

KINETICIST

Kineticist
Level

Stufe

1
7
15



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 = $d6 + \text{Kineticist Level} \div 2$ (Round up) + **KO**

ENERGY BLAST = $d6 + (\text{KO} \div 2)$

EFFECTIVE SPELL LEVEL = $\text{Kineticist Level} \div 2$ (abrunden)

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

FORM INFUSION DC = $10 + \text{Effective Spell Level} + \text{GE}$

SUBSTANCE INFUSION DC = $10 + \text{Effective Spell Level} + \text{KO}$

ANGRIFF BONUS = Current Burn

SCHADEN BONUS = Current Burn $\times 2$

Stufe 5 Reduce the combined burn cost of the infusions.

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

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

BURN

BURN PER ROUND = $\text{Kineticist Level} \div 3$

MAX BURN = $3 + \text{KO}$

Current Burn TP

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

| GATHER POWER | SUPERCHARGE |
|--|-------------|
| Reduce the burn cost of your next blast. | 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.

Stufe 6 **INTERNAL BUFFER**
Take burn in advance. TP

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

METAKINESIS

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

WILD TALENTS

BASIC UTILITY



Stufe

1

INFUSION



Stufe SG Burn

ELEMENTAL DEFENCE



Stufe

2

UTILITY



Stufe SG Burn

Stufe

3

INFUSION



Stufe SG Burn

Stufe

4

UTILITY



Stufe SG Burn

Stufe

5

INFUSION



Stufe SG Burn

Stufe

6

UTILITY



Stufe SG Burn

Stufe

8

UTILITY



Stufe SG Burn

Stufe

9

INFUSION



Stufe SG Burn

Stufe

10

UTILITY



Stufe SG Burn

Stufe

11

INFUSION



Stufe SG Burn

Stufe

12

UTILITY



Stufe SG Burn

Stufe

13

INFUSION



Stufe SG Burn

Stufe

14

UTILITY



Stufe SG Burn

Stufe

16

UTILITY



Stufe SG Burn

Stufe

17

INFUSION



Stufe SG Burn

Stufe

18

UTILITY



Stufe SG Burn

Stufe

19

INFUSION



Stufe SG Burn

Stufe

20

UTILITY



Stufe SG Burn



Stufe SG Burn