

# 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 =  $3 + \text{CON}$

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

SUPERCARGE

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.
6	1	
11	2	Spend 1pt of buffer on a single wild talent to avoid 1 burn.
16	3	

Internal Buffer

hp

## METAKINESIS

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

## OMNIKINESIS

Level 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

Level  
1

INFUSION

Level  
2

UTILITY

Level  
3

INFUSION

Level  
4

UTILITY

Level  
5

INFUSION

Level  
6

UTILITY

Level  
8

UTILITY

Level  
9

INFUSION

Level  
10

UTILITY

Level  
11

INFUSION

Level  
12

UTILITY

Level  
13

INFUSION

Level  
14

UTILITY

Level  
16

UTILITY

Level  
17

INFUSION

Level  
18

UTILITY

Level  
19

INFUSION

Level  
20

UTILITY

