

KINETICIST

Kineticist
Level

Level
1
7
15

Fire
□□□

Earth
□□□

Aether
□□□

Air
□□□

Water
□□□

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 = $d6 + \text{Kineticist Level} \div 2$ (Round up) + **CON**

ENERGY BLAST = $d6 + (\text{CON} \div 2)$

EFFECTIVE SPELL LEVEL = $\text{Kineticist Level} \div 2$ (Round down)

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

FORM INFUSION DC = $10 + \text{Effective Spell Level} + \text{DEX}$

SUBSTANCE INFUSION DC = $10 + \text{Effective Spell Level} + \text{CON}$

ATTACK BONUS = Current Burn

3 DAMAGE BONUS = Current Burn $\times 2$

Level 5 Reduce the combined burn cost of the infusions.

| | | | | | | |
|-----------|----|----|----|----|----|---------|
| Level | 5 | 8 | 11 | 14 | 17 | 20 |
| Reduction | -1 | -2 | -3 | -4 | -5 | -6 burn |

Level 16 **COMPOSITE SPECIALISATION**
-1 burn when combining infusions.

BURN

BURN PER ROUND = $\text{Kineticist Level} \div 3$

MAX BURN = $3 + \text{CON}$

Current Burn

hp

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

| GATHER POWER | SUPERCHARGE |
|--|-------------|
| Reduce the burn cost of your next blast. | 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.

Level 6 **INTERNAL BUFFER**
Take burn in advance.

hp

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

METAKINESIS

| | | |
|--|--------|---|
| Level 5 EMPOWER +50% damage | 1 burn | □ |
| Level 9 MAXIMISE 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 | | |

WILD TALENTS

BASIC UTILITY



| | | | | | |
|----------|----------|-------------|-------|----|------|
| Level 1 | INFUSION | □ □ □ □ □ □ | Level | DC | Burn |
| 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 |