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Pathfinder kineticist archetype guide

As a general assumption, the kinetic class relies on the idea of fictional mediums who can dramatically change an element. Pyrokinetic firestarters, geokinetic, and so on. However, contrary to the traditional concept, kinetics can actually summon elements anywhere, rather than manipulate what is present, which is important to a character that doesn't end up being twisted by having the wrong environment with powers to work as a hydrokinetic in the desert or a pyrokineticist at the bottom of the ocean, and so on. Today, however, we are looking at an archetype that requires partly local materials, but is also more versatile than most. I'll give you the terrakineticist! Do not confuse its name, as terrakineticists are not limited to its geokinetic power, but rather draw their strength from the terrain, their strength varies between the various available elements associated with their current location. While this means that there are more tricks to the vagina than any other kinetic, all but the strongest of them is limited to just one power at a time and they can't mix elements the way other kineticians can. Essentially, terrakineticists gain all the elements (including empty elements like text specifically say that any item not included that has been added before or after can be released at GM's discretion), including simple explosion and defensive talent. Furthermore, each time they receive an infusion or utility of wild talent and choose one that is not universal, they gain an additional one for each item. However, they can only access one power supply at a time based on their location. Ether typically manifests itself in urban areas or on the ethereal plane, Air wide-open or at high altitude areas such as plains, hills, mountains, land, while underground, fire in the desert, water all wet, cold, or aquatic in partnership, and wood in all heavily wooded areas. Furthermore, any elementary plane or first world and positive energy plane can provide the energies associated with the power suite as well. The void is likely related to space, negatively related regions, or areas with abnormal gravity. Keep in mind that these biomes are generalizations, and GM's final tell you what elements are dominant, which may vary in the content or energies present in the field. This shift changes what explosions and talents are available as well as defensive talent. However, all the burns that have been reversed by defensive talent that have not yet worn over when kinetic transitions into areas, retaining a strengthened state when applicable. Initially, these elementalists gain only one explosion related to each element, but eventually they also win another basic explosion of that element and/or compound explosion, which is an element Derived from. Derived from. and a few free game talents to boot as well. The most powerful terrakineticist can devote energy in order to briefly change elementary alignment, temporarily changing which power set can access for a few seconds. An interesting and varied archetype, these kineticians can easily be considered 6 or 7 characters per one, although above which you have access almost completely out of your hands. In addition, the downside of power suites is more elementary damage types such as fire or cold are typically evident in an environment where many creatures may have resistance or outright immunity to these types of damage. As such, I suggest that the builds include talents to find ways to control the battlefield, not just dealing with damage that these elements don't render useless in their place. I can imagine that the vast majority of terrakineticists traveled well, although some could have been locked in one place or general biom for most of their lives, and might not even realize that they could command other items until later in life! Lost in the storm, the party's ship is attacked by an ancient crown horn and will take you to a mysterious island where masked humanoids live next to large reptile animals from another era and wield all sorts of elements depending on where they travel on the island. Normal magic doesn't interest most ogres, but Papa Kurruk long ago discovered a different kind of power, and now he rules over his tribe with an iron fist, sending howling winds at opponents on the mountain and crushing those foolish enough to come into his cave with stone. The gate to Flame King's Palace lies in the heart of a volcano, and both the mountain and the world are aligned with the fire. In order for the party terrakineticist to be effective, she needs to look for a sphere of real water, a relic 2015-08-04, 3:13 (ISO 8601) counts as airiding, right? The Guide to the Kineticist The Kineticist was most likely one of the most anticipated classes in the original Occult Adventures announcement. One part 3.5 Warlock, one part Avatar: The last airnerd style trainer, everything is awesome. At least until the playtest came out. The most playable version of kineticist was a mess, suffering from almost every problem under the sun; lack of accuracy, lack of utility, lack of damage, and powerset that required drowning of the user with no fatal damage just to stay vaguely competitive. Unfortunately, now that the full release is out, the Kineticist doesn't seem to have gotten nearly as much momentum as needed to. And yet, there are plenty of awesome concepts outside under the tip of fiddling details and terrible mechanics, so you still need a guide. Well, this is the section where most tutorials, the author mentions how much the guide is inspired by Guide to Pathfinder Wizards: As for God, the gold standard PF manuals that have a rating system for lingua franca are pretty much all class guides for Pathfinder today. And while treantmonk's guide is amazing, I feel like I have to take credit for Zaq's guide The beginning was the Word, and Word was Suck: Guide truenamers. This guide is not about being the most optimal path for a class because it is about being the best in a bad situation. I'm not saying the class is as broken as Truenamer. Parts of the kineticist are fully functional if they are not actually good enough. The main problem with Kineticist is more a resemblance to Soulnife (the 3.5 version, not Dreamscarred Press's much better Pathfinder conversion), where the class features of the class got overestimated to the point of being arbitrarily nerfed into the ground. With a rating system as a standard, I'll be using Treantmonk's tried and true rating system. Don't worry about it. Orange: Could be better, but could be worse. Green: Pretty good if not groundbreaking Blue: A solid pick pretty much all the time. So, without further ail, let's take a look at what kineticist can really do. Ability Scores: Strength: Unless you plan to use the Kinetic Blade or Kinetic Fist (and even then, I'm sure weapon finesse applies to those), there's not much use in having Force. Most of its capabilities either prevent it from being used or let it replace the Constitution. Skill: almost always, you will need this belief. This and the Constitution should be the highest statistics. Constitution: Pretty much everything except the attack rolls keyed down to the Constitution, and you need all hp can get. Max it. Love. Even if you're picking elemental ascetic or sweeping soul archetypes, you still want a constitution. Intelligence: The skill list is not that great and you get an OK number of skill points. It's safe to throw out. Wisdom: You need this to cover your only weak save, but that's all. Unless you've taken the Elemental Ascetic archetype, in this case, it becomes much more important. Charisma: You have very few social skills, and there's pretty much no reason to do that if you're an overwhelming soul. Leave it out. Competitions Given the favored class options are only for Core Tournaments now, I will limit my analysis primarily to them, with a few notable exceptions, below. Because of the primary reliance on constitution, almost every race makes a solid kineticist, except only for races with Con penalties (such as elves.) Furthermore, the class of utility options coupled with a shortage of must-have feats means that for once, human kineticians may not be the best possible choice for any possible scenario. Basic Dwarf Races: Increase one of the two useful features and the penalty to the stat should be used if you are not an overwhelming soul. The favored class bonus is also quite a decent damage increase, provided you want to use the Earth item. Elf: While the Dex bonus is nice, that Con penalty makes Elf kineticians suffer pretty hard. The favored class bonus is interesting, though, especially if, as RAW suggests, the damage bonus applies even if the current elementary overflow is 0. Considering that you can get the same FCB for Half-Elves, however, I'm a little reluctant to suggest a full-blooded elf is anything other than fluff or challenge. Gnome: Just like the dwarf, you get bonuses for two attributes that the kinetic wants. Unfortunately, Charisma is simply less useful than Wisdom most of the time, and the favored class bonus is really situational. Half-Elf: Half-elves gain the same favored class bonus as elves, but without a constitution penalty. Plus, a free Perception Bonus and Skill Focus is always nice. Plus, picking up Ancient Weapon (Bastard Sword) or something similar before picking up Telekinesis and Air elements makes for a nice replica of the Jedi. Half-Orc: Ferocity is very useful considering how low HP tends to dip as a side effect of burn. +2 all abilities are beautiful as always, and some combat weapon proficiencies give you a little extra coverage. All in all, the Half-Ork is a solid choice, especially for pyrokineticists. Halfling: The bonus Dex is nice, while the bonus Cha makes them excellent Overwhelming Souls. Even without the archetype, halflings are still a very good choice due to good race skills like Halfling Luck. Be warned, however, that the small-scale penalty for CMB still hurts the blasting, so it's worth avoiding any explosion that targets CMD, more like a larger kinetic. Man: People, as always, are a great choice for any character. However, normal human bonuses with an extra feat and skill point are not very useful for Kineticist, thanks to its small skill list, relying on feats, and utility powers to manage more common skills. However, if DM allows the use of the Dual Talent race feature to pick up the second +2 attribute bonus, the human becomes an excellent choice again, competing in many other tournaments. Other Species Note: Spoiler Show Hobgoblin: Hobgoblins being shockingly good kinetic, as stat bonuses line up exactly where the department needs it most. Couple it with always useful Darkvision, and there is a recipe for a wave of Hobgoblin kineticians to enter the world. Merfolk: Merfolk also carry the same excellent stat spread as Hobgoblins, with much more useful capabilities. Normally, it would balance the fact that you can't really walk, but kineticist huge piles of utility powers that affect your movement speed or allow you to create huge amounts of water balance to how Even without the Strongtail race feature it brings the earth's speed up to 15 feet per round, at the cost of 20 swimming speed, which is hydrokinetic easy to recover from waterdancer. All the different +Dev/+Cha Tournaments: There are a lot of these, and most of them work the same way: They make solid kineticists and better Sweeping Souls. This list includes, among other things; Kalfolk, Dhampir, Kitsune, Drow, Div-Spawn Tieflings, Azata-Blooded Aasimars, etc. Special Note: Tieflings and Aasimars: As mentioned above. Tieflings and Aasimars are so diverse in their construction that they can form one of almost anything you want. I'll come back and make a separate entry focusing on them later, ideally after favored class bonuses get released to them. Last edited Kira the 5th; 2015-08-18 at 01:42. Avatar by Doran Liadon 2015-08-04, 03:14 PM (ISO 8601) The class: First, let's take a look at the basic chassis of kineticist: Alignment: Everything: So far, so good. The last thing this class needs is some kind of alignment restriction. Hit Die: d8. For most classes, it wouldn't be so bad. A kineticist, however, the d8 Hit Die is one of the worst things that could have happened to him. At least it's not a d6. Base attack bonus: 3/4s BEANS would be fine in most gishy classes. Not here. Since there is no reliable way to boost your attack outside by punching yourself in the face and more Elementary Soccer that rely on physical, full AC-targeting attacks, the Kineticist lags behind in its own to-hit. The worst part is that there really is no reason for kinetic not to complete BEANS. The touch of the target would be very accurate, but so would the gunman, who not only receive touch attacks on the beans, but also special permits for Deadly Aim and the like. Blasts can't be used for iterative attacks by default, and wild talents that allow iterative attacks to lower any blast damage from a damage die anyway (except for the Kinetic Blade, and that could have been just a damage reduction like Kinetic Fist). The only reason this isn't with Red is because it could be technically worse. Saving drums: The kineticist gains fortitude and reflex as good saves. While Will is often seen as the most important save, at least the Fort and Reflex went on to get through the roof, considering that the Constitution and agility are the two most important statistics. Class skills: Acrobatics, Craft, Heal, Intimidate, Perception, Profession, Stealth, and Use Magic Device. Not bad. It's not wonderful, but it's not bad. Detection and use of Magic Device are two of the best skills in the game and there are a couple of other decent ones to choose from. Knowledge (Planes) seems a bit of a strange exception, though, considering the fluffly mention that kineticist strength is specifically extraplanar. I'll be giving your skills in more detail below, ranks per level: per level: Acceptable. Besides, you don't have a lot of class skills to spend them on. Weapon and Armor Skill: Simple weapons and light armor. Just access to simple weapons hurts a little, but not too much considering that you have a weapon in hand 24/7 in the form of the Kinetic Blast. Some gun proficity options have been appreciated by kineticists looking more gishy, though. Medium armor would also have been nice considering it wouldn't leave the point blank range without having to burn or use an infusion. Elemental Focus: This is the first big decision you have to make about kineticism; what item will you rotate? First of all, you need to ask yourself the question: what do I get out of each item? Each elementary focus comes with a couple of class skills, and dictates your character's basic explosion, defensive focus, and available wild talents. In the first 6 levels of the game, you will only have access to this item, so choose carefully. The Choices: Spoiler Show Ether: Telekinetics gain access to knowledge (Engineering) and sleight of play as class skills. Their simple explosion could be a telekinetic explosion. As for talents, Ether has a strong selection of utility powers as well as one or two good infusions. Ether's biggest problem is sub-par with basic and complex explosions, as well as the lack of element in the 9th century. Air: Aerokineticists have access to fly and knowledge (nature) of class skills. They can choose between Air Blast and Electric Blast as simple blasts. Many Air's Wild Talents are middling in poor quality, but the also being good is amazing (helo, constant flight at level 6!) However, the wind begins to leave the Air's sails towards later levels and culminate in another element, 9. Air makes the excellent choice to pick it up as an expanded element, considering that the -4 level penalty hurts less when all air's good talents are level 4 or lower. Earth: Geokineticists have access to climb and knowledge (Dungeoneering) of class skills. They're going to have to choose Earth's Explosion as a simple explosion. While Earth has very few outstanding Talents, it also lacks too many real stinkers, leading the Earth to make a solid, reliable choice for an item. While the element is not capable of making energy explosions, the basic explosion allows for any kind of physical damage, making it an edge in other physical

