

# KINETICIST

Kineticist  
Level

Level  
1  
7  
15



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 =  $\frac{\text{hp}}{3}$

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

-2 burn

-3 burn

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 +  $\frac{\text{hp}}{3}$  +  $\frac{\text{hp}}{3}$

## INTERNAL BUFFER

Level  
6

Max  
Buffer

Take burn in advance as a full round action.

11

2

Spend 1pt of buffer on a single wild talent to avoid 1 burn.

16

3

Internal Buffer

hp

## METAKINESIS

Level  
5

EMPOWER  
+50% damage

1 burn

9

MAXIMIZE  
All dice roll at maximum

2 burn

13

QUICKEN  
Perform as a swift action

3 burn

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

## 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  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

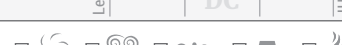
UTILITY



Level  DC  Burn

Level  
19

INFUSION



Level  DC  Burn

Level  
20

UTILITY



Level  DC  Burn



Level  DC  Burn

DC

Burn

