

# KINETICIST

Kineticist  
Level

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

Fuego Aire   
Tierra Agua   
Aether

## 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) + **CON**

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

**EFFECTIVE SPELL LEVEL** =  $\text{Kineticist Level} \div 2$  (Redondear abajo)

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

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

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

**BONUS ATAUQUE** = Current Burn  
**3 BON DAÑO** = Current Burn  $\times 2$

Nivel 5 Reduce the combined burn cost of the infusions.

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

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

## BURN

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

**MAX BURN** =  $3 + \text{CON}$  Current Burn pg

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

GATHER POWER	SUPERCHARGE
Reduce the burn cost of your next blast.	Level 11
Acción de Movimiento -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.

Nivel 6 **INTERNAL BUFFER**  
Take burn in advance. pg

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

## METAKINESIS

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

## WILD TALENTS

### BASIC UTILITY



Nivel 1	INFUSION	
Nivel 2	UTILITY	
Nivel 3	INFUSION	
Nivel 4	UTILITY	
Nivel 5	INFUSION	
Nivel 6	UTILITY	
Nivel 8	UTILITY	
Nivel 9	INFUSION	
Nivel 10	UTILITY	
Nivel 11	INFUSION	
Nivel 12	UTILITY	
Nivel 13	INFUSION	
Nivel 14	UTILITY	
Nivel 16	UTILITY	
Nivel 17	INFUSION	
Nivel 18	UTILITY	
Nivel 19	INFUSION	
Nivel 20	UTILITY	