

# 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

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

MAX BURN

$$\text{hp} = 3 + \text{CON}$$

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

Full round -2 burn

Full round + Move action -3 burn

Level

**11**

**SUPERCHARGE**

-2 burn

-3 burn

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**

Max  
Buffer

Take burn in advance as a full round action.

**11**

**2**

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

**16**

**3**

Internal Buffer

hp

## METAKINESIS

Level  
**5**

**EMPOWER**  
+50% damage

1 burn □

Level  
**9**

**MAXIMIZE**  
All dice roll at maximum

2 burn □

Level  
**13**

**QUICKEN**  
Perform as a swift action

3 burn □

Level  
**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 DEFENSE



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



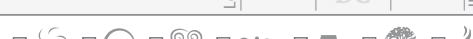
Level

DC

Burn

Level  
**17**

INFUSION



Level

DC

Burn

Level  
**18**

UTILITY



Level

DC

Burn

Level  
**19**

INFUSION



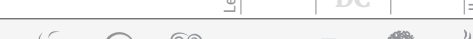
Level

DC

Burn

Level  
**20**

UTILITY



Level

DC

Burn



Level

DC

Burn