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About This Content



Fiend blood runs through their veins, whispering cruel truths and evil ideas. Who are they? Tieflings, the outcasts of the civilized world.

Living channels of elemental energy, tamers of wild power - who are they? Kineticists, masters of occult elemental skills.

A mysterious stranger crosses the threshold of your barony - marked with the blood of devils, gifted with the power of the elements. Who is she? Discover for yourself!

This new DLC for Pathfinder:Kingmaker includes:

•**A new playable race.** During the poll to decide which bonus race we were going to add to the game, one particular option was requested a lot (besides the winner - Aasimars): Tieflings, the people with a drop of demonic blood in their veins. They didn't make it into the base game, but became the natural choice for the first piece of post-release content.

•**A new playable class.** They master the raw power of the elements, channeling it into their wild talents to manipulate the world around them. Kineticists are living conduits of primal energy, deadly both in close and ranged combat.

•**A new companion.** If you combine a race with a class, you get a character. Welcome your new companion, the Tiefling Kineticist who comes, just like every other companion, with her own storyline. She could also be a romance option and may hold one of the positions in the Kingdom.

The new companion will join your party in the beginning of Chapter 2. Those who would like to add the companion to their current playthrough can do so at any point before the end of Chapter 5 ("War of the River Kings"): the companion will ask for an audience at your throne room. However, we would advise to begin your acquaintance with the character as soon as possible.

Title: Pathfinder: Kingmaker - The Wildcards
Genre: RPG
Developer:
Owlcat Games
Publisher:
Deep Silver
Franchise:
Pathfinder
Release Date: 14 Dec, 2018

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Minimum:

OS: Windows 7 64-bit or newer

Processor: Intel Celeron 1037U @ 1.80GHz

Memory: 4 GB RAM

Graphics: Intel HD Graphics 3000

Storage: 30 GB available space

Sound Card: DirectX Compatible Sound Card

English,French,German,Russian,Simplified Chinese







Don't buy. The "companion" isn't even voice acted. Class is... meh? It's sad and shows they've given up. I'll watch to see if they produce a much better DLC, but I'm not holding my breath.. For the price its well worth it, the new race is very customizable, the new class is quite interesting (I don't know how strong it is though) and there is some quests associated with the new character who alone is worth this much.

Although, I can't tell if she is voice acted and will participate in the story any further. So far no voice acted scenes but its OwlCat so it could be a bug :D. From what I can tell other than her personal story she is particaly a hired merc.. Interfears with ability to save games. Games saved with this DLC became currupted and unplayable.. I was very excited for this as I am currently playing a Kinetacist in a Pathfinder group with some friends and it's a ton of fun, if a little fiddly and specialized. What is presented here is so stripped down and denuded of power as to be the next best thing to useless. Start with utility wild talents, you can take elemental whispers, but not greater elemental whispers, which is basically the whole point of taking elemental whispers in the first place. Ride the blast (one of the most amazing utlity talents from the core class) is non-existant was well. Now I do understand that a fair bit of the utility wild talents do not translate well into this game (Earth Glide being a prime example), but so many were removed without really adding any back in that unless you are going multiple elements, you are going to end up selecting skill focus or lackluster bonus feats as your wild talent for a fair few of them. This leads into the next problem, and this one is just kind of ridiculous that it doesn't function as the base class should, which is that of the element selection. As the Kinetacist is presented in Occult Adventures, when selecting expanded element at level 7 if you select the same element as your starting element, you also get a free utility wild talent or infusion. At 15 if you select this element again you get the same bonus as well as a +1 bonus to attack and damage rolls. As the expanded element is presented here there is no point in selecting the same element, unless you are looking for a specific composite blast, in fact it largely is just a penalty in that it limits your selection of utility wild talents and infusions. The infusions are another sticking point for me. They give you kinetic blade, which is useful, but not kinetic whip which is a large part of why you might considering even taking kinetic blade. The pruning here seems much more random though, with many decent ones still in but, others with similar effects just for different elements removed. Overall I feel this was a very poor attempt at creating the Kinetacist class within this game. Oh and as one last thing, your burn total for the day is based upon your constitution modifier, when you increase this with elemental overflow's stat bonuses that you can have it should increase your burn total for the day however it does not here. If I have 7 burn from maxing my elemental defense and select the +6 bonus to constition, my burn total stays at 7.

Now, I cannot speak for the companion as I have not interacted with her, she could be interesting, but I cannot speak on that. The Tiefling race though is at least interesting enough and has some fun choices in what you can select.. While the new class and race is enjoyable, be warned that Kinetacist is without many of it\u00b4s possible class choices such as being only able to choose between Air, Earth, Fire and Water Elements, as well as having quite a few less infusions and wild talents to choose from. The class is still fun to play, but it is not what I had hoped for.

Tieflings are Tieflings and have lots of heritage choices for fun and profit. They alone would be worth buying this DLC.

The Class is just icing on the cake.. Tiefling gal is great, want more. That is all.. Well worth the price.

You get a new class with archetypes, one of the best races with all its options, two portraits, quests, a new companion (voiced), and new magic items for the class. It's actually a little underpriced as most companies would charge between 9.99 and 14.99 US for the same content. If you got the cash its a welcome addition to your game.. Smooth intergration of the Gather Power, and Burn mechanics. Great job Owlcats.

Honestly, I'm probably never going to play a Tiefling.. Bought it but the game is refusing to recognize it as installed. Tried deleting the entire game\reinstalling etc. So far no luck.

Hope this gets fixed soon!

Good new companion(s), good quest, good race, good class, and more content to increase the greatness of an already excellent game. More than worth the asking price for me.. I recomend this dlc despite being dissapointed with it. on account on how much I liked the game in total.

As far as money grabbing dlc's go this is not half bad. the price is reasonable for the amount of effort they put into it for it is deceptively long expansion since it adds a class in an already very long game.

The extra follower comes with voice.

It adds 1 more class in the game with its associated archetypes.

it adds quests only associated with the said follower however.

It adds 2 portraits in the game (meh I never used the game portraits to begin with)

and a new race or more likely many versions of the thiefling race which seems to have more variants than aasimars.

That is not to say that it does not come with problems.

It introduces to the game bugs... and not a few of them. in just the couple of hours I tried the game out I a gamebraking bug.

Upon installing the dlc my characters became unresponsive and I had hard time targeting my enemies during pause.

The second problem is that the extra follower is not immediately available after starting the game, she shows up but from my understanding at varnhold which is a good 30 -40 hours in the game. take that with a grain of salt not gonna play that much for just to verify that. I can attest with certainty she does not leave restov with you.

Which brings me to the third problem it did not entice me to replay the game again since I did not find it improving on the gameplay experience enough.

Well the 3 above and the promise of the company to try to release something of high artistic standards... was the reason if my dissapointment.

I know the review sounds more negative than possitive. I just can't bring myself to downvote something I played for a good 500 hours. it does not significantly add to it, but it certainly does not reduce the experience, provided the bugs are addressed to whcih I guess they will eventually. Its an optional dlc and not a must have If you like the race or the class go for it.. The new NPC alone was worth the money. :) Kineticist is powerful but annoying to play on pen and paper pathfinder, but this game takes all the work out of the burn mechanics so you can spend your brain enjoying the game instead of doing math.. Horns and Tails.

Heritages and Subclasses.. Nice little DLC, which includes a comanion with a story arc, new race and new class. In my opinion, the price is ok for this sort of content.. I love this game, but all the bugs you have to deal with are really frustrating, i started a new game to try the new companion from the beginning, except she randomly disappeared from my companions list without trace. then, i created a halfling on the tavern, and her model is not visible, she is just clothes floating around.. New race, class, and companion... I couldn't expent more for the price point.. The only reason for me was the kineticist class, which i also play in pen&paper campaign, and im deeply disappointed.

I know that not everything can be implemented in a game vs. p&p; but even they did implement only 4 elements, even there its like 10% of reality, infusion like implate, detonation, etc. are missing and easy to implement. Even the graphics are fail. All projectiles are the same model except for color. So a fire blast looks modelwise the same as an electric blast ? f...king unbelievable.... :(

Thus for me, its not even worth its price. Unless they implement the steam workshop and let modders do the real & good work, i doubt this product will flourish.

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