

# KINETICIST

Kineticist  
Level

Level  
**1**  
**7**  
**15**

Fire  
□□□

Wood  
□□□

Earth  
□□□

Aether  
□□□

Void  
□□□

Air  
□□□

Water  
□□□

Treat kineticist level as 4 lower for 2nd and 3rd elements.

Learn an extra utility wild talent or infusion if you take the same element twice.

**+1**

Bonus to attack, damage, caster level and DCs if you take the same element three times.

## BURN

MAX BURN  
PER ROUND

Kineticist  
Level

hp =  $\frac{\text{Current Burn}}{3}$

MAX BURN

hp =  $3 + \text{CON}$

Current Burn

hp

Burn damage cannot be reduced or redirected.

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

## GATHER POWER

Spend time gathering power to reduce the burn cost of your next blast.

You need both hands free to gather power.

Move action	-1 burn	-2 burn
Full round	-2 burn	-3 burn
Full round + Move action	-3 burn	

Level  
**11**

**SUPERCHARGE**

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

CONCENTRATION  
SAVE DC

Damage  
Taken

Effective  
Spell Level

=  $10 + \text{Damage Taken} + \text{Effective Spell Level}$

## INTERNAL BUFFER

Level  
**6**  
**11**  
**16**

Max  
Buffer

Take burn in advance as a full round action.

Spend 1pt of buffer on a single wild talent to avoid 1 burn.

Internal Buffer

hp

## METAKINESIS

Level  
**5**  
**EMPOWER**  
+50% damage

1 burn □

**9**  
**MAXIMISE**  
All dice roll at maximum

2 burn □

**13**  
**QUICKEN**  
Perform as a swift action

3 burn □

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

4 burn □

Level  
**19**  
**METAKINETIC MASTER**

Reduce the burn cost of one metakinesis

## OMNIKINESIS

Level  
**20**  
Accept 1 burn as a standard action to replace one of your wild talents with any other for one day.

## WILD TALENTS

BASIC UTILITY



Level  
**1**

INFUSION



Level  DC  Burn

ELEMENTAL DEFENCE



Level  
**2**

UTILITY



Level  DC  Burn

Level  
**3**

INFUSION



Level  DC  Burn

Level  
**4**

UTILITY



Level  DC  Burn

Level  
**5**

INFUSION



Level  DC  Burn

Level  
**6**

UTILITY



Level  DC  Burn

Level  
**8**

UTILITY



Level  DC  Burn

Level  
**9**

INFUSION



Level  DC  Burn

Level  
**10**

UTILITY



Level  DC  Burn

Level  
**11**

INFUSION



Level  DC  Burn

Level  
**12**

UTILITY



Level  DC  Burn

Level  
**13**

INFUSION



Level  DC  Burn

Level  
**14**

UTILITY



Level  DC  Burn

Level  
**16**

UTILITY



Level  DC  Burn

Level  
**17**

INFUSION



Level  DC  Burn

Level  
**18**

UTILITY



Level  DC  Burn

Level  
**19**

INFUSION



Level  DC  Burn

Level  
**20**

UTILITY



Level  DC  Burn



Level  DC  Burn

