

# KINETICIST

Kineticist  
Level

Poziom

1

7

15

Ogień



Ziemia



Aether

□□□



Powietrze

□□□

Woda



## 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) + **BD**

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

**EFFECTIVE SPELL LEVEL** =  $\text{Kineticist Level} \div 2$  (Zaokrąglane w dół)

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

**FORM INFUSION DC** =  $10 + \text{Efektywny Poziom Czarującego} + \text{ZR}$

**SUBSTANCE INFUSION DC** =  $10 + \text{Efektywny Poziom Czarującego} + \text{BD}$

**ATAK PREMIA** = Current Burn

**3OBRAŻENIA PREMIA** = Current Burn  $\times 2$

Reduce the combined burn cost of the infusions.

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

**COMPOSITE SPECIALISATION**

16 -1 burn when combining infusions.

## BURN

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

**MAX BURN** =  $3 + \text{BD}$

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

**GATHER POWER**

Reduce the burn cost of your next blast.

Move action -1 burn

Full round -2 burn

Full round + Move action -3 burn

**SUPERCHARGE**

Level 11

-2 burn

-3 burn

If damaged before unleashing the power, make a concentration check or take the burn you would have saved.

**INTERNAL BUFFER**

6 Take burn in advance.

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

## METAKINESIS

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

## 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

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Burn

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12

UTILITY



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INFUSION



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INFUSION



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UTILITY



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Poziom

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Burn