

# KINETICIST

Kineticist  
Level

Nivel  
**1**  
**7**  
**15**

Fuego   
Madera   
Tierra 

Aether   
Void   
Aire   
Agua 

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

$$\boxed{\phantom{00}} \text{ pg} = \boxed{\phantom{00}} \div 3$$

MAX BURN

$$\boxed{\phantom{00}} \text{ pg} = 3 + \text{CON}$$

Current Burn

$$\boxed{\phantom{00}} \text{ pg}$$

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.

|                          |         |         |
|--------------------------|---------|---------|
| Acción de Movimiento     | -1 burn | -2 burn |
| Full round               | -2 burn | -3 burn |
| Full round + Move action | -3 burn |         |

Nivel  
**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

$$\boxed{\phantom{00}} = 10 + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

## INTERNAL BUFFER

| Nivel     | Max<br>Buffer | Take burn in advance as a full<br>round action.                 | Internal Buffer                   |
|-----------|---------------|---|-----------------------------------|
| <b>6</b>  | <b>1</b>      |   | $\boxed{\phantom{00}} \text{ pg}$ |
| <b>11</b> | <b>2</b>      | Spend 1pt of buffer on a single<br>wild talent to avoid 1 burn. |                                   |
| <b>16</b> | <b>3</b>      |   |                                   |

## METAKINESIS

|                    |   |                                 |
|--------------------|---|---------------------------------|
| Nivel<br><b>5</b>  | <b>EMPOWER</b><br>+50% damage   | 1 burn <input type="checkbox"/> |
| Nivel<br><b>9</b>  | <b>MAXIMISE</b><br>All dice roll at maximum   | 2 burn <input type="checkbox"/> |
| Nivel<br><b>13</b> | <b>QUICKEN</b><br>Perform as a swift action   | 3 burn <input type="checkbox"/> |
| Nivel<br><b>17</b> | <b>DOUBLE KINETIC BLAST</b><br>Perform twice with the same action.<br>Modifications apply to both, but burn once. | 4 burn <input type="checkbox"/> |
| Nivel<br><b>19</b> | <b>METAKINETIC MASTER</b><br>Reduce the burn cost of one metakinesis  |                                 |

## OMNIKINESIS

Nivel  
**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



Nivel  
**1**

INFUSION



Nivel

CD

Burn

ELEMENTAL DEFENCE



Nivel  
**2**

UTILITY



Nivel

CD

Burn

Nivel  
**3**

INFUSION



Nivel

CD

Burn

Nivel  
**4**

UTILITY



Nivel

CD

Burn

Nivel  
**5**

INFUSION



Nivel

CD

Burn

Nivel  
**6**

UTILITY



Nivel

CD

Burn

Nivel  
**8**

UTILITY



Nivel

CD

Burn

Nivel  
**9**

INFUSION



Nivel

CD

Burn

Nivel  
**10**

UTILITY



Nivel

CD

Burn

Nivel  
**11**

INFUSION



Nivel

CD

Burn

Nivel  
**12**

UTILITY



Nivel

CD

Burn

Nivel  
**13**

INFUSION



Nivel

CD

Burn

Nivel  
**14**

UTILITY



Nivel

CD

Burn

Nivel  
**16**

UTILITY



Nivel

CD

Burn

Nivel  
**17**

INFUSION



Nivel

CD

Burn

Nivel  
**18**

UTILITY



Nivel

CD

Burn

Nivel  
**19**

INFUSION



Nivel

CD

Burn

Nivel  
**20**

UTILITY



Nivel

CD

Burn

