

KINETICIST

Kineticist
Level

Poziom

1

7

15

Ognień

□□□

Drewno

□□□

Ziemia

□□□

Aether

□□□

Void

□□□

Powietrze

□□□

Woda

□□□

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

$$\boxed{\text{pw}} = \boxed{\text{pw}} \div 3$$

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

Full round -2 burn

Full round + Move action -3 burn

Poziom

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

Efektynny
Czarującego

$$\boxed{\text{pw}} = 10 + \boxed{\text{pw}} + \boxed{\text{pw}}$$

INTERNAL BUFFER

Poziom

Max

6

1

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

pw

METAKINESIS

Poziom

5

EMPOWER
+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

19

METAKINETIC MASTER
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

□ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □