

Aetherialist (AKA: Telekineticist)

This is a guide directed purely at the Kineticist character who focuses on Aether as the element of choice. Unlike other classes, each of the kineticists is so unique that they each deserve their own guide for optimization. Here I will discuss not only the different ways to optimize the character, but more importantly, how to gain the most out of it from a tactical point of view, including which other elements best support which aspects of the element. This guide assume you've already taken Aether as your primary element, it is not intended as a support document for someone who takes Aether as a 2ndary element.

As the developer of the class stated, Aether is the element intended for players who desire a tactical style in playing the game. Whereas other elements focus on a different type of player, such as Air being for those seeking more mobility. Before you go further, it should be noted that of all the elements, Aether is the weakest in regards to the core aspect of the class, the Kinetic Blast. We are still the most powerful element, but for all different reasons. And while we have the weakest of the Kinetic Blasts, it's still not shabby.

Here is the color-guide used for the system.

Purple - Absolute must-have, if you don't treat this as the greatest aspect, you will hurt your character.

Blue - Awesome, Incredible, Remarkable and every other synonym.

Green - Good. Replaceable, but not something to scoff at either.

Orange - Meh.

Red - This is bad. Don't waste character points on this.

ROLE

It is easy, and even default, to see the kinetic blast as the central point of the class. You however, are not the basic kineticist, you're the telekineticist. You don't have an element to throw around, and even your blast requires that something be there for you to throw. If you see the blast as the central point of the class, you're going to want to expand to Earth (melee) or Fire (ranged) at the first possible convenience. While in Aether though, your focal point will be to act as the utility character of the group. You've all the best skills, save one, and can do things at range. Your role is a mixture of stealthing, disarming, and in combat, creating battlefield control. Damage is secondary, though you'll still do plenty of that as well.

ATTRIBUTES

Strength - Mostly, there's no need for Strength, though you don't want to completely dump it since you want to wear armour, and carry some gear. Despite being telekinetic, we don't have the equivalent to an *Unseen Servant*, and using Basic Telekinesis is a Standard Action via Concentration. Defaulting on your Telekinesis to carry things will hinder you. At least an 8 in Strength. Even if you're planning on going melee, your Strength does not alter your damage, and weapon finesse lets you use your Dexterity for hitting, so there is no need for more Strength than required for carrying. Note: Your belt slot will be taken to boost your Con/Dex, so Muleback Cords are your only option if you want to really dump Strength below 8. Make sure there's not something else in that slot you'd rather have.

Constitution - This is your bread and butter for the class. You need this, and if you have a +2 Racial you can place here, this is where you likely want to place it. Why not Green instead of Blue? Because your Dexterity is just as important if you're making the tactical character. This is your fuel, Dexterity is your machinery. Both are equally important.

Dexterity - This is the other attribute you can't skimp on, it will determine your chances to hit, your skill with most of your skills, and boost your AC in a class that only gets Light Armour as a proficiency. You need this as much as you need anything, to be as high as possible.

Intelligence - Unlike the other Kineticists, you really want to have skill points to spare, and honestly, favored class bonus on a class that spends HPs to power things, is obviously going to go towards that +1HP per level. Don't go crazy on it, but spend at least 2 to 5 of your points towards it if using a point based system.

Wisdom - Your Will saves are always going to be bad. Even taking Iron Will and Improved Iron Will with a Cloak of Resistance is going to result in a bad Will save.. you need every possible point you can get in Will, but it's not enough to put points into Wisdom unfortunately. Just don't dump it, a -1 or -2 on your Will, will hurt you more than you'd like. This needs to be a 10.

Charisma - Dumpable. You have exactly one use for Charisma, and that's to Use Magic Device. Fortunately, even dumping Charisma, by the time you need that skill, you should have enough points into the skill for it to be effective, since it's a class skill.

Note: Something to think about... is it worth a burn to get a +1 on all your kinetic blasts for the day? If you said yes, your Dex is as important as your Con since leveling them to match each other does precisely that, plus gives you a +1 to half your skills and +1 to your AC. If you think your Con is so much more important than your Dex for this class, consider these things. :)

RACES

Dwarf - You don't dump any good stats, and you get a +2 on Con. Perfectly ideal.

Elf - You get a Dex bonus, but suffer a Con penalty. Bad choice, but doable. I'd recommend a Con 15 Dex 16 at 1st level, if using a point buy system.

Gnome - You don't dump any good stats, and you get a +2 on Con. Plus, +2 Perception is a good thing.

HalfElf - You don't dump any stats, and you get to pick where to +2. Plus, +2 Perception is a good thing.

HalfOrc - You don't dump any stats, and you get to pick where to +2. Of note, you'll likely never get to use Orc Ferocity due to the non-lethal burn, so switching it out for Bestial (boost Perception due to low Wisdom) or Sacred Tattoo (Boost Will due to low Wisdom) is a good idea.

Halfling - You don't dump any good stats, and you get a +2 on Dex. Plus a nice AC boost and Will boost.

Human - You don't dump any stats, and you get to pick where to +2, plus a free skill per level and an extra feat at 1st level. Wonderful.

Other Races: Do you dump Con or Dex? If yes, bad race. Do you boost Con or Dex, but don't dump either? Excellent race. Are you a **Hobgoblin**? You ugly lucky bastard!

SKILLS

Acrobatics - You likely want to stay out of combat, and this is how you do it, particularly once you're in combat. You're a dex based class with this as a class skill, and prefer ranged to melee combat (at least for the first half of the class levels), having this high is really important. If you're focusing on melee, obviously this may have a redux in usefulness; but even as a melee type, getting to the correct foe as opposed to being controlled by minions, is important.

Disable Device - You will want this, not only because you have a high Dexterity, but because you'll start with Telekinetic Finesse and if you took Trap Finder (Trait mentioned below), you'll be a better lock opener than even a thief (Because you can do it out of harm's way). It is imperative however, that you thus make this a class skill via either the Vagabond Child trait, or preferably the Trap Finder trait.

Heal - Your Wisdom is not likely to give you any boost, and you're Aether, which means you can gain the Kinetic Healer Talent... this is really not needed, though it does have its uses.

Intimidate - Charisma is your dump stat, even with this as a class skill, you're unlikely to ever be good enough at it to use it.

Knowledge (Engineering) - Has its uses, but not for an optimization guide.

Perception - You can't go wrong with Perception. Even with a low Wisdom, this is useful because you just might make that roll. ;)

Sleight of Hand - You are, without a doubt, as a dex based class who gains Telekinetic Finesse, going to be the -best- thief in the game. You can't even get caught because you're not there. More than a Rogue, you want this for various reasons from disarming before a battle, avoiding a battle to get something, or removing defenses. There's always a use for this, and you're the best at it.

Stealth - Best skill ever for an Aether Kineticist. You're a Dex based class, there are magic items in most categories to improve your stealth, several races give racial bonuses to stealth, you're going to be stealthier than a rogue. Now, stack this with the fact that your main offense is a blast that takes a standard action to use, and you only get 1 per round, which means that for your entire attack, you're unseen... other classes which get multiple attacks are visible after the 1st attack, so their stealth bonus is limited. If correctly used, Stealth not only lets you use the flat-foot AC of the target instead of regular AC (obviously, far more important at the lower levels before you're fighting Dragons and the likes), plus you get a -2 to AC. You -should- have no trouble, especially with Aether Invisibility, to start each combat hidden, you -should- be able to use the sniping rules with relative efficiency and thus get these bonuses regularly. A good stealth is more important thus, than Weapon Focus even. It is the skill that will let you shine, particularly in the opening rounds.

Use Magic Device - You can't go wrong here, however unlike other classes, you seem to have less dependency on such magic items. Obviously they still have their uses, but you can survive and even excel without them.

FEATS

There are some basic feats that are of interest to all Kineticists.

Extra Wild Talent will be tempting, but waiting til level 6 and 2 levels lower makes it slightly less interesting than otherwise.

Point Blank Shot is good because it's the stepping stone for Precise Shot, but in and of itself, is weak, since you want to be outside the 30' as much as possible, so this is a +1 that should only happen some times as opposed to the all-the-time of Weapon Focus.

Precise Shot is needed because the rule is that you're at -4 for shots into melee combat. However, it should be noted that you're a utility blaster, so your primary targets should not be the ones in melee, but the ones heading into melee or fighting from range. This is super important for a lot of fights, but you should use it less than other ranged combatants.

Toughness is one of the most required feats of the class... you don't want your burn to strip you of a greater percentage of HPs than necessary.

Weapon Finesse for anyone that wants to get into some melee, such as future Earth expansionists, otherwise not something you'll ever use..

Weapon Focus gives you a nice +1 per attack. That's a good thing to have.

Extra Wild Talent is something every single build will want, likely multiple times. It may not be something you take right away, but there are so many talents you will have to make a hard decision on which one to take, and then your next time you can select a talent, something even better comes along... you're always going to want to go back and take something you had to pass up. This is particularly true when you Expand into another Element (Which all Aetherialists should do). Many lower level talents will be desirable when you switch elements.

Note: Skill boosters such as **Stealthy, Deft Hands, Acrobatics, Skill Focus (Particularity Stealth)**, these are all good selections for you, especially if you're not an "Earth" expansionist. Also the **Iron Will**, and **Improved Iron Will** are good to consider, since Wisdom is so low and Will is so weak for this class.

TRAITS

Trap Finder - If your GM will let you take this trait, it is the best trait possible for your class, now your awesome rogue abilities are complemented by making Disable Device a class skill, and allowing you to disarm Magical Traps as well as mundane.

Vagabond Child (Urban) - Also lets you get Disable Device as a class skill, if your GM doesn't allow the Trap Finder trait.

Reactionary - A good trait to improve your Initiative, always a good choice regardless of class.

Indomitable Faith - Gives you a +1 Will, and you want every +1 you can get on Will.

Armor Expert - Basically a free +2 to AC by letting you use the Mithral Breastplate, in place of the Mithral Chain Shirt as your choice of armor, and thus accrue no penalty to your attack roll.

FEATURES

It is unlikely that Elemental Focus, Wild Talents, Burn or Kinetic Blast will ever be replaced with something else in an Archetype, so rating them is pointless. They are core aspects of a Kineticist and would have to receive one helluva great replacement in order to remove these. (Though if an alternate way of using Talents/Infusions comes into play, I'm sure Burn would be quick to see an exit for many players :P)

Gather Power - You sacrifice actions to make your blast more cost less. If you sacrifice a move action, that's one less burn you suffer on your standard attack kinetic blast in the same turn. This is very situational... I find that in most combat, a move action is very important, especially if you're a ranged combatant as we obviously are. We have Acrobatics as a class skill, a high Dexterity, and so staying out of melee and in a ranged attack form is easier for us than most. Sacrificing your move action is, in a way, giving battlefield control to the enemy. In the midst of combat, unless you are relatively assured that you are clear of being attacked, I'd suggest foregoing the Gather Power and instead move. However, if you're safe, your target is in clear sight, or if the big boss is there and everyone is hitting it as hard as they can this round, obviously there are significant reasons to use this ability. Similarly for using the Full Action version... very situational. Awesome when the situation is right, but not something you'll likely want to do on a regular basis.

Infusion - We are the weakest of the elements in regards to our kinetic blast, this is particularly because of our infusions. We have 1 infusion that we MUST take, because giving up battlefield control to the enemy due to 30' range, is a horrible idea. At 1st level, take Extended Range, but most of the rest are CMB effects, rather than damage boosts or area spreads (though this will be addressed below in the individual talents). And, it's not that the infusions are bad (it's red, not orange)... it's that you have to take non-lethal damage to use them and many of them can allow the enemy a 'save' to negate. All in all, as long as you can still take the Extended Range infusion, sacrificing your infusions for other abilities in an Archetype, can be a wise decision.

Elemental Defense - Beginning at 1st level, you get some free Tmp HP that will save you many times over. But it doesn't start to shine until 3rd level when you start putting burn into it. You will likely want to put at least 1 burn per 3 levels into your daily Elemental Defense, up to 5 burn max. Remember that putting 2 burn in, at absolutely any level at all, will "equal out". 2 burn means you gain the same number of Tmp HP that you lose in non-lethal damage. It's often enough that most encounters will allow you to pretty much ignore the 1st hit you take. It's also important to remember that these Tmp HPs heal, unlike any other Tmp HPs, at a very fast rate. By your next encounter, your Tmp HP are often already all healed without having to spend any additional burn.

Elemental Overflow - This is what determines your daily burn on defense. Elemental Overflow is super important, especially for an Aether Kineticist who isn't going to focus on his Kinetic Blasts. While elements like Fire really need to focus on their blasts, and will want to wait until combat time to spend any burn at all, an Aether Kineticist will want to start with burn every morning. The attribute boosts as well as the increase hit/damage of our blast depend on this feature.

Infusion Specialization - Not paying burn for infusions, even if they are weak infusions, is still awesome. Below you will find a collection of 'cards' with all the Aether infusions collected in a manner that you can easily see all the 'free' kinetic blasts you can do based on how strong your Infusion Specialization is. Included will be some blank ones, so you can add in other elemental blasts. If an Archetype is offering to replace this, you should consider it -if- you've also got your infusions sacrificed, otherwise you really need to keep this.

Metakinesis - It's very important to remember the following... until 19th level, the ONLY way to offset the costs of this is via Gather Power, which is something you'll want to reserve for during turns you don't need to use your move action to move. It's probably the only thing you'll ever spend Burn on, and you shouldn't hesitate to use Burn on rounds you can't Gather Power. It starts with **Empower**, which for 1 burn, is fantastic, especially if you can sacrifice a move action to make it free. It follows up with 2 burn to **Maximize**, which is pretty much the same damage as Empower, however, they stack. So, while I wouldn't recommend 3 burn, if you find yourself in a situation where you have a spare round and can gather power for a full turn, you'll definitely want to stack the 2. While the **Quicken** and **2x** are nice, their burn don't justify their use, so I would never recommend using these features.

Internal Buffer - I keep a buffer, and have even occasionally used it, but I don't usually have burn to spare on most days to fill this with. If you have left over burn at the end of a day, do use... but if you're out adventuring and have burn left over, you didn't use your burn efficiently, in my opinion. If this is the case, and you do have left over burn (or because you weren't out adventuring the night before), this is the only way to exceed your burn-per-turn allowing you to really "Nova" with your Metakinesis (or infusions) during the day. Similarly, if you expand element into Fire or Earth and want to save up your burn for combat, this is a great way to get your elemental overflow without spending burn in the process (since you've just stored that burn to use later). Regardless, if an archetype is offering to replace this, it's likely going to be a good replacement.

Expanded Element -

Aether - There's really no reason to hang out further in this element unless you're playing an E7 style game and want that Utility. The Aetheric Boost and Force Blast, your composite blasts, add no real additional damage. While the Force Blast is an energy type, you'd likely get that from any other element except perhaps Earth, and as a composite blast, it doesn't do any more damage than that of another element's simple blast.

Air - For a ranged combatant, mobility is great. You already have a great stealth and acrobatics, letting you move about avoiding or escaping combat with relative ease. By 10th level, you happily get to fly at will, and all your worries are gone. Also remember, you get to "replace" your Self Telekinesis at 11th level, so waiting a level to get Wings of Air as a replacement will let you get that extra Utility (ahem, Celerity) you wouldn't otherwise get until 12th. Also, as a ranged type, you'll definitely be wanting that Enveloping Winds for a few more levels. I tend to split my burn evenly between this and Aether. Offensively, electric blast is preferred as it will give you an energy attack since you already have a physical one.

Earth - You'll be wanting the defense of this, which requires taking the Expanded Defense wild talent at 8th level. This element is for those that think defense is better than mobility, and to be fair, it stacks very nicely with your Force Ward, greatly reducing how quickly your Tmp HPs are diminished. Remember to keep your burn on your Force Ward to get the most out of the defenses, rather than burning some more DR/. This is an ideal element if you would now like to move to a more melee based character. Not only will your damage greatly increase, but you'll be a better tank. Make sure you have Weapon Finesse before selecting this element to expand into. Of course, your ranged attacks aren't going to get any better, but if you follow into earth, you probably wanted to go melee anyhow.

Fire - While it can't hurt to go into this element, and is a better choice than staying with Aether, the only real benefit is that you get an energy attack (which water and air both give). There are some decent utilities for adding damage, but with how common resistance to fire is, those just level the field, they don't make it worth the dive. The one advantage to Fire is that you get a lot of attack infusions which spread the fire damage out. If your goal is to start focusing on your Kinetic Blast, rather than your utility, this is a decent element to dive into. It is burn-heavy, and you'll likely want to quit burning your Force Ward in the morning so you have reserves of Burn for your attacks, and infusion specialization becomes a greater advantage for you, but in the end you will be regularly pouring out a lot more damage than you would otherwise.

Water - With the Expanded Defense talent, not only is this a nice boost to your AC via the shield AC from Shroud of Water, but it also gives you a nice energy attack that uses the touch AC. However, as mentioned below, I'd recommend waiting to take this as your 2nd Expanded Element.

Note: Each element will get it's own area with information below, when you're ready to expand your element, scroll down to that part.

Supercharge - Now you can, using a full-round plus move action, reduce burn by 5, and more importantly, can Empower a Maximized blast for just 1 burn and a move action. I find this my most common use for 1 burn. It's actually worth it now to not move in order to blast something out of the sky.

Composite Specialization - Your composites are not that good, and reducing the cost of them doesn't make it worth it, in my opinion. If an archetype is offering to replace this, you're not going to be hurt terribly to lose it.

Metakinetic Master - Too little, too late. You reduce some metakinesis by 1 point. This is obviously not something you want to disregard, but at this point in the game, unless you started at 19th level, any other 19th level ability that an archetype might replace this with, will likely be a better choice.

Omnikinesis - I can't rate this... chances are -good- that you already have the particular talents you really want, that if you opted for a more offensive version of this element, you've already Expanded into the more offensive element and got your awesome-blast, or if you like certain utilities, have already expanded into that element with the utilities. However, I can't rate this low because it's possible you haven't... this is really a case-by-case feature, and quite likely that any 20th level feature another archetype may offer will likely be just as good or bad.

TALENTS

There's not a lot of point in discussing the Simple Blast we get, the defense that we get, or our composite blast choices. You don't get a choice on **Telekinetic Blast** nor **Force Ward**, so I'll limit this to state that these will be discussed below -if- there's ever an Archetype that replaces either, to compare the replacement, rather than to evaluate them individually.

TALENTS - INFUSIONS

Bowling Infusion - Your CMB is going to be pretty high, since it's based off of your class attribute. Until you get to the higher levels, where CMDs become insanely high, this and other CMB infusions will be a large part of your battlefield control. Plus, it's often "free" to use at the middle levels (11+), most commonly combined with the Extended Range infusion.

Draining Infusion - As far as I'm aware, there are no Aether subtypes amongst the creatures. Even if it did, the damage is greatly reduced (no con bonus, no overflow bonus), gets a spell resistance, and a fortitude save for partially ignoring the damage. All so you can reduce some burn on the next turn. Your turn is better spent gathering power.

Extended Range - Undoubtedly the most important infusion of them all. Keeping the foes at range is the best way to continue using your ranged attack without instigating attacks of opportunity. Plus, your telekinetic haul will thank you.

Extreme Range - While you are unlikely to need this so much for the kinetic blast, it is important for the basic telekinesis, telekinetic haul. Plus, it is a really powerful extreme range capability, often allowing multiple hits before they get into melee range, or for taking out other ranged foes who lack the same range as yourself.

Flurry of Blasts - An often overlooked infusion, this lets you battlefield control better. For only 2 burn, you can trip or push multiple targets in a 30' range. While not the best of infusions, if you're more into battlefield control than damage, this is a great way to knock opponents down for your fighter allies. Reminder, your CMB is probably awesome.

Foe Throw - Note to self: This does not stack with Extended Range. It's a great infusion, one of our best, but you have to remember that you can't throw them far enough to be outside the 30' area they're already in. Best use of this is thus, to throw them next to an ally (obviously, into another enemy already next to that ally), where attacks of opportunity can come into play. And, since you can combine this with substance infusions, having them prone next to your ally is also probable.

Grappling Infusion - You can only use this with the Wall infusion, so while great for battlefield control, it requires a straight line with enemies lined up on that line, which means that while a wall isn't half bad, the grappling part (which has to be within 30') will not be very grapply on most turns.

Kinetic Blade - If you want melee, this is a good choice. You'll probably want to wait until 7th or 8th level, when you're an Earth expansionist, or have 2 attacks, but once you have these things, and assuming you're taking combat feats, you'll start to outshine most ranged kineticists in damage. However, most aetherialists will likely not be so keen on melee, since they're whole role is as ranged utilitarians. The main flaw in this talent, other than being melee, is that it lasts your turn, so you're not a "threat", so you're not flanking, even if you are. It's green because by the time taking it would be beneficial, you should be taking Kinetic Whip as well..

Kinetic Fist - If you have Natural Attacks, this is Blue for you. If not, which is most everyone, it's not really worth taking.

Kinetic Whip - See Kinetic Blade. Kinetic Blade + Reach + Threatens. Great melee weapon that will do better than the kinetic blast itself, especially with the right feats.

Many Throw - You have to be 16th level to even consider this, which drops its worth down a bit, but other than that, it is an ideal talent, doing full blast damage plus whatever Substance infusion you want, to up to your level in targets at a range of 120'. It's really the perfect infusion if not for the fact most players will never get to use it. Even good burn, since it's "free" at that level... even with certain substances.

Mobile Blast - This is a pretty good infusion, though there is some confusion on if Substance infusions work with it after the first round. It grants battlefield control, lets you damage twice in a turn, and if substances work with it, you can use it to trip or push your foes rather easily. It moves fast, allowing you to place it anywhere within the 30' range it has, as a move action. The only downside is that it's ¼ damage, and you lose it if you move more than 30' from it, which as a potentially mobile character, you're prone to do.

Pushing Infusion - For the measly cost of 1 burn, you can push targets around. Unfortunately, this does not incur an attack of opportunity, but it is a form of battlefield control, and is usually free if you're using Extended Range (assuming you're level 8+). If your current blast has only a form infusion, and you have a free point of burn to spend, it can't hurt to add this.

Snake - This has a few various users, which can be great if not for the fact it doesn't stack with extended/extreme ranges. The primary use for it is to push a target with the Pushing Infusion, in a direction other than away from you. It can also be used with your Touchsight to hit a target out of sight, or with Mobile Blast to set a trap somewhere around a corner, and just hope for the best.

Wall - While it does have some battlefield control, it takes a form infusion, meaning you have to use it really close to you, and damage is quartered. It can be useful with grappling, but even that is very situational, though admittedly if you can grapple them in the wall for the entire duration of the wall, it might be worth it for the damage...

Note: At this point, up until you choose to expand into another element, your Talents should probably look like this: 1) Extended Range 3) Pushing 5) Bowling unless you're planning on going Earth as an Expanded Element. In which case you should look like this: 1) Extended Range 3) Kinetic Blade 5) Bowling.

TALENTS - UTILITY

Note: Some universal talents are not mentioned purely because they require that you use it on a creature with your element subtype, and of course, there are no creatures with an Aether element subtype.

Aether Puppet - To be at all effective, you must spend a point of burn on this for it to be effective, otherwise you're sacrificing a move action for it to do anything. This is your "summons" ability, but not only does it take up burn, it requires an object around that meets your needs. Very situational, and in my opinion, not even remotely thematic to the theme of a telekineticist. Still, it has its uses, such as spying for you, if you carry around something small and inconspicuous.

Expanded Defense - If you expand into air or earth, you'll likely want this at some point. There comes a point when spending more burn on Force Ward just isn't worth it, and you want to maximize your Overflow in the morning. Air is good because you'll be flying by then, most likely, and keeping missiles off of you is harder than keeping melee off of you. Similarly, Earth is just a nice defense for anyone to have. Fire on the other hand, not so useful, but fire is a focus on offense, so of course the defense isn't likely to interest you.

Force Barrier - Either sacrifice a standard action each turn in order to maintain, or spend 1 burn per round in order to maintain it and keep your standard action. It's good if you need a wall and aren't in combat, as it gives you a form of battlefield control, allowing your fighters to pick off individuals at a time, but, it keeps you out of combat or diminishes your offense by stealing burn. I green this only for the utility purposes it can help with outside of combat. If you're looking for a combat tool, it's orange.

Kinetic Cover - Your choices are a see-through barrier that covers a 5' wall area, or just using telekinetic haul to put something big there instead. Honestly, you'll likely find a hundred better ways to create cover with telekinetic haul, than with this ability. It can be ok if you in a barren area I suppose, but even then, you'll probably find something more effective to do.

Kinetic Form - For the cost of -4 to stealth, your best skill, -2 to fly, and whatever other penalties being large can incur, you get a +1 reach. On the plus side, once you spend burn, you can do this whenever, wherever, any time of the day. The only way this is interesting to you is if you're expanded into earth, where you can stack the reach of the whip with the reach of your size, and you have great skill with attacks of opportunity... then it's blue. Otherwise, there is something better for you to use that utility talent on.

Kinetic Healer - This is fantastic for 2 reasons. One is that it heals, and anything that heals is fantastic. Every member of every party should try to have something that can heal. It's also great because it teaches your party members the cost of burn, which they are always sure you should be spending at every convenience. Heal them a couple of times, with them eating the burn, and they learn about the real cost.

Reverse Shift - Ethereal Jaunt is just awesome, and you do it for free. Whenever you want, just walk through walls, or ignore melee attacks. Only downside is waiting til level 16 to use this.

Self Telekinesis - Flying, even if restricted, is always awesome, and you do it without burn, at-will. The green is because it takes a standard action instead of a move action, meaning you're not doing this while fighting, but you will always find a good use for this.

Self Telekinesis, Greater - Now it's a move action, and you can hover. This is almost as good as Wings of Air, with the exception that you can't maneuver; pick a location, make a straight line there, and hover. Still, even with that, this is a great power. If you expand into Air, immediately replace it with **Wings of Air** of course.

Skilled Kineticist - This is actually a great talent, the trouble is that it's not worth a utility talent to use it, when there are so many better things to spend a utility on. + ½ level to Sleight of Hand is great, you really are much better than any rogue could hope to be with this. And it sets you up for the Greater version. But, is it worth either a feat or granted utility talent to take? By the time you have a 'spare' talent slot to take this on, you'll likely not care so much about skill bonuses.

Skilled Kineticist, Greater - Again, a good talent, but it takes a talent slot to have it. Nice bonus to Stealth or Perception, but at what cost?

Spell Deflection - This is not bad... not only is it 10 minutes/level (minimum 140 minutes) for a burn duration, it always has some effect, even if the spell is too high of a level, unless you roll a 1 (which is a 0 since there's a -1). Still, even with a 10% chance it does nothing, and the burn cost, it's surely worth the utility slot.

Suffocate - If a creature needs to breathe, this can take it out. Even with a Fortitude save, that only lets it speak not breathe. Assuming you have enough time, it stays within 120', or no solid objects come between you and the target; the target will be unable to breathe. Spending a burn point is a good idea on this one, minimize how long it takes the creature to pass out. Unfortunately, and why it scales poorly on this guide, is that it's almost effortless for a creature to break "line of effect".

Telekinetic Deflection - If an attack misses you, it can bounce back to hit the target, all you have to do is spend a Standard Action and some burn. The real problem with this is that 1) you should definitely avoid being attacked not only because you work best via stealth, but 2) you're not really going to have the AC to make this all that effective.

Telekinetic Finesse - This is likely one of the reasons you joined this element, it defines telekinesis as you know it. While not the most effective or optimized of features, it is a core aspect of the class, and what makes you the best rogue in the game. Just remember... this does not stack with telekinetic haul, or even basic telekinesis. It's its own power.

Telekinetic Globe - A mobile Wall of Force in the shape of a Sphere that you can encompass up to 5000 lbs of matter (including living beings in) and move around telekinetically. It's good for anything from containing dragon-breath (though they can easily break the sphere with an attack action, but that's an attack action that the party can recoup a bit inside of), to lifting the party somewhere, etc, etc.

Telekinetic Haul - Signature power of the class. Lifting hundreds, even thousands of pounds with but a thought. There are a near infinite number of ways to use and abuse this.

Aetheric Invisibility - Sorry, I can't call this "Telekinetic Invisibility" because that just makes no sense. "Mental Motion Invisibility"? However, invisibility is invisibility and it's free to use all day long. It also blocks sound, making you even stealthier than invisibility, and with your stealth levels, the reduction in visibility that it offers when compared to true invisibility is completely viable.

Telekinetic Maneuvers - You're really great at CMB, and you get to pull people's pants down, wrap ropes around monster legs, etc, etc... While true that you can't do a Kinetic Blast on turns that you're doing Telekinetic Maneuvers, and that your Blast can include certain telekinetic maneuvers, being able to steal things from a monster, or perform a dirty trick during combat, is still worth the redux in from not blasting.

Touchsight - It's cool, but pretty situational. How often in combat do you lose track of where someone you've hit has gone? It's an (Su), so it's automatic, which is good, and if they go invisible or around a corner where you can Snake a blast at them, you've got an advantage, similarly if they disappear in a haze of cloud of some sort, so it definitely has its uses, but it is pretty situational.

Touchsight, Reactive - You can't be caught flat footed. That's pretty sweet, since you have such a high Dex and depend on your Dex for most of your AC.

Note: At this point, prior to expanding into your new element, your Utility Talents probably look like this: 2) Telekinetic Finesse 4) Telekinetic Haul 6) Invisibility or Self Telekinesis, and if you took an Extra Wild Talent, perhaps a 7) Kinetic Healer.

Chapter 2 - Combining Elements.

The above guide is good for getting you started, and a nice tool if telekinetics are the main goal that you have as a character. However, come 7th level you get to add another Element, and unfortunately, it would be crazy to stick with Aether. The composite forms are weak, you already have full access to all the utility talents coming up, and the extra infusion and utility you get come across as weaker than getting a better blast, not only because you'd get that utility and infusion later if you wanted it, but because you get an energy blast and a wider array of talents to choose from as a payoff. I can't say this enough, don't expand back into Aether. That being said, here is how best to expand into one of the other elements.

Aetheric Boost - Spending 2 Burn to get a +1 per d6 to damage is too costly. You sacrifice more in burn than you will do in damage. You're better off putting this burn into Maximize.

Aether

There's not a lot of reason to expand back into this element. The main reasons would be that you're playing a low-level campaign in which you won't reach 10th level, or if you went into Earth and want the Force Hook infusion. If you're playing a low level campaign, this is a good/free way to pick up an additional Utility Wild Talent, and thus the earliest chance to get either Invisibility or Self Telekinesis (whichever one you didn't get at 6th level) or Foe Throw.

Note: **Force Blast** is an Energy Attack, this is good. However, don't forget that unlike other composite blasts, the damage is reduced to that of a Simple Energy Blast. On the bright side, you don't need objects lying around to blast things away now.

Disintegrating Infusion - This is awesome against weaker creatures, but it depends on a Fortitude save, which is a pretty high save for most creatures, especially at mid to high tier levels. That, and the cost of burn says that you'll likely rarely use it since, to do it without burn, requires a bit of Gathering, as well as some Infusion Specialization.

Force Hook - This infusion brings you closer to a foe. Unless you're into Melee, this is a bad choice. It's a good infusion for someone that expanded into Earth at 7th level, then back into Aether at 15th level.

The ONLY reason to expand back into Aether at 15th level is for Force Hook, if you went Earth on your first expansion and focused on melee. "Come here you!" is suddenly awesome.

AIR

This is likely the most apparent choice for an Aether based character. It compliments both the tactical aspects of the element, as well as the utility aspect of the class. You get a better version of flight, which is something pretty much anyone interested in Aether wants, plus you get to buff with talents like Celerity and get a chance at a great vs ranged defense. Now, if you went with a very Utility style character, and are becoming a great thief, a sneaky ghost of a character who can sleight a coin out of a pocket from a distance, this is the element you're wanting to switch into.

Your choices are either **Electric Blast** or **Air Blast**. One gives you a Touch AC Energy attack, the other pretty much duplicates your Telekinetic Blast, albeit without the need to have something to throw. While the Electric seems like the obvious choice, don't forget that the Air Blast includes some pretty nice infusions you can learn, such as Cyclone, and Torrent. See an Aerokineticist guide or the general [Kineticist Guide](#) to see if that's right for you.

Nonetheless, I recommend taking Electric for both the Energy attack, as well as for **Magnetic**, which your fighter-type allies with their large metal weapons, will be eternally grateful for.

Things to remember, and easily forgotten... 10th level you get to replace one Utility Talent of choice. If you took Self Telekinesis, preferably at 6th or 8th level, this is the moment to switch that out with **Wings of Air** or **Celerity**, while picking up the prerequisite of **Air Cushion** or **Air's Leap** (doesn't matter which one, at this point they're both just a pre-requisite). The requisite for switching Talents is only that the new one be "of the same level or lower", not that you have to be able to learn it at the same level or lower. So, replacing a level 3 Aether (such as Self TK) with a level 3 Wings of Air is legal here. You could also consider using your 9th level Feat to pick up the Extra Wild Talent for your Wings of Air prerequisite. This lets you get both Wings of Air and Celerity at 10th level, at the same time, one because you just qualified for it (and you don't want to spend a Wild Talent here to pick up the level 1 Talent prerequisites), and the other because you replaced a level 3 Self Telekinesis for it.

So to reiterate:

8) **Self Telekinesis** (or Invisibility if you already have Self TK from 6th level)

9) **Air Cushion** or **Air's Leap** (Using your 9th level Feat) as a prereq for:

10) **Wings of Air** (replacing **Self Telekinesis**) and **Celerity** (your 10th level selection), or a 5th level Aether Talent, such as Force Barrier or Aether Puppet.

Aerial Evasion - Always good to protect your HPs

Air Shroud - Permanent Air Bubble, requisite for:

Air Shroud, Greater - Ignore most air clouds/damage.

Celerity - Doubles your fly speed, +1 to attacks, +1 to AC (Note: Does not grant extra Blasts).

Expanded Defense (**Enveloping Winds**) - Chance of missiles missing, even if they hit.

EARTH

If you're expanding into Earth, you're most likely interested in going into a Melee build with your character. At this point you'll likely want to put more effort into melee and earth than utility and air. You've undoubtedly already gotten **Weapon Focus** with your Kinetic Blast, and melee Combat Feats, such as **Weapon Finesse**, in place of **Precise** and **Point-Blank** shots. You need to have already gained the Kinetic Blade Talent, allowing you to gain the **Kinetic Whip** at 7th level (assuming you use a Feat to get the Extra Talent). I would recommend that be your 9th level selection be the **substance infusion** to go with your Kinetic Whip's form infusion, which allows you to ignore DR. Total cost is **burn**. It does allow you, until then, a nice ranged attack that ignores DR on rounds you're not using a Whip.

Also, the Earth defense, **Flesh of Stone**, is something you definitely want, and need to take the expanded defense to gain at or after 8th level. However, considering you only have either Invisibility or Self Telekinesis at this point, you're at a slight shortage for Utilities at this level and may want to use your 9th level Feat as well for an Extra Talent or wait an extra level to get it at 10th.

Your main reasons for having Aether would be because you want to play a sneaky melee attacker, and you've hopefully taken Invisibility and maybe even Self Telekinesis by 10th level. This allows you a much more mobile and stealthy character, capable of getting the Flanking bonuses that you and your allies will want to enjoy. At this point though, you'll want to take a look at an Earth Kineticist Guide, or to the general **Kineticist Guide** for how best to continue with Earth, since most of the Aether options don't mesh well with melee usage.

Other Utilities of note:

Earth Glide - Burrow Speed.

Earth Walk - No more Difficult Terrain while you're in melee (Su, so it's permanent).

Expanded Defense (**Flesh of Stone**) - DR rating equal to half your level.

Shift Earth - Another form of Telekinesis, but better for what it does.

Shift Earth, Greater - And even better again.

Stone Sculptor - Because you can do even more with earth now.

Kinetic Form - Because you're creating a circle of reach which stacks with your Kinetic Whip, this extends that even further. **Combat Reflexes**, **Lunge** and **Stand Still** feats give you a form of battlefield control here, and if you minimize burn usage, you're the tank every group wants to have around.

Fire

You took Fire most likely because at this point, you realized that you weren't keeping up with the martialists in pouring out the damage. You get stuff like **Burning Explosions** for only 3 Burn in total, or perhaps a **Flashing Fan of Flames** for 4 Burn (or maybe a **Burning Fan of Flames** for only 2 Burn!). Point being, you have options now, and they're all towards making that Fire attack even stronger. Even your Utility Talents like **Fire's Fury** can boost your damage further. You're now capable of making area effect, and more damaging kinetic blasts with your energy based **Fire Blast**. Your only real problem is that your best attack is the most resisted attack in the game, which makes **Searing Flames**, and **Flame Shield** two of your most prized Utility Wild Talents.

At this point, when you've picked your first Expanded Element, you hopefully have the Extended Range, and probably the Pushing and Bowling infusions. You don't need either of the Pushing or Bowling infusion, so at 11th level trading one of them out for the better Fire infusions (Burning to qualify for Searing) is a good idea. That means that come 9th level, you can pick up another infusion (Fan of Flames), and 2 more (due to trading) at 11th level (Extreme Range and Torrent).

Similarly, you'll pick up Fire's Fury at 8th level, but you just don't have enough Utility slots to get **Flame Shield** early enough, along with **Searing Flames**, so trading one of your lower Telekinetic utility slots out, even if only until you have utility slots to spare, might be a good idea, allowing you to have the trio of important fire utilities at 10th level. Alternately, your 9th level Feat might allow you to pick up the trio by 10th level as well (and thus keep your limited number of Telekinetic Utilities)

Lastly, **Fire** is a good solid choice for the 2nd Expanded Element of an Aetherialist that expanded into Earth. This will solidly up your damage while at the same time giving you a nice compound blast.

Other Utilities of note:

Firesight - It's always good to have visibility, since perception is knowledge and knowledge is power.

Smoke Storm - And this is why **Firesight** is even more important. Not only because this gives the *sickened* condition to your foes, but because it blocks line of sight as well.

At this point though, you'll want to take a look at a **Fire Kineticist Guide**, or to the general **Kineticist Guide** for how best to continue with Fire, and an idea of how useful different Talents may be.

Water

This is simply not a solid choice as the first Expanded Element. Like Air or Fire, it will give you an energy attack, but when comparing to Air, you'll see that it lacks the more Utility aspects you will want, or when compared to Fire it lacks the damage boosting. However, as a third tier, it's a great choice because it gives you the most solid Compound for whatever element you've already expanded into. **Mud, Steam or Charged Water**. This means that the Simple Blast you need to take is Water (currently), because the Cold only works with Air for a **Blizzard** blast, and if you took Air, you likely took Electricity instead of the Air blast, to insure you had an Energy attack.

This means you don't qualify for the better Water infusions, such as **Fragmentation**... unless you're coming from Earth of course.

Talents of note:

Expanded Defense (**Shroud of Water**) gives a nice boost to shield AC, and is a prerequisite for:

Shimmering Mirage, which gives you concealment all day long, and as a Stealth based character, you will spend 1 burn every morning to have a permanent concealment. This gives you the ability to hide in plain sight, without the Standard Action required to use the Aetheric Invisibility, as part of your next move action.

Water Manipulator: This can come in handy, but is somewhat situational, as it requires a body of water around.

Spray gives a 30' cone with half damage.

For you, everything else is either already available from your 1st two elements, or is **Red**.

At this point though, you'll want to take a look at a Hydrokineticist Guide, or to the general **Kineticist Guide** for how best to continue with Water, and an idea of how useful different Talents may be.

Chapter 3 - Gear

Let's get the obvious out of the way... the absolutely most important pieces of gear for you as a Kineticist. First the Obvious...

Belt of Physical Might (Con, Dex)

Bracer's of the Falcon's Aim (+1 to Ranged Attacks) can be nice at the lower levels, but even the physical blasts have a 95% chance of hitting at the upper levels.

Arrowmaster's Bracers are nice for the upper for those rare moments that you don't have overflow (such as if you're Expanded into Fire), and still need to Nova.

Kineticist Diadem is nice for an extra dice or 3 of damage.

Mithral Chainshirt is your obvious armour of choice, Mithral because you're far more skill dependent than other Kineticists with your Stealth and Disarm requirements. I'd recommend **Shadow**, **Improved Shadow** or **Greater Shadow** as the enhancements of choice for this element, because the ability to use the sniping rules is too important to not boost.

Alternately, **Mithral Breastplate** is the choice if you took the Armor Expert trait.

Cloak of Resistance

Amulet of Natural Armour

Boots of Speed - Purple for most classes, but you don't get a bonus blast so not as useful for you, though the still provide bonus speed, ac and tohit. However, if you went Melee with the Kinetic Whip, back to purple like for other classes..

Ring of Sustenance - Per the Developer, you can use this to recover all Burn in only 2 hours!

Strength was a dump stat, so **Muleback Cords** for the lower levels, at least until level 11 when your Overflow grants a +2 to your Strength. If you're starting at 2nd level, this is where I'd invest my starting cash, so I could completely dump Strength.

Then you have the important skill boosts:

Disable Device: **Vest of Escape (+4)** or **Trapspringer's Gloves (+5)**, **Burglar's Bracers (Masterwork Set)**. The Bracers are nice, but don't forget that you really want the aforementioned Bracers for +1 on Ranged Attacks.

Sleight of Hand: **Gloves of Larceny (+5)** are the only item really to boost your Sleight of Hand, and there are no stipulations that they don't work on ranged sleight of hand skill rolls.

Closing Statement

There are currently no interesting Archetypes, or even multi-class dips for a Telekineticist. Hence the lack of mention. However, there are some interesting tools to borrow if you want....

In addition to the guides listed in each of the element sections, there is the DPR Calculator:

<https://drive.google.com/file/d/0ByRf9gGg2fwGWTZPNDJFWG11OVU/view?usp=sharing>

There is also the Aforementioned Kinetic Blast Cards that you can save and print (Rather than calculate burn during the game):

<https://docs.google.com/spreadsheets/d/1AkaDky4DHO-DE-iCNxQ-FB7oq4hZd8-TTja2vkWYMus/edit?usp=sharing>

Once Occult Origins comes out, I will update this guide, and will also go back and add to it as time permits, to get more races rated, as well as any comments people feel should be added.