

# 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** =  $10 + \text{Effective Spell Level} + \text{CON}$

Level **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 **COMPOSITE SPECIALISATION**  
16 -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** Reduce the burn cost of your next blast.

Move action	-1 burn
Full round	-2 burn

**SUPERCHARGE** Level 11

-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 **INTERNAL BUFFER**  
6 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	□
9	<b>MAXIMISE</b> All dice roll at maximum	2 burn	□
13	<b>QUICKEN</b> Perform as a swift action	3 burn	□
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

**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 **UTILITY** □ □ □ □ □ □ □

Level DC Burn

Level **UTILITY** □ □ □ □ □ □ □

Level DC Burn