

# KINETICIST

Kineticist  
Level

Poziom  
**1**  
**7**  
**15**

Ognień  
□□□

Wood  
□□□

Earth  
□□□

Aether  
□□□

Void  
□□□

Powietrze  
□□□

Woda  
□□□

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

$$\boxed{\text{pw}} = \boxed{\text{pw}} \div 3$$

MAX BURN

$$\boxed{\text{pw}} = 3 + \text{BD}$$

Current Burn

pw

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

Poziom

**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

$$\boxed{\text{pw}} = 10 + \boxed{\text{pw}} + \boxed{\text{pw}}$$

## INTERNAL BUFFER

Poziom  
**6**

Max  
Buffer

**1**

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

pw

## METAKINESIS

Poziom  
**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

Poziom  
**19**

**METAKINETIC MASTER**

Reduce the burn cost of one metakinesis

## OMNIKINESIS

Poziom  
**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



Poziom

**1**

INFUSION



Poziom

**ST**

Burn

ELEMENTAL DEFENCE



Poziom

**2**

UTILITY



Poziom

**ST**

Burn

Poziom

**3**

INFUSION



Poziom

**ST**

Burn

Poziom

**4**

UTILITY



Poziom

**ST**

Burn

Poziom

**5**

INFUSION



Poziom

**ST**

Burn

Poziom

**6**

UTILITY



Poziom

**ST**

Burn

Poziom

**8**

UTILITY



Poziom

**ST**

Burn

Poziom

**9**

INFUSION



Poziom

**ST**

Burn

Poziom

**10**

UTILITY



Poziom

**ST**

Burn

Poziom

**11**

INFUSION



Poziom

**ST**

Burn

Poziom

**12**

UTILITY



Poziom

**ST**

Burn

Poziom

**13**

INFUSION



Poziom

**ST**

Burn

Poziom

**14**

UTILITY



Poziom

**ST**

Burn

Poziom

**16**

UTILITY



Poziom

**ST**

Burn

Poziom

**17**

INFUSION



Poziom

**ST**

Burn

Poziom

**18**

UTILITY



Poziom

**ST**

Burn

Poziom

**19**

INFUSION



Poziom

**ST**

Burn

Poziom

**20**

UTILITY



Poziom

**ST**

Burn



Poziom

**ST**

Burn

