all of these problems don't exist, I still hate this ability for a simple fact. The buffer starts empty and you must accept the write to fill it. This not only creates a zero-sum game in the short term, but also encourages the player to burn at the end of the day or during downtime, which only seems exploitative. When the only way
to work is to have the ability to play the system, this is not a clever puzzle to be solved by just bad game design. Why give the ability not only gets a Red, it gets a quasi-real infrared. Extended element: Choose the poison; Second round! Article
7(2) shall be replaced by the following Focus. You will immediately gain a basic explosion of that element, as well as basic utility talent, (but not your choice, and any complex blasts that meet your preconditions. (For example, an aerokinetic chose water as an expanded item to
receive Water Blast or Cold Blast, Basic Hydrokinesis, a 1st level infusion or Utility Talent on the water list, and possibly either Blizzard Blast or Filled Water blasts.) The problem here is that there is no correct answer to what to choose and not a good they are all equally correct ways either.
If you decide to continue expanding the same item, you can get twisted out of some of the advantages you gain by learning more items, such as the second basic explosion if the original item was Ether, Fire, or Earth. On
the flip side, the kinetic that decides to branch out gets slapped out gets slapped with an arbitrary -4 penalty to determine what Wild Talents can learn, further pushing back the time that you can learn them. I warn you, this -4 penalty means that if you are starting an item with ether or Air, you are not eligible for any 9th overcharging: finally
a decent upgrade to a capability. Article 11(1) shall be replaced by the following: Now, it's exciting because (until some form of errata inevitably nerfs it) into RAW, all Wild Talent can be reduced. This greatly opens up the usefulness of the ability that allows you to make a lot more expensive out of combat Utility talents freely. As I said,
though, the kinetic is obviously not allowed to do nice things, so enjoy it as long as you can before errata always ruin everything. Composite specialization: Reduce the cost of composite blasts to where they should have started! Yay! It comes online a little late that really matters, as that's when most Adventure Paths would be packing up.
But it's still a useful skill. Metakinetic Master: One of the metakinetic abilities will be slightly cheaper. Although, I'm not entirely sure if any of these other empowers are really worth it. Omnikinesis: I'm the Avatar! You've got to deal with it. This is the moment you've been waiting for, the pinnacle of your elementary training. The moment when
we finally wield every element and bring harmony to the four nations. And... Honestly, it's not that bad. This is certainly one of the most interesting capstones in the game changing? Not really. Is that particularly strong? Not
much more than you would have got from learning the original element. Is it worth taking 20 levels of Kineticist? Arguably, but it's at least fun enough to make you feel like it wasn't all a huge waste of time. Last edited Kira the 5th; 2015-08-10 at 10:00. Cause: Placeholder Post Replacement Edited Guide Text 2015-08-04, 03:16 PM (ISO
8601) Wild Talents Wild Talents Wild Talents is the lifetic element of Kineticist, divided into Basic Blasts (the Kineticist of unchanged Kinetic Blasts), Composite Blasts (special, high-performance blasts), and Utility Talents (unique
capabilities of the Kinticist draws their elementary powers). Basic blasts and composite blasts are largely identical, only real exception is Ether Basic Blasts and Composite Blasts, which we discuss as part of the Ether section. Ether Spoiler Show
Basic: Telekinetic Explosion: It's a weird as far as simple explosions go. On the one hand, it provides a physical attack that deals with your choice of piercing, slashing, or crushing damage, and the only explosion that can be repaired is using a magic weapon to improve your faith and damage (as well as special materials). On the other
hand, the weapons you use safely are extremely limited, the damage is even worse than normal kinetic blasts, if you choose to actually use the special features, and most disturbingly, this is the only kinetic explosion that seems to mention the damage the explosion can apply to the thing thrown. It's best to throw copper pieces at the
power of a railgun, honestly. Composite: Aetheric Boost: Compared to other composite blasts, it's a joke. The only time it really gets worthwhile is in the 15th century. In the meantime, the only way it can get worse is if you don't increase the damage at all. Force Blast: Oh. This does not increase the damage at all. Sure, it might be a pity,
but so far I'm not really worried about elementary weaknesses to start with, considering that I had to pick Ether twice in order to do this. Level 1: Basic telekinesis: This, it is true, is probably one of the basic whateverkinesis talents. Not only does it scale nicely, but some other talents, such as telekinetic Finesse, allow you to
upgrade further. Kinetic cover: Mr Mime used Barrier! You can make some portable lids to protect you briefly. Not great, but still spammable battlefield control. Kinetic cover: Mr Mime used Barrier! You can make some portable lids to protect you briefly. Not great, but still spammable battlefield control. Kinetic cover: Mr Mime used Barrier! You can make some portable lids to protect you briefly. Not great, but still spammable battlefield control. Kinetic cover: Mr Mime used Barrier! You can make some portable lids to protect you briefly.
bull rush to kinetic explosion. Too bad the BEANS aren't good enough to really take advantage of this. Still, it's one of the few infusions that stacks when used in Flurry's Blasts, so you have to. Telekinetic subtleness: You can use telekinesis for fine engine control for capabilities such as Disabling your Device or sleight of hands. Useful for
some roguish builds if you can swing getting Disable Device as a class skill. Level 2: Bowling infusion: Travel is usually very good, but again, you can do the BAB to make it work. Telekinetic Catch: Move huge, hundred pound objects just to your mind. No burning! And you can spend burn to lift really huge objects. One drawback is that
throwing them as part of the kinetic explosion does nothing to increase the damage. The 2-ton statues appear to have the same braking force as a piece of copper. Level 3: Enemy Throw: Admit it, so you took telekinetic. To hit other guys. It's a solid force, just be aware that your goal is to get a fort save to stop the DC being keyed down to
dexterity instead of the Constitution. Force Hook: It's like force hook charge magic, but it costs two burns and puts a soft, soft, lightly armored body next to a very nervous enemy. Self Telekinezis: Outside of combat, it's basically flight. In combat, it's a fun way to move around the battlefield. Telekinetic invisibility: Being invisible is beautiful,
though not so sure as regular invisibility. This is partly hampered by voice-based perception, though, which is nice. Touch Sight: If you hit a creature with a kinetic explosion, nothing short of teleportation let it hide from you. Not too bad on its own, but it really shines as a prerequisite for Touchsight (Reactive). Level 4: Telekinetic
maneuvers: Finally, a version of combat maneuvers that you can use on roller levels like BAB. Unfortunately, they still don't apply to infusions. Level 5: Ether puppet: I'm sure that there are better things you can do with your powers than animing your furniture, but I think you can pour a lot of burn into it, and your new little friends reenact at
the end of beauty and monster whatever enemies you find, which is quite fun. Force Barrier: This is an at-will Wall of Force that lasts until the next round. Immediate battlefield control. I warn you, if the wall is destroyed, enough is enough, but until you face anyone who falls apart, or an annihilation sphere, or something like that, you'll be
fine. Self Telekinezis (larger): It's basically flying as a step action, or a significant boost in movement speed, doesn't burn. Is there anything else I need to tell you? Touchsight (Reactive): This is a Form an upgraded uncanny Dodge and never surprised your enemies within 30'. Level 5 is just when all the great skills for you come online.
Level 6: Disintegrating infusion: If there is one thing telekinetic not known, this is the outstanding damage. This infusion allows you to do more damage from the explosions, at twice the cost of burning. The disintegration sys are nice, but not enough to save this.
Drowning: The normal version has nothing to write home, but the burn version basically save or die that keeps going as long as it maintains concentration. Besides, you can force him to strangle people, and that's a big deal. Level 7: Spell Deflection: A chance to block the spell or spending a burn that guarantees blocking all spells. Very
good, especially for low costs. Level 8: Manythrow: The Good News: This is a much better version of Flurry of Blasts. The bad news: it comes online when spellcasters are getting access to things like Gate and Power Word: Kill. Telekinetic deformation: fun, but it's basically just an OK spell that you have to spend burning to really use it.
Telekinetic Globe: This is an 8. While it's not much of its own, there are plenty of inventive uses that can already capture an enemy for an unspecified period of time and Move them inside a floating ball to become. Level 9: NONE! For unknown reasons, Ether and Air do not have 9. This means that one of them is the primary element
preventing a 9th-century device from being used. Air Spoiler Show 1. Again, we see a fight between the two designers looking to push burn in mutually exclusive directions. Hovercraft: Auto-pen falls. It's a situation, but it's the kind of situation you like when you need it. Air Shroud: Also situational, but this time you have to burn it especially
useful. Oddly enough, this power means that aerokinetic can breathe underwater at 10 whole levels sooner than a hydrokinetic! (Unless the Hydrokineticist picks up Air as the second element and takes this talent to level 8) air's leap: the first is the many abilities that allow you to see the skies. Good early, but quickly you will be outclassed
once you get Wings of Air. Air's Reach: You get to stay a nice, safer distance while using Air battery blasts. It's not very exciting, but it's very useful. Basic Aerokinesis: I'm marking it a little better because it's the only basic utility performance that won't just give you one cantrip or two. Gusts infusion: One of the few infusions that can be
used without combustion by converting the damage. It's not great, but it has some decent utility goals. Pushy Infusion: This adds a free bull rush to kinetic explosion. Too bad the BEANS aren't good enough to really take advantage of this. Still, it's one of the few infusions that stacks when used in Flurry's Blasts, so you have to.
Thunderous infusion: Adding a fort to save against getting (presumably) permanently deaf is a pretty solid addition, especially considering it bypasses electricity resistance. Voice of the wind: I was frankly kind of amazed that it's not part of the basic aerokinesis. 2. None! 3rd: Air tax evasion: this is tax evasion! The downside is that it costs
to burn to use at all. Zeller: Everyone likes to hurry, and you can be the person who gives everyone haste. Spending some burn allows you to get the action too. Absorbing winds: Nothing says to screw the archers all the way like a wind wall. Magnetic infusion; A great little infusion, but a little expensive for what you do, burn-wise. Torrent:
When I first read this, I thought it could be used for electrical explosions. It can't be. According to Errata, it can be used with Electric Blasts. If they have it, it's fair. If you are using Air, do not bother; You'll probably take more damage than the enemy from the attack. Wind vision: It's a very neat skill, but having a DM constantly needs to
know what your current wind speed is is a very guick way of getting the DM to hate. Wings of the air: Free. Permanent. Flight. Do I even have to appreciate this? 4th: Cyclone; how do I hate you? Let me count the road. There is a punishing high burn cost, the AoE makes you more likely to hit allies than to hit the enemy and
again, as Torrent, it hurts the user more to burn than the enemy caught in the explosion is likely to make the 1/2 damage (1/4 of the backup) damage roll. And that's all Air gets for the 4th Air. Well, I guess someone had to pay for how good the third level was. 5th: Air Shroud (Larger): By now, the UMD is probably high enough to have
better uses than spending on another Talent slot on the Air Shroud. Chain: A little expensive, but for once a fairly decent way to hit more than one enemy! Too bad it only works with basic electrical explosions, though. Wind vision (greater): Ok. We're feeling a little better now. This version of wind vision allows you to control the wind, letting
you really spy on things without the DM wanting to strangle you. 6th: Choking: Speaking of strangulation! The normal version is basically a rescue or die that keeps going as long as you maintain concentration. Besides, you can make enough spoiler stuff out of Legend of Korra.
Manipulator: On the one hand, you need to concentrate or spend burn. On the other hand, you can create hurricane force winds basically 7th: Cloud: I'm really sick of these high-cost infusions that deal more harm to the user than they do to the enemy. You can only use clouds for composite blasts as well, making the whole case even
more expensive. 8th: Weather Master: It's control weather, Actually, that's not what this is about. That's one-third of control weather, Considering it's the highest level of Air Talent, it's extremely disappointing, 9th: NONE!: It hurts, Probably more than the 9th century. At least Aether has three different, relatively useful 8, But you have
nothing left. I think you can add Reverse Shift, but it's still disappointing that one item left is not a few of the last three spell levels. Earth Spoiler Show 1. But you get it for free, so I don't blame you too much. It feels a little less impressive than the others, though. Earth Walk: A solid utility capability that helps you not
screw through your own abilities on the road. Here comes that weird pressure to burn your friend again. Kinetic cover: as well as the Ether version. Verse Three, same as the first! This adds a free Bull Rush to kinetic blast. Too bad the BEANS aren't
good enough to really take advantage of this. Still, it's one of the few infusions that stacks when used in Flurry's Blasts, so you have to. 2. : Bowling Infusion: I really just the full BAB in general. Why doesn't the kinetic have a full BEAN? Land Climb: It's a
climb speed! Free! But only on stone surfaces. Still, it's pretty good. (Although it would be cooler if pretty much every other version of the kinetic couldn't fly, but it still...) Entangling infusion: Yay! A substance infusion that doesn't rely on your crappy BEANS! This... Okay. If you can hit your opponent twice with it, it looks like they're
permanently rooted on the spot until someone frees them, at least with raw. It is true that it still requires you to do effectively three saves in a row to work. But hey, it's a better choice than bowling ivs. 3rd: Impale: It's Torrent, but with a different name. At least this version allows you to deal with the total damage to opponents. You can also
smash the weaker walls, which is a fun touch. Jerky Meat: Steal fire games! Jerky Meat is basically just a higher-level version of Fire's Scorching Flesh Defense Talent, only it does little more damage at the cost of combustion. Meh. Magnetic infusion: This is no better here than it was than an Air infusion. A little worse, in fact, as you can
only use the An explosion that won't be on another level. Consider this orange-minus. Rare Earth Infusion: Again, it only works once you have a Metal Blast, but the effect is at least reasonable enough to warrant closer testing. Being able to replicate every metal on the fly is pretty big and combines it with blasts' ability to cover piercing,
slashing, and bludgeoning damage, it basically covers any KIND of DR short alignment and mythical. A handy little tool for dedicated geokineticists DR in flash of stone.) Tremorsense: My name is Toph because it sounds like hard! You knew this was going to happen. They are unable to make a
class with striking similarities to benders without adding tremorsense to geokineticists. All in all, it's fair. 4.: Durable Earth: First, this seems like a great skill. Then you'll notice that there aren't many abilities to use it. It might be nice when paired with something like Tremorsense or magnetic infusion, though. Shift Earth: It's nothing
groundbreaking (well, it's, literally, but it doesn't matter!), but it's still a fun and useful utility capability. 5th: Earth Glide: Let me tell you a story. Back to my first D& amp; In Game D, one player rolled up a priest who would land Glide as a continuous ability. The constant ridiculous way he came up to take advantage of propelling the DM
up the wall is so hard that every dungeon started to come with walls lined with lead. It's still not a flight, but free digging speed is very useful in many different places. Stone Sculpt: It's nice, but I can't help but feel something like this should have come online sooner than now. Tremorsense (Larger): This is a nerfed version of nerfed version
of the same level of magic that specifically does not work in underground structures like dungeons, where you are likely spending most of your time underground. Unless you expect your campaign to have a lot of caving, avoid it. 6th: Deadly Earth: Usually this is the part where I start complaining about the ingly pathetic damage to the
infusions like this business. But I can put that aside because it treats the whole area as difficult terrain while taking damage over time. It's not good in itself, but it's certainly better than some alternatives. 7th: Fragmentation: Oh boy, another burning heavy infusion that allows targets to avoid piddling amounts of damage. I would very much
like to have fewer infusions had these silly charges twice using the update selected limiters. Shift Earth (Greater): More utility out of an already solid utility talent. You can't go wrong here. 8th: None! 9th: Seismic Master: At least we end up with some pretty solid abilities. Earthquake isn't exactly considered the absolute best spell ever, but
it's still one powerful magic that you can use almost-at-will. There are many opportunities for entertainment here. Fire Spoiler Show 1. Light is pretty much always useful cantrip, and you can branch out some other nice effects. Burning Infusion: The extra damage is mediocre (except at low levels), but the real draw is the +2 bonus to attack
reels, CS, and spell resistance controls against all enemies on fire. Cold adaptation: Situational. Also, I really feel like this and heat adaptation should have just rolled into a talent. Also, even a stupid attempt to burn is a good thing. Fan of Flames: Do you like burning hands? Well, now you can do it all day. This is one of the unfortunately
rare AoE infusions that does not reduce damage before the enemy has even roll Reflex. Fire sculptor: Remember how I told Stone Sculpt it felt like it came online too late? I like that better. Fire is a bit situational like Earth when it comes to you need to move this now, but it's a nice thing to be around. Fire Rage: There's so much wrong, I'm
not entirely sure where to start. First of all, you get this ability three levels away before you get an elemental overflow, which means you have no reason to do this in the 4th. Secondly, the amount of damage is very weak, especially considering that you need to have huge amounts of burns before it becomes noticeable. Finally, it's another
power that requires you to burn yourself out before you do anything. Heat Adaptation: Don't try to burn your friend happening! That's not going to happen! Also, as I said back in the cold adaptation, it's really situational and probably doesn't deserve the talent slot of its own unless you're planning a desert campaign or something else where
you plan to get hot all the time. 2. : Scorching flame: This is the ability to make Pyrokineticist necessary, and even better, it's free. Well, mostly for free. He still needs a burning IV. And it's pretty slow. But still, any way to cut through fire resistance is your friend. The most important thing that prevents this from being classified in blue is that
it is very vague. If you stack multiple instances, when do you start with the circles that are half the kinetic level bits? Also, it would be nice if there was a larger version that pierces fire immunity. 3. : Outbreak: Hooray for several forms of infusions that needlessly gimp the damage! At least as long as you stick to the fire or the blue flame.
Otherwise, it will be a much worse Red. fire sight: You can catch ninjas if they're on fire. I think I messed up the reference a little bit, but whatever. This ability... Eh. I can see it's useful, but it looks spectacularly situational. If you're also smoke storm, then it's going The Green Flame Jet: You're a rocket man! Just like the Ether version, it is a
great utility capability to pick up, especially since it's a prerequisite for your battery's version of flight later on. Heat Wave: Miss chance is nice, but you need heat adaptation as a prereq. Ick. Also, be careful in colder areas where it's quite likely that it will be too cold for this power to do anything. Smoke Storm: A neat little trick, especially
when you've got Fire Sight so you can ignore the smoke while the enemy fumble around in it. The disease debuff is really just icing on the cake. You need an open flame, but you literally soad a fire out of your hand for a living. I'm sure you'll find (and or that, *cough coughcoughcoughcough*) on your own. It goes up blue if you're in Fire
Sight. Torrent: It's better for you than people without energy blasts, but it's still not amazing. 4th: Flame Jet (larger): It's basically flight. Like any other version of this capability, it's great as any unlimited flight would be. Flame Shield: I was all over this power until I read that cold damage
could shut down this ability completely bit. Even if you don't expect to fight a lot of enemy cold attacks, it's just fine. Trail of Flames: You can't really say no to the free walls of fire. Unraveling infusion: I love this ability. The rating here is probably a little skewed, but, man, the idea of literally inking the buffs of your enemies is too cool to miss.
Even then, it's an opportunity to do a nice number of enemy spellcasters, and another way to break through fire resistance (provided it comes with a spell).) 6th: Brilliant Infusion: Is darkness still a problem for people after level 12? I honestly don't see the use of labeling for this infusion, or why it would ever require a 6. This really should
have been just a Utility Talent a level or two ago. 7th: Blast: Fireball the faucet. At the point where other blaster rollers are getting delayed blast fireballs. At least it doesn't automatically pierce magic resistance is nice. Pity literally everything else
kinetic was that option, as level 1. By the time you receive this infusion, you will have taken the third extended battery, so if you are not deliberately blunt, then better way to bypass SR. 8th: None! 9th: The ashes: I really want to know if this ability will restore the burn or not. The text only mentions taking the damage from the trigger effect
and how much it heals, but never mentions where the burn goes. Also, what happens when the ashes Destroyed, but scattered like gusts of wind? The fact that a powerful pyrokineticist can rise like a phoenix with enough common knowledge that the enemy will know to destroy the ashes? How does this ability affect Parting Blast? So
many questions. At least it's (probably) a lifesaver if you get used to it. Water Spoiler Show 1. At the very least, it wins the award for the most frighteningly special class feature I've ever read. Cold adaptation and heat adaptation: I've covered these back on fire and don't feel like repeating myself again. Icewalker: Pretty good. It makes you
immune to fat, as well as other common icy hazards. I find it amusing that it's a prerequisite for the Ice Road, your version of flying, simply so that your own abilities don't fall on your ass. Kinetic cover: This is the third time this capability has been created and continues to cause, if not spectacular, Utility Talent. Kinetic healer: As I said back
in the Ether section, it's fair healing with a hint. Pushy infusion: Pretty much everyone gets this infusion, and no one has the BEANS to really make it work. Inovenous infusion, especially an infusion, which
involves burning costs, is offensive. Slick: Grease is a spell that can turn encounters on their heads pretty much every level. And you'll get it at will. Excellent. 2.: Entangling Infusion: As I said in the Earth entry, this is a substance infusion that does not rely on crappy BEANS! This... Okay. If you can hit your opponent twice with it, it looks
like they're permanently rooted on the spot until someone frees them, at least with raw. It is true that it still requires you to do effectively three saves in a row to work. Veil nebulae: They really stretch the powers of water, don't they? It's a decent SLA, though, so the weak excuse for how it works isn't too bad. 3rd: Cold Snap: This is the cold
version of Heatwave, and it's even less impressive. The -4-dex is something you could have done with entangling infusion, and there's still a chance that it might be too hot out of power to even work. Bounce. Impale: Just like the Earth version, it's like torrent, but better! Torrent: Read above. It would be much better if you used it with cold
blasts. Water Manipulator: Where the Fire Sculptor was super early and Stone Sculpt was super late, it sits right in the middle. It's nothing special, but there's room for fun. Waterdancer: The speed of swimming is significantly more positional than flying or cavity speed, but when you need it, it's amazingly useful. The Blue goes up if you
expect a pot that involves a lot of swimming, like Skull and Handcuffs. 4th: Ice Sculpture. Spray: How many AoE talents are there that require you to deal party damage before you allow backup? The answer is too much. Water sense: On the one hand, it's a
flat-out better version of the geokineticist of Tremorsense. On the other hand, it only works underwater. In the end, it just feels too situational to be really helpful. 5th: Chilling infusion: Cascading is a hell of a state, especially if you can keep the enemy safe. Shimmering Mirage: 20% Miss chance is big enough, even if it no longer stands at
precision damage. Waterdancer (Bigger): It's just me who finds it odd that aerokineticians have been able to breathe underwater since 1. It's not a bad ability, but man, this should have come up several levels ago. 6th: Ice Path: It's not quite flight, but it's pretty close to most situations. Drowning: Pretty much every version of drowning is a
solid attack. As always, be sure to use the version that forces the air out of the enemy's lungs unless there is nothing better to do in the next 20 or 30 rounds of combat. 7th: Cloud: Since the water infusion is not suddenly to suck any less. 8th: None! 9th: Tsunami: Congratulations, you're the only kinetic to have access to the actual 9. And
it's okay. Not the best 9 ever. Also, this is one of the few abilities you have where the BEANS are equal to the target makes the
backup. It's a backup at best. Extended Range: Get your ass into enemy range. This is also a prerequisite for the absurd number of infusions. Kinetic Blade: Yet another place where elementary overflow arbitrarily does not apply. However, it does not allow you to use kinetic explosion as a complete attack, which is nice. Not really a good
choice for the first few levels, but worth picking up eventually. Kinetic Fist: Another version of the wrap up the usual attacks on an item and go to the city school kinetic fight. It's a little lacking, however, to reduce kinetic blast damage down to a third of normal. This seems to be quite a lot custom-made by Elemental Ascetic. Trained
kineticist: That's the thing! He's over there! It's made of elementary fire! It's a fire element! This talent is just as much as like the skills you give, and once again, couldn't we just have gotten knowledge (Planes) as a class skill? 2.: Trained kineticist (larger): Oh. It seems because he is locked behind two Utility Talents. Add to the list of why
is this one more talent? It doesn't even get the skill bonus if you choose to be the only skill that will gain momentum! 3. : Elementary subtype. At least it gives you something you can do to the enemy who's immune to your element. Extreme range: In almost all cases,
the extended range should be sufficient. Flurry of blasts: First, the good; This allows you to make multiple blasts, effectively allowing you to complete the attack. It adds a booming range as part of the deal. Adds bonus damage if you hit an enemy several times. All in all, it seems a decent skill. Then you'll notice the downsides. This
reduces explosion damage to 1d6 a shot. You can't target me more than 30 apart. In several cases, the substance infusions do not stack (except pushing infusion). And, most damningly, you have to choose your goals before you see what
each one does. Mathematics shows that you can do quite a lot of damage here, but it's another talent that breaks the rules of the kinetic blade. Pick up if you want a little longer range in the near quarters attacks. Mobile Blast: This is a version of flaming orb
with more added nerfs. The range sucks, the damage really sucks, and the ability to actively punish you for not taking burns. Snake: Instructions unclear; Did this drawn road hit everything on the path like the Fire Snake spell? Or is it just an overcompiled version of ignore cover? Unfortunately, I think it's the latter. 4th: Extended
Protection: Filed as why you have this talent and not given automatically pile ... 5th: Struggle infusion: This is a CMB-based infusions, two of which you do not yet know, and the third, which is at the same level, prevents any use at
all out of this infusion if you choose to first. Kinetic form: Other than getting huge, I don't think this power actually does anything. I mean, it increases the scope of what could already be done with kinetic whip. Your new size doesn't change your ability scores, which means that you get all the downsides of size (penalties hit, AC, Stealth,
Fly, etc.) without the benefits. Spark of Life: Without spending burn, there isn't much to be an elementary element can do this He couldn't do himself. Otherwise, he's like The Ether Puppet, and he's just as mediocre. Wall: A very powerful deterrent to anything you're looking to cross the barrier (except, of course, physical blasting). For all
the arbitrarily nerfed AOEs, this is one of the best too. 6.: Ride the Explosion: Well, it's thematically cool. He leaves you next turn. Also, if you only have an extended range, it's almost always easier to just walk around. I think if an ally is immune to the chosen element, they will
use this power to hit them 0 damage in order to teleport next to them, but they seem needlessly twisted, even by player character standards. 7th: None! 8th: Reverse shift: So, let me do this straight. The unparalleled mastery of the elements allows you to ... Walk through the walls? Hitting ghosts? It's a very useful force with endless use,
but the fluff here doesn't make any sense... 9th: None! Last edited Kira the 5th; 2015-08-17 at 06:51. Reason: Removal of Placeholder Avatar by Doran Liadon 2015-08-04, 3:17 PM (ISO 8601) Archetypes Blood Kineticist On the one hand, Blood Kneticist is a pretty solid extension of the hydrokinetic. Their biggest mistake is the fact that
they take damage in extremely slow burns, which does not suit many groups. Spoiler Show Blood Focus: You have to choose water as your primary element and you can't use the powers of anything that doesn't have blood. I don't really blame him, but I can't really give him a good review. Wrack: You can ignore rolling hit (good) that the
opponent's party damage automatically (s) a fortress save to reduce it to 1/4 damage (bad.) Still, it's an un typed pity that you can't block anything. The trouble is that it's so excruciatingly slow that most fights will be over by the time you really get to use it. I am evaluating this green because while the infusion is not all that great, it is the
carrier of more decent substance infusions. Bleeding infusion: This is the first of several infusions designed to be used alongside Wrack, so the enemy that pretty much more Fortitude saves in one fight than the rest of their lives combined. All in all, it's not bad. Enemies who can't save against wrack will automatically fail the hemorrhage
infusion, which will help you accumulate the bleeding wound well enough. Blood Tell: Blood biography is an interesting spell, but never the first you would choose pretty much anything. You have unlimited use, however, so you can just use it well whenever possible. Blood Blast: It's a complex explosion that you have to make because you
have to double the water. Since composite blasts go, it's not too much better or worse than any other, mainly because you just get used to Wrack and Infusions. Blood Throw: You get enemy throw, which I mentioned as one of the best skills in telekinetic. Gut-Wrenching infusion: Another substance infusion that can be given wrack. This
causes a sickly condition rather than bleeding, which can be better or worse depending on what you do with the party. Vampiric infusion: Healing, the low, low cost of 4 points to burn, hitting an enemy or them not to save and giving up the other infusions could have put the explosion. Tiny. Blood Mastery: It feels like you couldn't come up
with an actual capstone for Blood Kineticist, so you just stacked a lot of somewhat useful effects together and called it the sun. Elementary Annihilator Although this archetype is able to achieve some reasonably competitive damage, it gives up so much on the Kineticist basic concept that it becomes more of a warrior with a strange sword.
As a result, I feel like I really can't appreciate being tall. Having given up two-thirds of the class to a concept, wouldn't it be feasible to just find a class that fits the concept better? Spoiler Show Devastating Infusion: There's a lot to this ability and it's a huge box of worms to open. First, it gives you a full BEAN, which is something that
kineticist should have from the start. And you get Kinetic Blade for free! It then allows you to use Vital Strike in kinetic blasts again as a playtest. very good! And it can't be used with energy explosions? And can you only get the benefits
of a full BEAN when you use this infusion? So you're saying that Pyrokineticists, the version of kineticist, can't use the primary two class features of the archetype designed to be about offensive force. What the fuck, attenuated versatility: it loses all utility powers. In return for an intensely
 imited number of bonus feats. Also, the reading seems to indicate that you can't even learn Utility Talents from the Extra Talent feat. Take a look at the top to see how many substance infusions you should use as some Utility Talents. Bonus Feats: Do you know the great Utility Talents you gave up? There are some mediocre combat feats
instead. Increased range: Only one form of infusion can be added to the kinetic explosion at a time. The devastating infusion is an infusion can literally make any other kineticist for free. Who wrote this archetype? Always Present Threat:
Provoke agos with kinetic blades. I think it's useful except for natural reaches usually only 5 feet. I think I could use it. Form and really gives you that ability to use, but, oh, wait. Because you never win utility talent. Kinetic whip? Again, say goodbye to the class features, and hello to one thing you could do without the archetype. Blast
Training: Regular bonuses to attack and damage the blasts! That's very good. In fact, it's probably something that kineticists should have gotten naturally, considering that (at the time of writing this guide) there is no way for Kineticist to gain improvement bonuses to attack. Why do you have to tie such a great ability to such a terrible
archetype? Flurry of Destruction: You can make a full attack with devastating infusions, just now in the range! Except that 2d8 + Con is not equal to 3d6 + Con that a normal kineticist? Just play the warrior. Omnicide: 50d6 +50
damage is a very impressive number, clocked around 225 damage per attack. Assuming you hit the reduced BEAN. And that your enemy is not immune to the elements involved in the attack. The point is, although it looks impressive on paper, I can't help but feel that this ability is a straight downgrade for Omnikinesis. Especially since, as
he wrote, Omnikinesis can only repeat this anyway. Elementary Ascetic The Elementary Ascetic is another attempt to create a melee-centered Kineticist, which I feel accomplishes more of his work than the Elemental Annihilator. Still, the department doesn't suffer from some problems that are incredibly corny, combining lack of armor, lack
o hit points, and a complete lack of long-distance combat options. Spoiler Show Elemental Flurry: There's a phenomenally important question that a gust of wind in the blows as a monk's class function means the original monk or the Un chained monk? If this
original monk gust of blows, then this ability is fair, if not great due to the never-to-be-used long-distance explosion clause. If it's the Unchained Monk, then this ability is fair, if not great due to the never-to-be-used long-distance explosion clause. If it's the Unchained Monk, then this ability is fair, if not great due to the never-to-be-used long-distance explosion clause.
Sacred Fist errata that was removed from psuedo-full BEANS by Warpriest, you can't really trust either here. On the bright side, at least you can wear an Amulet with Mighty Fists! Elementary wisdom: Use wisdom instead of constitution! While there are advantages here (better will save, guiding amulets with huge fists, under the AC
bonus), I don't know how powerful the kineticist really is in a d8 hit die and not constitution relief burn. Keep in mind that this is optional and the burning limit is still keyed down to the Constitution relief burn. Keep in mind that this is optional and the burning limit is still keyed down to the Constitution. Bonus: Like a monk. My first thought was that this good should be fair, especially paired with a good elementary protection like the shroud of
water. Then I noticed I didn't get protection. Or armor. Or any other way to protect yourself. The d8 hit die, burn, and have no long distance skills. I'm beginning to see why a team of nomadic elementary monks would be the last airbender. Strong Fist: Eh. If you want a glass cannon, you can use a glass cannon hard. It has the added
bonus under which you can reduce the burn here, which is nice. It also replaces a lot of infusions, which you probably wouldn't use anyway, as you can't change form or use for long-distance attacks. Kinetic Chirurgeon had so many options with this archetype, and while it is still technically functional, the end result is about as effective as a
healer like paladin, who has invested in a bare minimum of healing. And this ignores the fact that paladins at least gain energy. After taking a look at the archetype, but I realized how terrible this archetype is in its own work. Spoiler Show Kinetic Chirurgery: Well, you get healing a whole level sooner, and it's close to par with the healing of
the paladin focused on Lay on Hands. You get a little more Mercies, which is fine, I guess. It's a straight update on kinetic healing, but in the end, it removes a lot of the ability to fight anything other than heal, only wind is about as effective in healing as wothly paladin. It's been pointed out to me the full consequences of losing all infusions as
well as the ability to ever learn them. While at first I thought: Well, it's not as bad as losing Utility talents until I realized that it left the most basic Kinetic Blast possible as the only attack on his image in exchange for becoming a worse healer than a priest who doesn't make a real effort to be a healer. There's a mixed skill pack here. The
extra cube, if healing is great, even if you can't use the other Metahealer powers. Breath of Life is a cause for magic, and having it as a cheap option is nice. With guick action to self heal and be able to heal multiple goals at once however, it really should have been available sooner than 14. Healing buffer: Once again, internal buffer is a
terrible ability, and you as a healer are even more likely than normal Kineticist to burn out by the end of the day, so cheating on buffer again. Overwhelming Spirit has the feeling that this archetype was written back in an earlier draft of the
kineticist; one that does not use burn as the default cost has many abilities. While many of the abilities that the Overwhelming Spirit receives are good, not they do. alleviate the class's painful reliance on burn to remain competitive. While the class features of the class get highly rated, its inability to keep up with normal kineticists
actually sets the archetype back. Spoiler Show Mind Over Matter: The primary stat changes Constitution charisma. While you don't gain Bluff and diplomacy as class skills, losing the extra HP and fort saves that you would have gotten would have hurt the Constitution. Mental courage: You can't gain burn and instead have negative levels if
you'd be forced to burn. This severely limits your ability to actually do something special, considering the awkward balance point you burn. Having effectively always had a full internal buffer is nice, although it probably would have been easier to say that the buffer was full. Overwhelming Power: It's like explosion training, but slightly worse!
This is still one of the best options available to kineticists in general. Last edited Kira the 5th; 2015-08-10 at 09:09. Avatar by Doran Liadon 2015-08-04, 3:18 (ISO 8601) feats and equipment. Throughout the occult adventures, only a meagre six feats
emerge aimed at kineticism, and even grim two elements (including the striking lack of magical weapon equivalent to keep the class on the right side of the hit progression.) While feats, outside of particular builds, largely stick to common, obvious choices, equipment has a few more striking hidden gems. Feats Delay Blast: This gives
delayed explosion fireballs ranging from level 5. That said, there's really not much reason to delay the explosion, especially since there's nothing like time stops to take advantage of it. Extra Wild Talent: Why is there an arbitrary punishment for what can be taken? None of the other classes have similar limitations, including psychic
versions within the same book! The only saving grace is that the penalty doesn't apply twice if you choose an extra talent from you secondary element. It is still a useful talent, and the rating exists rather reflects arbitrary limitation. Kinetic Counter: Just the thing about these pesky water mages! I love the concept here, but I would very
much like it to be available to kinetics other than pyrokineticists and hydrokinetics. Kinetic Jump: It would be much better if almost every version of the Kineticist had no built-in tool for flying. Even worse is the fact that it is once a day. Parting Explosion: All the forces that only trigger you when you die are suspicious. The fact that it only
affects targets within five makes things worse. The fact that it destroys your body and forces your next of kin to spring for resurrection instead of Raise Dead is the final nail in the coffin. I wonder, however, if it works The ashes. After all, the ashes are not intact corpses. In the end, however, it seems kineticists die not with a bang, but with a
pathetic whining. Interweave Composite Blast: It's pretty good as far as teamwork feats go. I'm rather amused to specifically mention that classes with bonus feat. If there really are two kineticists in the same party, that could be a clever trick. (Maybe if you picked up the cohort or
something?) Icewalker: It's actually a property, but it pretty much completely replicates the Icewalker Utility power. If you want to use ICE, put this on and save yourself a Talent. Items Occult Adventures: Overflowing Rod: There are only two items in this book designed for kineticists, and this is not a good start. While the overflowing rod,
the kinetic level is treated 3 levels higher. In case of elementary overflow. It's just elementary overflow. If there is no primary overflow, it is treated as a 3rd level Kineticist for the purpose of having Primary overflow. It there is no primary overflow, it is treated as a 3rd level Kineticist for the purpose of having Primary overflow. It's just elementary overflow. It's just elementary overflow. It is treated as a 3rd level Kineticist for the purpose of having Primary overflow. It's just elementary overflow. It's ju
the century. Oh, and wielding means you can't use Gather Power. A strange side note, though; the item description specifically draws low-level multiclasses, perhaps, but kineticist is not exactly a dip-friendly class. Kineticist's
Diadem: Roughly the price of a +2 weapon, you can add a reasonable 1d6 damage (or 1d8 for a physical explosion). More expensive versions of the diadem increase the cube added, Unfortunately, none of the cubes are added when you don't get elementary overflow, which is annoying as well as not included in critical hit calculations.
Still, it's at least something you can spend gold on. Other books: The big six: for you, it's unfortunately more like the Big 5. Given the time of writing that reliably increases your attack roll. Certain elements and archetypes may bypass this, as noted below. Other
than that, however, you are going to want a Resistance bonus, magic armor, etc, etc, just like any other class. Weapons: Driving Blunderbuss/Shotgun/Ammo: An early exploitation of Kineticist capabilities allowed Kineticists to channel their Kinetic Blasts through a leading weapon, and for this purpose, none quite hits out scattershot
firearms in this regard. At a low level, you'll need to be due for the driver's ammo as long as you have enough cash in spring for a full-size driver's gun. Belts: Belt Huge Constitution: Most people want to add one of these at some point during their adventurous careers, but most people are not key to almost everything they do down to the
Constitution. Pick up one of these up as soon as possible as it increases the hit points, save DC, the burn limit, and save the Fort. Belt with incredible dexterity: Not quite as important as the Belt of Mighty Constitution, but still very important, especially if you plan to have a lot of attack rolls or AoE infusions. If you have a solid constitution
already, you might want to add one of these up instead of on the road to the Belt of Physical Might. Belt of Physical Might: Unless you're playing with automatic bonus progression or innate item bonuses, this Belt you'll probably wear from the moment you can afford one that ends your campaign. Most kinetic wants a belt keyed in dexterity
and the Constitution, but some variants, especially the Primary Ascetic, can be used as one of the keys to strength and constitution. Belt for physical stats to be effective. You really only want one of these if you have money to burn, or if a good size falls on
your lap in random loot. Body: Monk's Robe: If you're an elementary ascet, it makes you a little better at what you do while increasing your unarmed strike damage. Otherworldly kimono: The +4 Resistance bonus has gone nice, and the +4 bonus roller level controls are especially useful for energy explosion Kineticists looking to break
through magic resistance or kinetic wanting to take advantage of the Kinetic Blast's counter-spelling skills. The ability to cast Maze once a day is the icing on the cake. Chest: Fast Running Shirt: There are a lot of places where the kineticist could use an extra step of action. It automatically collects energy, enters kinetic blast range, is
removed from enemy attack range; only 1000 gp, it's a solid choice. Tunic careful casting: the kinetic blasts provoke AoOs, making a boost in concentration controls useful. Especially if you ignored my advice earlier on spending a full round gathering power and need to have your concentration check it doesn't explode. Shirt for torching: It
may be interesting for pyrokineticist to wrestle-focused build, focusing on grabbing enemies, lighting the fire and not letting go. This seems really too tricky to be truly effective, though, especially considering the whole No Full BEAN: thing. (See next post!) Feet: Boots for striding and springing: classic magic boots. No one can say no to the
+10 movement speed. Hands Gauntlets is a trained maneuver: If especially like a certain infusion, you can pick up a pair of gloves to make them a little more likely to hit. Glove squeak: You have to keep at least one hand open does not make them a little more likely to hit.
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training, then these are a solid choice item. If not, leave it completely. Head: Grappler's Mask: In the end of this guide, I swear I'll find a way to make Grab You and Light on Fire Wrestle Kineticist work. And give him a happy Luchador name, for that's the way it is. Jingasa the lucky soldier: Due to the limited options of defense, an extra +1

is an unsuccessful dim bonus ac nice. The effect of the fortification will also keep you are nemy doesn't make the Will save. Crystal Tiara: Fill the Ice King/Snow Queen set wit palace out of the ice. While hydrokineticists can do some of these tricks on their own, whey buff an important stat in class. Even if not the headband inspired by wisdom increase hem a bit of long-distance healing, if not, let it go. Headband is the counter spelling: If	h this riveting Tiara, which is a 1000 gp, (and 30% of the WBL, but the tiara doesn't offer a nice selection of items at a fairly decent priceases the weakest save. Phylactery on Shepard: Ask your DM if kinds	judging by this post, you can't really use it all that much anywa ce, especially since this price saves you three or four Utility Tal etic healing counts as Lay on Hands for the purposes of this ite	y), basically make you a walking Disney music track. Create ice elements. Headbands: Headband of Alluring Charisma/Inspired Wisdom: Item. If so, it makes for a very large element of Kinetic Chirurgeon (or re	mentals to take the stairs out of the ice and create a you are an elemental ascet or overwhelming soul, eally any kineticist with Kinetic Healing talent) to give
Healing Hands: Add this pile Of Good Kinetic Healing Can Work With Lay on Hands It noney around, spring one of these instead of the standard Cape. Wrists: Wristbands of the level, and that arguably the best ability, the critical belief increase, does nothing deflection bonus against long-range attacks is made redundant with a Ring of Protection just including rings with particular attention to the kineticist. Ring of Counterspells: AC. Useful for everyone except hydrokineticians who do this for free. Ring of Retribution	ems. Shoulders: Cape of Free Will: It's pretty much like a Cloak of For the Quartet: El Fuego Fuerte continues to collect items. Bracers of to affect kinetic blasts. Spellguard Bracers: More bonuses in concesion +1, and DR/Magic will probably never come up by the time you of With 4000 gp and one of the at-will SLAs, you can stop the enemy	Resistance, although with a 50% price increase, you can buff yof the Hawk aim: They're about as expensive as an amulet for ntration means less getting interrupted during blasts. Arrowma can afford them. Rings: Since there are quite a few rins that are Kinetic Blast. If you plan on fighting another kinetic a lot, it might	our weakest save, Will, for an extra +1. Even without mythical power, Mighty Fists +1, and bonus for long-distance blasts as well as a free S ster's Bracers: Almost 14,000 gp worth it once a day quickened true se useful for pretty much every possible character (Ring of Protection, I be worth your time. Ring of Force Shield: Keep your hands free which	it's still a pretty good deal. If you have a little extra Skill Focus (Sighting). The downside is that it doesn't trike? Maybe if you need anything in this slot. The Ring of Freedom of Movement, Ring of Evasion, etc.), le still maintaining some semblance of respectable
ISO 8601) Pattern builds on Kineticist credit, there are a large number of character confirmed are precious few Kineticist-specific feats, and even fewer of these are actually about the kineticist's shortcomings in this guide, I really just let it go. Although I use my infusion: Entangling Infusion 6. Utility Talent: Veil Mists 7.) Extended element: Air. Featonus Talent: Sparkling Mirage 16.) Utility Talent: Reverse Shift 17th) Infusion: Impale	oncepts that can be made within the class. Below are some sample all good. Unless the feat is essential for the progression of a particuly favored energy type cold to build on this, it can tweak it to any kind at: Extra Wild Talent (Air Cushion) 8.) Utility Talent: Elemental Grip (e. 18th) Utility Talent: Tidal Wave 19.) Infusion: Flurry of Blasts 20.)	classes that I've whipped up in order to get an excellent class ar build, feats usually remain at their discretion. Feats that are d of energy-focused Kineticist. Spoiler Show 1.) Element: Wate 9.) Infusion: Torrent 10.) Utility Talent: Wings of Air 11.) Infusio Utility Talent: Wind Manipulator The Mountain: The Mountain is	with a wide range of versatility. In most cases, pretty much all kineticise good of any nature (better initiative, leadership, etc.) are good for kine (Cold). Infusion: Extended range. 2. ) Utility Talent: Slick 3.) Infusion: Staggering Infusion 12.) Utility Talent: Celerity 13.) Infusion: Wall Us the physical equivalent of the Snow Queen, which focuses on dealing	ets have the same covers and needs in terms of feats. eticist as well. Snow Queen: I made a lot of complains i: Draining Infusion 4. Utility Talent: Icewalker 5.) tility Talent: Talent: 15.) Extended element: Water. g with damage from physical explosions. Although I
and as an example here, it is pretty much replaced by any other physical element (light nfusion: Kinetic Blade 4.) Utility: Earth Climbing 5.) Infusion: Entangling Infusion 6. Ut Greater) 15.) Extended Element: Bonus Talent: Earth Walk 16.) Utility: Reverse Shift nakes these decisions pretty irrelevant in the long run. El Fuego Fuerte: Like I said, I pood, but it's going to be interesting. At least that's something no enemy will see. Spois apping turtle clutch. Equipment: Gloves for skilled maneuvers. 6.) Utility Talent: Flat	ility: Tremorsense 7.) Extended element: Earth. Bonus Talent: Rare 17th) Infusion: Wall 18.) Utility: Seismic Master 19.) Infusion: Anyth really want to find a way to make this build work. El Fuego Fuerte utiler Show Item 1: Fire. Infusion: Kinetic Fist. Feats: Improved unarm me Jet 7.) extended element: Air. Feat: Extra Wild Talent (Air Cushi	E Earth Infusion 8.) Utility: Shift Earth 9.) Infusion: Impale 10.) Using * 20.) Utility: Anything * Anything * At this point, we have the ses his huge muscles and literally burning passion to keep his led strike, better wrestling 2. If not, just pick up fire sculptor. 3. ion) 8.) Utility Talent: Smoke Storm. Equipment: Ing immolation	Utility: Earth Glide 11.) Infusion: Kinetic Whip 12.) Utility: Stone Sculpt be best games on battery, so feel free to pick up anything that seems in enemies on the ground as they burn the ashes away at Fuego's crush of Infusion: Burning infusion. Feat: Biting Turtle Style. 4.) Utility Talent: in 9.) Infusion: Eruption. Feat: Bigger Wrestling. Gear: Champion's Wrestling.	13.) Infusion: Deadly Earth 14.) Utility: Shift Earth nteresting in the last two slots. Besides, Omnikinesis ning grip. I never said this structure was going to be Cold Adaptation 5.) Infusion: Scorching Flame. Feat: estling Mask* 10.) Utility Talent: Wings of Air. 11.)
Infusion: Unraveling Infusion 12) Utility Talent: Kinetic Form 13th) Infusion: Explosion of the rules of creating a custom element doesn't actually exist; this is an extrapolation of the rules of creating a custom provides. While this is certainly the rules, be sure to work with DM regarding the available of the going to use an example of a man's mother's Knowledge of Alkenstar with weap you stick to energy attacks (since you need the touch attack element if you've got you only only on the state of the touch attack element if you've got you only on the state of the touch attack element if you've got you only on the state of the touch attack element if you've got you only on the state of the touch attack element if you've got you only on the state of the touch attack element if you've got you only on the state of the touch attack element if you've got you only on the touch attack element if you've got you only on the touch attack element if you've got you only on the touch attack element if you've got you only on the touch attack element if you've got you only on the touch attack element if you've got you only on the touch attack element if you've got you only on the touch attack element if you've got you only on the touch attack element if you've got you only on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if you've got you on the touch attack element if	magic element. The mask is basically just a head slot magic elementability of this item. If DM doesn't allow it, check out the Anaconda Colons, and mix it with the elf's father's magic skills to bring the Arcaner weapon). Be warned, this build will take some levels to come onlinion: Scorching Flame. Feat: Craft Magic Arms and Armor 6.) Utility:	ent with continuous use lockjaw magic, which gives the benefic oils Belt and Final Embrace feat to create a similar effect. The le e Archer concept to the next century. Since I nicknamed this but he. If you hurry, you can dip the Gunslinger level to access the e Flame Jet 7.) extended element: fire. Bonus Talent: Smoke Si	ciary the grab ability to a natural attack of the roller's choice, as well as Dezda: This build focuses on using a leading firearm to add a little pur uild the Dezda, we will be stuck in fire and air as primary elements. Yo blunders early. Spoiler Show Race: Half-elf. Racial trait: Ancient Weatorm 8.) Utility: Fire Sight 9.) Infusion: Torrent 10.) Utility: Flame Jet (Communication)	the +4 typed wrestle bonus that the grab ability inch (and accuracy) to the kinetic blast. In this case, u can swap out any other type of energy, as long as pon (Blunderbuss). 1. ) Battery: Fire. Infusion: Burning Greater) 11.) Infusion: Unraveling Infusion 12.) Utility:
Trail of Flames 13.) Infusion: Wall 14.) Utility: Flame Shield 15.) Extended item: Air 16 penders! Appearance. This build uses Kinetic Blasts as more of a flourish on top of no style fighter. (The author of the guide does not take responsibility for such a character Kinetic Blade 4.) Utility: Telekinetic Catch 5.) Infusion: Extended Range 6. 7. Expande infusion: Chain 14.) Utility: Celerity 15.) Extended element: Ether. Bonus Talent: Force as you want, as there is some overlap there, and you will have plenty of time to play a	rmal melee attacks. Don't forget to enchant your sword with Brillian being as bad, if not worse, than the Star Wars prequel.) Spoiler Sh d Element: Air (Tram) Feat: Extra Talent: Air's Leap 8.) Utility: Telek e Barrier 16.) Utility: Telekinetic deflection 17.) Infusion: Manythrow	t Energy. (Or get a Sun Blade or null blade.) For bonus fun, yo ow Race: Half-elf. Race feature: Bastard Sword 1. Telekinesis. kinetic Maneuvers 9.) Infusion: Foe Throw 10.) Utility: Touchsig 18.) Utility: Reverse Shift 19th) Infusion: Disintegrating Infusion	u can turn off Ancient Weapon (Bastard Sword) with the Ancient Wea . Infusion: Impression of the infusion. Feat: Weapon Focus (Bastard S ght (Greater)* 11.) Infusion: Wall. Feat (Extra Talent: Self Telekinezis ( n 20.) Utility: Spell Deflection * With this special combination of elemen	pon (Two-Bladed Sword) if you want a Darth Maul word) 2.) Utility: Telekinetic Finesse 3.) Infusion: (Greater)/Wings of Air*) 12. Utility: Drowning 13.) hts, 10. You can have fun around the order as much
Thoughts 2015-08-05, 3:22 AM (ISO 8601) Originally posted by Kira_the_5th Reserve and not much of a price. The price of Hollow Rod and Vril staff puts them out of range work: Take a level kinetic of any kind of energy explosion, and kinetic blade power. Take assessment of Force Ward is quite strange to me, because to me it's pretty obvious the day to fill in elementary overflow and then survive without having to burn more if the Awesome Bone Knight Avatar by Chd. Spoiler: Quotes Show Originally Posted by AG	for most games. And that's it, it's the only three kinetic elements in ke the other levels of UnRogue or Ninja. It seems to me that now you at this is probably the strongest elementary protection. A kineticist dey're really into a corner. If you start the day with 6 points in Force	the book. I hope Advanced Class Origins brings some goodies ou can make a full attack like touch attacks, a couple of times a can't rely on being able to burn every round that is relevant bed Ward, it's 80 temporary HP. So you're at 40, but you regenerat	s. Last edited by Arutema; 2015-08-05 at 03:28. 2015-08-05, 3:39 (ISC a day, right? Along with the sneak attack, it'd be nice. 2015-08-05, 04: cause it can only take 3+ Con to burn daily. So you have to find a way the 4 times a minute until 80. Please use them/them/theirs when referring	O 8601) Thank you, great guide! Question is, does this 38 AM (ISO 8601) 2015-08-05, 11:49 (ISO 8601) Your to get the buyer to burn enough at the beginning of ng to me in the third person. My Homebrew (PF, 3.5)
equipment in this class, even the OA. The kineticist Diadem adds a pity, but only if it was driver's ability to ammo enchants a large, it allows you to channel an energy kinetic explink back zone and even multiweapon combat. The fact that the kinetist can make hir include physical explosions and is resolved as a touch attack, arguably at the expense will be in the range of making these attacks without provoking AoOs with the enemy attrawing/mingling weapons if you need to change modes. (Of course it's not going to ke	rould be an elementary overflow and not much of a price. The price plosion (substance infusions) into a long-range attack 1/round, or a nself huge can allow things like a huge driver capable of double-bare of range (20ft range increment). 2015-08-08, 3:00 AM (ISO 8601) vailable. Protecting water as a shield bonus helps keep up with AC	of Hollow Rod and Vril staff puts them out of range for most gan energy kinetic blade in a melee attack in 1 round. That might rreled shotgun or gargantuan bastard sword is a vital strike to solve I rate kinetic blade and ride the blast higher in person. Yes, it solve and keeps the earth and ether stable. I found a blade kinetic words.	ames. And that's it, it's the only three kinetic elements in the book. I had sound nice meh, but it end up being pretty decent when used on amy some very decent damage as well. Level 3 of the Cartomancer archet seems the class is designed to blast from a distance, but the kinetic blast it a walkable switch-racket, with the slight bonus of blasting the weal	ope Advanced Class Origins brings some goodies. The mo where the austerity doesn't matter, daggers with a type witches also allows for a similar situation, but can ade allows you to fully attack and ride the explosion bon, so there are no actions filled with
controller. Take the Kinetic Whip and the Kinetic Form. Together with a 20-foot-tall are Earth is a good element of this concept anyway) and let it deal with piercing damage. See the nice thing from the first level. You need to level 5 at least do this without swallow use them, even if you were going to acquire them in some other way. Losing infusions are infusions or Wild Talents to the Mercies and losing Metakinesis to Metahealer was Driginally written by Mark Seifter infusions and metakinesis do not cost on their own;	ea. This is actually useful, considering damage the Kinetic Blast can Now wielding a lightweight, one-handed piercing weapon - which n wing burn and add something useful (such as entangling infusion) y means that the entire offensive arsenal is now limited to a 30-foot of bould have been a good way to do this without completely crippling the	do. If you hit, of course. A build would have to mean boosting neans you can use Swordmasters Flair (or grab Stamina to use you need to have level 10. Also, IMO has rated Kinetic Chiruge range Kinetic Blast that just ever does damage to anything else he class. 2015-08-08, 11:07 AM (ISO 8601) Metakinesis comb	your AoOs, ideally triggering more of them and adding accuracy to the several times, or just buy more because it's cheap and slotless) to a on too high – it should be solid red. The reason for this is that you lose. This archetype could have been fair if it had not done that (and remustion cost completely reduced gather power. I made a post on paizo	em. If you want to be extra-cheesy, pick Earth Blast dd an additional 5 feet to achieve. Of course, it can't e all infusions. It also explicitly says that you can never ove infusion specialization). Just the opportunity to forums, got the next response (like 3 minutes later).
This is the first real experiment in a manual, so all inputs are appreciated. I'm combing lefense talent, Force Ward, is pretty big on the surface. You get temp HP matches the ncrease the force ward you get extra temp HP equal to half the level of a point spent of the force ward doesn't regenerate over time, but do you have another couple of hit point egenerating temporary HP shield, which now regenerates faster, get 6 regular HP addresses.	through SRD right now to finish the equipment, so hopefully I can go level that regenerates over time. The problem here is that the stroon the burn. So investing 3 points burns, reducing the maximum HP nts that regenerate worth taking away more that could have been unded because putting the Elemental Overload in stat growth at Confidence.	give you the update tonight. After I finish there, I'll go back and inger version you win as the buyer burns an increasingly terrible by three times the level, you are one and a half times your leves for anything, including using them as hit points? Okay, let and Dex, which also gives a total of +3 to hit and +5 damage (2)	make some updates to the main guide before ingly ing the pattern but e bargain. Where other talents can feed the burn, they don't give extravel in extra temporary HP. Congratulations, you just paid a few of your stake a look at this on level 6. At the beginning of the day, you get 3 parts and 1 to Dex/Con boost, which I think is also a +1 AC, Ref, a	ilds. 2015-08-08, 04:27 (ISO 8601) Ether: Ether's a hit points. With the adoption of burn points to limited resources to lower your max HP. To be fair, points of burn, 18 non-fatal damage, 9 for your nd fort) – At this point, you're effectively down to 3 hp
and have a full day bonus of attack and damage. It should also be taken into account to saying it's wonderful, but it's better than you think. 2015-08-08, 4:55 (ISO 8601) We've the Elemental Overflow damage bonus or choose another Wild Talent. Crystal Tiara—class. Take the money you save for the gun, enchant you, and buy one of these. The equipment as well as five sample builds. If anyone has any suggestions for items you Galain question, it would be this work: Take a level kinetic of any kind of energy explosions.	e been working on some Kineticist builds for the RotRL campaign, a This is a very good buy if GM allows you to pick it up. Remember to Belt of Physical Might (Dex and Con) is also quite an obvious choice might have missed, feel free to comment so I can add that to the give sion, and kinetic blade power. Take the other levels of UnRogue or	and some thoughts on options for an ice-themed character. Par hat level 10 it gives you an ability similar to Ice Path 10 minute e. As I looked at the traits, I saw the characteristics of the Ice V ude. The platoon of multiclassing and variant multiclassing is s Ninja. It seems to me that now you can make a full attack like	ty Elf is probably my favorite tournament in this class, not only at +2 for sper level every day. Spending 1000 gold can free up two Wild Talen Valker. Not bad to grab if you plan to use Slick early. 2015-08-10, 10:0 till a few days out from completion, but now it looks like VMC Barbaria touch attacks, a couple of times a day, right? Along with the sneak att	or each stat, but also for the opportunity to either boost ts. Cape of Free Will is a pretty obvious choice in this 04 (ISO 8601) All right, we've added the first round of in is your best friend. Originally posted by Kurald ack, it'd be nice. On site I thought: I don't think that's
going to work. It only works with physical explosions before remembering that it was o can't rely on being able to burn every round that is relevant because it can only take 3 t's 80 temporary HP. So you're at 40, but you regenerate 4 times a minute until 80. Or Elemental Overload in stat growth at Con and Dex, which also gives a total of +3 to hit completely blocked by your ward, it does not have any negative effects. I have a playeriend, I came to the conclusion that I was really too tough on Force Ward. While I still	+ Con to burn daily. So you have to find a way to make the buyer be iginally posted by Worguron Ok, let's look at this level 6. At the begt and +5 damage (2/4 base and 1 to Dex/Con boost, which I think is er who has an ether kineticist in a game I run, and he's already denicted don't like how cumbersome it is, it really wasn't that bad being force	urn enough at the beginning of the day to fill elementary overflo inning of the day, you get 3 points of burn, 18 non-fatal damag s also a +1 AC, Ref, and fort) – At this point, you're effectively of ed the Spider's venom, and another creature is bleeding with he ad into the bottom category purely to be mechanically weird. I'v	ow and then survive without more burn if they're really forced into the ce, 9 for your regenerating temporary HP shield, which now regenerate lown to 3 hp and have a full day bonus of attack and damage. It shoul his Ward. I'm not saying it's wonderful, but it's better than you think. Of re re-rated it as green. Originally posted by Serafina Is, IMO is rated K	corner. If you start the day with 6 points in Force Ward, es faster, get 6 regular HP added because putting the d also be taken into account that if an attack is n. After reading his answers and discussing it with a inetic Chirugeon too high - it should be solid red. The
eason for this is that you lose all infusions. It also explicitly says that you can never us that not done that (and remove infusion specialization). Just the opportunity to trade ability to do things other than heal, if i really don't have to be good at healing. I also tricklike 3 minutes later). The topic in question anyway, I like the guide, I'll probably use it probably my favorite tournament in this class, not only at +2 for each stat, but also for evel every day. Spending 1000 gold can free up two Wild Talents. Cape of Free Will is	infusions or Wild Talents for Mercies and losing Metakinesis to Met ed to make the Healbot build the pattern build and realized exactly h myself! Fantastic! Accordingly, I changed the rating of Metakinesis. the opportunity to either boost the Elemental Overflow damage bon a pretty obvious choice in this class. Take the money you save for	tahealer would have been a good way to do this without going thow bad it really was. It's turned red. Originally posted by Syrust Originally posted by NightbringerGGZ I've been working on so lus or choose another Wild Talent. Crystal Tiara – This is a ver the gun, enchant you, and buy one of these. The Belt of Phys	completely in class. God, you're right. When I first wrote that rating, msRayne Metakinesis burn cost completely reduced by Gather Power. It is the Kineticist builds for the RotRL campaign and some thought about y good buy if GM allows you to pick it up. Remember that level 10 it goical Might (Dex and Con) is also quite an obvious choice. As I looked	y mind wasn't quite around how much it ruins my made a post on paizo forums, got the next response options for an ice themed character. Party Elf is ives you an ability similar to Ice Path 10 minutes per at the traits, I saw the characteristics of the Ice
Walker. Not bad to grab if you plan to use Slick early. I added all these to the list. excellabout Blood Kinetic. With Blood Focus, you can also use other infusions of things that ake Expanded Element: Water a second time. With Blood Blast, you don't actually nespecialization should reduce the burning cost by 3 blasts so you are negating most (if if there is no Kinetic healer you can also use vampiric infusion, but only cure half the day who actually played seems to have felt left in the dust by the other parties. The Burn the	do not have blood or are immune to bleeding, just not the ones witled to double your water. It just says that things are different for you not all) the cost of vampiric Blast. If not (such as foe throw form infulamage. The wording is a little embarrassing, but I'm sure it's design	h archetype (Wrack, Bleeding Infusion, etc.). The catch is that when you double up as normal. Finally, with Vampiric Infusion usion instead of wrack), there is still an option for gathering powned to still cost a point to burn that healing, otherwise it would a	most other infusions that could be used for hydrokinetic use of cold or , I think I have a problem that is both undervalued and that is somewh ver. Then you say that after the Condition you can use Kinetic Healing actually be better for you to do kinetic healing. 2015-08-14, 08:00 (ISC	ice blasts instead, and you can't get these until you lat poorly written. By the time you receive it, infusion yourself (effectively as a free action) at normal prices. 8601) I also think it is too strict for kineticist. No one
As a long-range weapon, you don't have to be tougher than that. If you're going to be a he dead, which cannot be taken lightly. (2) Don't get your panties in a knot about whe you get a Con boost from it for free. By the time the overflow is taken advantage of by more than makes up for the BEANS and the accessory bonus to be paid. You also only Burn as punching himself in the face. Think of it as a substitute for part of the body in this discussion civil and refrain from condescending to their dissatiscending. Originally	a Jedi, you probably have more DR and AC than an Invulnerable Rather or not you need To Burn. It should be up to the optimal amount 4 Burn, it will have a +4 Con element. You can afford it. The best was need to reach the full BEAN, which is almost never difficult. You with the element. You're welcome to fire in your blood, calcify your bone.	ager, so you don't have to complain much.; o) Do not cry for Hit, which is what you need to fill overflow. It's just a point in the vay to burn, of course, is to boost your defense powers or utilitivall never be punished for rapid shot or deadly target. Finally, for sin granite, and make your nerves lightning. You're awesome.	P you will be placed burn; That's what they're for. Also, the non-fatal of 3rd. By the time you take the second Burn, you've purchased a Con it es like Flame Shield or kinetic form. (3) There is no accuracy problem or most builds, you can use a touch-attach option and/or reflex-save of 2015-08-14, 11:49 (ISO 8601) Originally written by Catharsis Do not	amage greatly increases the buffer between dying and em. At this point, you can also take 3 Burn because . You get +1 to reach all 3 levels of overflow, which ption. There is no accuracy problem. (4) Don't think of get your panties a lot I appreciate your efforts to hold
bunished for rapid shot or deadly target. Finally, for most builds, you can use a touch-avith an ill-designed feature. Please use them/them/theirs when referring to me in the tanchovies I appreciate your efforts to keep this discussion civil and refrain from conders+Con rounds a day, you are playing a class with an ill-designed feature. I don't agree non-Archer injury dealers. When you do the calculations, do you take into account (1) sustainable without per-shot Burn cost. Then there's also the debuffing riders, the gray	attach option and/or reflex-save option. So? You still have an injury hird person. My Homebrew (PF, 3.5) Awesome Bone Knight Avatar scending to their dissatem. Sorry. It sounded less offensive to me to here either. I'm sure a purposeful archer can evict a kineticist, but maxed-out overflow, (2) Empower ranging from level 5, (3) Composed	problem and even if you never miss a shot you can suck it ever by Chd. Spoiler: Quotes Show Originally Posted by AGrinning han it looks. So? You still have an injury problem and even if y they're the kings of DPR in pathfinder. For a class with as muc site to 11th, (4) Empowered Composite to 16th, (6) Quicken to	en if you don't deal with the right damage. If you can only do equal dar I LayCat on hand? I'd rather lay your eyes on this sick elbow drop! 20: ou never miss a shot you can suck it even if you don't deal with the rig h utility as the Kineticist, it would obviously be OP for them to also bre 19th, (5) to aforementioned accuracy, (6) very high standard-action d	nage in 3+Con rounds a day, you are playing a class L5-08-15, 3:17 (ISO 8601) Originally written by Extra 11th damage. If you can only do equal damage in ak the DPR ceiling. They will surely keep up with the amage, and (7) AoE attacks? All of these are 100%
buy a high primary plus belt/headband, vanilla magic weapon, and default feat like Poulamage. It is one-hit at +7 (beans) +6 (dex) +3 (overflow), or +16 in total. That's plenty will take Weapon Focus if it bends. Rather, the point of the wizard deals twice with the average damage per hit. Now a villain takes slightly less damage with the sneak attachat goes to 116. Now the villain doesn't require a sideguard buddy to pull this off, but weapon, with 48 damage; plus three regular attacks (spell combat, haste, iterative of -	wer Attack or TWF. For convenience, I'm counting iterative attacks of to hit touch AC pretty much all the time. The wizard would do 12de damage of kinetic. Now without optimization, the sorc has 24 spell k (1d6 weapons +5d6 sneak attack +6 dex +3 magic weapons, 29 at these damage figures are impressive. Even without wings, it receives	(those with -5 penalties) for party damage, although it really se 6 (scorching ray) 12 (draconian bloodline) or 54 average dama slots at level 2 and up, so you can effectively do this all day if average), but you can do so four times per wheel when fighting es 50 damage from the sheer number of attacks. Magus? Cast	Ills them short. The kinetic can make long-range touch attacks do 5d6 ge. It's a to-hit of +5 (beans) +4 (dex), +9, but still sufficient to hit touckyou choose. It doesn't look good on Kinny. What else is there? Let's s with two weapons. Two of these are at -5 to reach; Still, that adds up tenhanced taser to grab and any further increase in sheens that ends	(base) +3 (half con) 6 (overflow) or about 26 average in AC almost always; plus the sorc has buff spells and ay you're using standard AC, kinny can take 34 to an average of 87, or if joint buff Haste is active, with that 1d6 (weapon) +10d6 (grab) +5 str +5 magic
elemental rage or whatever) or 33 damage, as well as secondary to -5. Average damental rage or whatever) or 33 damage, as well as secondary to -5. Average damental rage or whatever) or 33 damage, as well as secondary to -5. Average damental rage of the control	age, 49, or 82, if Haste is up. Touch attacks, Wizard: 54Kineticist: 26 el 10 of kineticist can be applied to two Burn value infusions at no cut that's where the accuracy problem starts kicking in naturally, whe if you target AC) or leave chances or damage reduction (if the targe lue infusions at no cost, no charge, Enable the explosion through to	6 Regular attacks, Hasted accompanying rogue 116Flanking visost and authorizes the explosion via energy collection. Empower you look at infusions, it just becomes apparent just how little et AC), against which you can't do anything, while other classes collect energy. That was exactly the point. People who criticize	illain 87Magus 82Hasted barbarian 82Hasted non-lateral villain 50Bar vering would increase the damage by 50%, so the numbers would be 3 the Kineticist actually gets all day. You can apply a handful of substa is don't have quite a few options. The optimization imator is just much the kineticist often just look at the base damage from the explosion.	barian 49Kineticist 34 Yes, it seems to me that as 39 (vs. Touch) and 51 (vs. AC). Instead of nces or form infusions, none of which are really much higher for them. 2015-08-15, 05:33 AM (ISO 8601)  It's like looking at a combative assid without
hat a full attack with a sneak attack is far from as ordinary as you'd like. Similarly, I've backage. Each item can be added to an AoE already on 7 (1st of the fire), which can rabout entangling or tripping (or later shocking or dispel) the enemy for free? And yes, Catharsis; 2015-08-15 at 05:44. Catharsis 2015-08-15, 06:02 AM (ISO 8601) Originally plance there aren't many good infusions of 2 burn or less, but you could do Breakout fixtill be only a handful of times a day. Unless I miss something else? Originally posted	played the Magician before, and the time per day he could pull off the nultiply the damage by one factor more depending on the configura I mean, free, that's what I.V. specialization is for. Are you worried all y posted by Serafina That fair, level 10 of Kineticist can be applied for free to make it a 10-radius explosion. And the storm of explosion	the more intense shocking Grabbing combo is quite limited. As tion (although hitting at least 2 enemies in an impale or eruption bout the resistance and the DR? Most builds will have both opto to two Burn value infusions at no cost and empowers the explosions, of course, but there's that silly limitation that further explosions.	for infusions: I do not understand why they should be discounted; Then seems very easy to achieve). It already brings them as much as who ions available at level 7. If your enemy is, you've basically clustered so ions through to collect energy. That's a good point. Well, that's why it is to the same target only take 1d6 damage. But infusion spec doesn	ey are an integral part of the Kineticist all day at the military arts can do. And what exactly is weak hots with built-in right into the blast. Last edited by s a new class, and we're still analyzing it. At first 't seem to reduce the cost of empowering that it would
88 per person (possibly +burning, if Fan of Flames was used) Empowered Energy + E Vizard's scorching beam of 36. If you feel like a limited resource, like an empowered s hits. With a physical amplified blast of 50 damage, on par with the barbarian, and you lay is an extremely bad argument. All day, in fact, the default in this game. Each build centered around it all day. Because we always put on using a few resources – at least	Intangling: 38 + tangled (rooted after 2st attack) Melee total attack: scorching Ray, you have to compare that kineticist to a limited resouget a free Entangle or Travel with him, or you can impale several er that uses attack reeds to cause damage, in fact, can do so all day. for healing, unless our encounters are so simple that they don't take	39 (+burning) Melee total attack in Haste: 59 (+burning) (I'm cource like doing a full melee attack on empower. It'll give you 59 nemies with total damage. I've never heard anyone complain a The Two-Handed Beatstick does not use any resources. Archice any harm at all. What to look at is that you have reliable according to the course of	ounting iteratives as full here of Touch, and Kineticist's attack bonus by damages or 88 with Haste. Physical: Similar, although melee is slight bout the barbarians' damage. Last edited by Catharsis; 2015-08-15 at er doesn't use any resources either (arrows are cheap), so you can do ess to this. Even if we take a powerful scorched Ray without metamage	onus much higher than the wizard.) Compare it to the dy less effective, given the iterative lower chance of 06:08. Catharsis 2015-08-15, 06:14 (ISO 8601) All o it all day. But more than that, the game isn't even gic cost reduction, the 10th-level Wizard has at least
That magic slots, which cast that spell. It doesn't take a full-scale action - but the Kinetic power, and tag three point infusions. It deals with 12D6 +12 damage, but targets normage to the boot and possibly quarter damage if the targets make the relamage and possibly quarter damage. So the best option for injury is a 10 foot bust, we but wait, you can say that you can do more with Burn!. Well, yes, that's certainly true, sound so bad. But keep in mind you might spend more than a point on what you want spends Burn. 2015-08-15, 06:16 AM (ISO 8601) Originally posted by Kurald Galain Go	ral AC. Probably +3 elementary overflow, probably 7 Constitution ar rescue. Eruption: 10 feet radius up to 120 meters away. Fan of flam which does 67.5 damage with an average of up to four goals if they'r The thing - you are sharply limited by how many times a day you ca – you might spend two or three, which puts you down to three or fo	nd 1D6 is a Kineticist of Diadem. So, 13D6+22 damage, which les: 15-foot cone. Sknar: 30-foot line, but the attack roll instead re all grouped together. So AoE damage is not a great game-clan do it. The 11-level kineticist here can only spend 9 points to our daily uses of special power. It's similar to the Paladins Smite	averages 67.5. With AoE damage, you may have these options: Cylc of saving throws. Spray: 30-foot cone, but only half damage and post hanger for Kineticist, since AoE options tend to be bad. They cover sn burn per day when you begin the day maxed out with elementary ove e Evil - but the Paladin also gets spells and lurking. It just doesn't run of	one: 20 feet burst around you, which is no longer so sibly quarter damage. Torrent: 30 foot line, again half naller areas than spells and often cause less damage. rflow (you need accuracy). Well, 9 points might not out of resources as fast as a kineticist who actually
effects that are free of charge in any attack. Even if your BEAN is lower than your mar contributes to DPR), Torrent is ok for energy (especially electricity, where you have to loesn't seem to reduce the cost of empowering that it would still be only a handful of the century. How about comparing the 9.;0);0)	tial arts, you get a free ride experiment in all round bowling – you do get a 60 line out of Air's Reach), and Impale only spectacular Geos	on't have to work all the time to make it worthwhile. As for form s (total physical damage to all enemies hit!). You can do these	infusions, even the first-level Fan of Flames can hit more enemies wi for free even with a standard measure and combine them with Empov	th total energy damage (half of the backup still ver if you have a step to spare. But infusion spec

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