

# KINETICIST

Kineticist  
Level

Poziom  
1  
7  
15



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

$$\boxed{\text{pw}} = \frac{\text{Level}}{3}$$

**MAX BURN**

$$\boxed{\text{pw}} = 3 + \text{BD}$$

Current Burn

**pw**

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	

Poziom  
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

Efektyny  
Czarujący

$$\boxed{\text{DC}} = 10 + \text{Damage Taken} + \text{Efectywny Czarujący}$$

## INTERNAL BUFFER

Poziom  
6  
11  
16

Max  
Buffer  
1  
2  
3

Take burn in advance as a full round action.

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

Internal Buffer

**pw**

## METAKINESIS

Poziom **EMPOWER**  
5 +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

Poziom **METAKINETIC MASTER**

19 Reduce the burn cost of one metakinesis

## OMNIKINESIS

Poziom **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**



Poziom  
1

**INFUSION**



Poziom **ST** Burn

**ELEMENTAL DEFENCE**



Poziom  
2

**UTILITY**



Poziom **ST** Burn

Poziom  
3

**INFUSION**



Poziom **ST** Burn

Poziom  
4

**UTILITY**



Poziom **ST** Burn

Poziom  
5

**INFUSION**



Poziom **ST** Burn

Poziom  
6

**UTILITY**



Poziom **ST** Burn

Poziom  
8

**UTILITY**



Poziom **ST** Burn

Poziom  
9

**INFUSION**



Poziom **ST** Burn

Poziom  
10

**UTILITY**



Poziom **ST** Burn

Poziom  
11

**INFUSION**



Poziom **ST** Burn

Poziom  
12

**UTILITY**



Poziom **ST** Burn

Poziom  
13

**INFUSION**



Poziom **ST** Burn

Poziom  
14

**UTILITY**



Poziom **ST** Burn

Poziom  
16

**UTILITY**



Poziom **ST** Burn

Poziom  
17

**INFUSION**



Poziom **ST** Burn

Poziom  
18

**UTILITY**



Poziom **ST** Burn

Poziom  
19

**INFUSION**



Poziom **ST** Burn

Poziom  
20

**UTILITY**



Poziom **ST** Burn



Poziom **ST** Burn