

# 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

$$\text{hp} = \text{Level} \div 3$$

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**

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

$$\text{DC} = 10 + \text{Damage Taken} + \text{Effective Spell Level}$$

## INTERNAL BUFFER

Level	Max Buffer	Take burn in advance as a full round action.
<b>6</b>	<b>1</b>	
<b>11</b>	<b>2</b>	Spend 1pt of buffer on a single wild talent to avoid 1 burn.
<b>16</b>	<b>3</b>	

Internal Buffer

hp

## METAKINESIS

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

## OMNIKINESIS

Level <b>20</b>	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 DEFENCE



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**

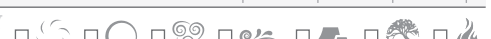
INFUSION



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

