# Elementalist (Racial Kineticist Archetype)

Aether is the tool by which the elements are drawn into our realm, thus it is no real surprise that a Aetherkineticist with a strong attunement to a particular element, would become equally skilled at both the Aether and the element from which they are attuned. Kineticist from the elemental races of the Ifrit, Oread, Sylph and Undine can choose this archetype.

**Elemental Focus (Su)**
Elementalists focus on two elements instead of one. These are always Aether and the element linked to their race. They gain the basic utility wild talent from each of these elements, and may select Wild Talents from either element. This modifies the elemental focus class feature..

**Elemental Defense (Su)**
At 2nd level, Elementalists may select only 1 of the elemental defenses granted by the 2 elements. This clarifies the elemental defense class feature. This does not alter the class feature, so may be stacked with an archetype that alters the elemental defense class feature.

**Limited Infusions (Su)**
Elementalists must decide if they are melee or range focused.

If they choose to be focused on ranged attacks, they gain the Extended Range Infusion at 1st level, and at 9th level they gain both the Extreme Range Infusion, and the Snake Infusion.

Alternately, if they choose to be melee focused, they gain the Kinetic Blade Infusion at 1st level, and at 5th level they gain the Kinetic Whip Infusion. They never need to expend burn to use either of these Infusions.

The Infusions gained from this feature are the only infusions an Elementalist may have, even if another source (such as the Extra Wild Talent Feat) may give them access to Infusions. This modifies the Infusion class feature.

**Advanced Defense (Su)**
At 7th level, the Elementalist gains the elemental defense from the other element, granting them access to both elemental defenses. Any burn spent to enhance one of the defenses, enhances them both by that amount of burn.

**Expanded Element (Su)**
At 7th and 15th level, when expanding elements, the element must be one of the available elements that the Elementalist already knows. This modifies the Expanded Element class feature.