# KINETICIST

Kineticist Level

| Уровень | |
|---|---|
| 1 | Aether ☐☐☐ |
| 7 | Fire ☐☐☐ / Air ☐☐☐ |
| 15 | Earth ☐☐☐ / Water ☐☐☐ |

## KINETIC BLAST

- ☐ Air blast
- ☐ Electric blast
- ☐ Cold blast
- ☐ Water blast
- ☐ Fire blast
- ☐ Earth blast
- ☐ Telekinetic blast

Kinetic blast is a standard action and has a range of 30ft.
You need at least one hand free to aim a blast.

**PHYSICAL BLAST** = _____ d6 + _____ + ВІЬН

Kineticist Level ÷ 2 (Round up)

**ENERGY BLAST** = _____ d6 + ( ВІЬН ÷ 2 )

Kineticist Level

**EFFECTIVE SPELL LEVEL**

[ ] = _____ ÷ 2 (Округлять к меньшему)

Apply one form infusion and one substance infusion to a blast.

**FORM INFUSION DC** = 10 + Effective Spell Level + DEX

**SUBSTANCE INFUSION DC** = 10 + Effective Spell Level + ВІЬН

Уровень 3

**БОНУС АТАКИ** = Current Burn

**БОНУС УРОНА** = Current Burn × 2

Уровень 5

Reduce the combined burn cost of the infusions.

| Уровень | 5 | 8 | 11 | 14 | 17 | 20 | |
|---|---|---|---|---|---|---|---|
| Reduction | *-1* | *-2* | *-3* | *-4* | *-5* | *-6* | *burn* |

Уровень 16 **COMPOSITE SPECIALISATION**
*-1 burn* when combining infusions.

## BURN

**BURN PER ROUND**

[ ] hp = _____ ÷ 3

Kineticist Level

**MAX BURN**

[ ] hp = 3 + ВІЬН

Current Burn [ ] hp

Burn is only healed by a full night's rest.

**GATHER POWER**

Reduce the burn cost of your next blast.

| | | **SUPERCHARGE** Level 11 |
|---|---|---|
| Move action | *-1 burn* | *-2 burn* |
| Full round | *-2 burn* | *-3 burn* |
| Full round + Move action | *-3 burn* | |

If damaged before unleashing the power, make a concentration check or take the burn you would have saved.

Уровень 6 **INTERNAL BUFFER**
Take burn in advance. [ ] hp

| Уровень | At burn | Physical scores | Miss chance |
|---|---|---|---|
| 6 | 3 | +2, +2, 0 | 5% + burn |
| 11 | 5 | +4, +2, +2 | |
| 16 | 7 | +6, +4, +2 | |

## METAKINESIS

Уровень 5 **EMPOWER** — 1 burn ☐
+50% damage

9 **MAXIMISE** — 2 burn ☐
All dice roll at maximum

13 **QUICKEN** — 3 burn ☐
Perform as a swift action

17 **DOUBLE KINETIC BLAST** — 4 burn ☐
Perform twice with the same action.
Modifications apply to both, but burn once.

Уровень 19 **METAKINETIC MASTER**
Reduce the burn cost of one metakinesis

## WILD TALENTS

**BASIC UTILITY** ☐ ☐ ☐ ☐ ☐

Уровень 1

**INFUSION** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

**ELEMENTAL DEFENCE** ☐ ☐ ☐ ☐ ☐

Уровень 2

**UTILITY** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 3 **INFUSION** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 4 **UTILITY** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 5 **INFUSION** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 6 **UTILITY** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 8 **UTILITY** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 9 **INFUSION** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 10 **UTILITY** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 11 **INFUSION** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 12 **UTILITY** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 13 **INFUSION** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 14 **UTILITY** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 16 **UTILITY** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 17 **INFUSION** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 18 **UTILITY** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 19 **INFUSION** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

Уровень 20 **UTILITY** ☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn

☐ ☐ ☐ ☐ ☐ — Уровень [ ] KC [ ] Burn