

# 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

hp =  $\div 3$

**MAX BURN**

hp = **3 + 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

= **10 +** +

## 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>MAXIMIZE</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.
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## 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**

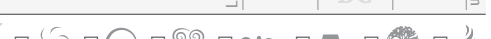
**INFUSION**



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**

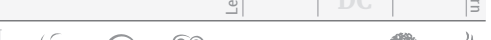
**UTILITY**



Level **DC** Burn

Level  
**19**

**INFUSION**



Level **DC** Burn

Level  
**20**

**UTILITY**



Level **DC** Burn



Level **DC** Burn

