

KINETICIST

Kineticist
Level

Poziom
1
7
15

Aether
□□□

Ogień
□□□

Earth
□□□

Air
□□□

Water
□□□

KINETIC BLAST

- Air blast
□ Electric blast
□ Cold blast
□ Water blast
- Fire blast
□ Earth blast
□ Telekinetic 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) + **BD**

ENERGY BLAST = $d6 + (\text{BD} \div 2)$

EFFECTIVE SPELL LEVEL = $\text{Kineticist Level} \div 2$ (Zaokrąglane w dół)

Apply one form infusion and one substance infusion to a blast.

FORM INFUSION DC = $10 + \text{Effective Spell Level} + \text{ZR}$

SUBSTANCE INFUSION DC = $10 + \text{Effective Spell Level} + \text{BD}$

Poziom **ATAK BONUS** = Current Burn

3OBRAŻENIA PREMIA = Current Burn $\times 2$

Poziom 5 Reduce the combined burn cost of the infusions.

Poziom 5	8	11	14	17	20
Reduction	-1	-2	-3	-4	-5
					-6 burn

Poziom **COMPOSITE SPECIALISATION 16** -1 burn when combining infusions.

BURN

BURN PER ROUND = $\text{Kineticist Level} \div 3$

MAX BURN = $3 + \text{BD}$ Current Burn

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

Full round + Move action -3 burn

SUPERCHARGE

Level 11

-2 burn

-3 burn

If damaged before unleashing the power, make a concentration check or take the burn you would have saved.

INTERNAL BUFFER

Poziom **6** Take burn in advance. pw

Poziom	At burn	Physical scores	Miss chance
6	3	+2, +2, 0	5% + burn
11	5	+4, +2, +2	
16	7	+6, +4, +2	

METAKINESIS

- Poziom **EMPOWER 5** +50% damage 1 burn □
- MAXIMISE 9** All dice roll at maximum 2 burn □
- QUICKEN 13** Perform as a swift action 3 burn □
- DOUBLE KINETIC BLAST 17** Perform twice with the same action. Modifications apply to both, but burn once. 4 burn □

METAKINETIC MASTER

Poziom **19** Reduce the burn cost of one metakinesis

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