KINETICIST

Kineticist Level

Level	Element	Element
1	Fire	Aether
7	Wood	Void
15	Earth	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 ÷ 3 (hp)

MAX BURN = 3 + CON (hp)

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.

		Level 11 SUPERCHARGE
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.

CONCENTRATION SAVE DC = 10 + Damage Taken + Effective Spell Level

INTERNAL BUFFER

Level	Max Buffer
6	1
11	2
16	3

Take burn in advance as a full round action.

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

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

Level	Type	Level	DC	Burn
	BASIC UTILITY			
1				
	INFUSION			
	ELEMENTAL DEFENSE			
2				
	UTILITY			
3	INFUSION			
4	UTILITY			
5	INFUSION			
6	UTILITY			
8	UTILITY			
9	INFUSION			
10	UTILITY			
11	INFUSION			
12	UTILITY			
13	INFUSION			
14	UTILITY			
16	UTILITY			
17	INFUSION			
18	UTILITY			
19	INFUSION			
20	UTILITY			