

# KINETICIST

Kineticist  
Level

Level  
1  
7  
15

Aether  
□□□

Fire  
□□□

Earth  
□□□

Air  
□□□

Water  
□□□

## KINETIC BLAST

- Air blast      □ Fire blast  
□ Electric blast      □ Earth blast  
□ Cold blast      □ Telekinetic blast  
□ Water 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 SPECIALIZATION**  
-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 <b>EMPOWER</b> +50% damage	1 burn	□
Level 9 <b>MAXIMIZE</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		

## 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