KINETICIST

Kineticist Level

Nível 1 / 7 / 15

Aether ☐☐☐ · Fogo ☐☐☐ · Ar ☐☐☐ · Terra ☐☐☐ · Água ☐☐☐

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 + _____ + CON _____

Kineticist Level ÷ 2 (Round up)

ENERGY BLAST = _____ d6 + (CON _____ ÷ 2)

Kineticist Level

EFFECTIVE SPELL LEVEL

[ ] = _____ ÷ 2 (Arredonda para Baixo)

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

FORM INFUSION DC = 10 + Effective Spell Level + DES _____

SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON _____

Nível 3 — **ATAQUE BÔNUS** = Current Burn

DANO BÔNUS = Current Burn × 2

Nível 5 — Reduce the combined burn cost of the infusions.

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

Nível 16 — **COMPOSITE SPECIALISATION**
-1 burn when combining infusions.

BURN

BURN PER ROUND

[hp] = Kineticist Level _____ ÷ 3

MAX BURN

[hp] = 3 + CON _____

Current Burn [hp]

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

GATHER POWER
Reduce the burn cost of your next blast.

		SUPERCHARGE 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.

Nível 6 — **INTERNAL BUFFER**
Take burn in advance. [hp]

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

METAKINESIS

Nível 5 — **EMPOWER** — 1 burn ☐
+50% damage

9 — **MAXIMISE** — 2 burn ☐
All dice roll at maximum

13 — **QUICKEN** — 3 burn ☐
Perform as a swift action

17 — **DOUBLE KINETIC BLAST** — 4 burn ☐
Perform twice with the same action.
Modifications apply to both, but burn once.

Nível 19 — **METAKINETIC MASTER**
Reduce the burn cost of one metakinesis

WILD TALENTS

Nível	Tipo	Nome	Nível	CD	Burn
1	BASIC UTILITY				
	INFUSION				
2	ELEMENTAL DEFENCE				
	Utilidade				
3	INFUSION				
4	Utilidade				
5	INFUSION				
6	Utilidade				
8	Utilidade				
9	INFUSION				
10	Utilidade				
11	INFUSION				
12	Utilidade				
13	INFUSION				
14	Utilidade				
16	Utilidade				
17	INFUSION				
18	Utilidade				
19	INFUSION				
20	Utilidade				