KINETICIST

Kineticist Level

Level	
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 + _____ + CON _____

Kineticist Level ÷ 2 (Round up)

ENERGY BLAST = _____ d6 + (CON _____ ÷ 2)

Kineticist Level

EFFECTIVE SPELL LEVEL

[ ] = _____ ÷ 2 (Round down)

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 + CON _____

Level 3 **ATTACK BONUS** = Current Burn

DAMAGE BONUS = Current Burn × 2

Level 5 Reduce the combined burn cost of the infusions.

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

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

BURN

BURN PER ROUND

[ ] hp = Kineticist Level _____ ÷ 3

MAX BURN

[ ] hp = 3 + CON _____

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.

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

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

METAKINESIS

Level 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.

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

WILD TALENTS

Level	Type	Talent	Level	DC	Burn
1	BASIC UTILITY				
	INFUSION				
2	ELEMENTAL DEFENCE				
	UTILITY				
3	INFUSION				
4	UTILITY				
5	INFUSION				
6	UTILITY				
8	UTILITY				
9	INFUSION				
10	UTILITY				
11	INFUSION				
12	UTILITY				
13	INFUSION				
14	UTILITY				
16	UTILITY				
17	INFUSION				
18	UTILITY				
19	INFUSION				
20	UTILITY				