

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

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

MAXIMISE
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 DEFENCE



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



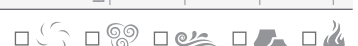
Level

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



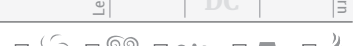
Level

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