








# KINETICIST

Kineticist  
Level

Nivel  
**1**  
**7**  
**15**

Fuego  Aether  Air  Earth  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) + **CON**

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

**EFFECTIVE SPELL LEVEL** =  $\text{Kineticist Level} \div 2$  (Redondear hacia abajo)

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

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

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

**BONUS** = Current Burn

**BONUS** = Current Burn  $\times 2$

Nivel 5 Reduce the combined burn cost of the infusions.

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

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

## BURN

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

**MAX BURN** =  $3 + \text{CON}$

Burn is only healed by a full night's rest.

**GATHER POWER** **SUPERCHARGE**

Reduce the burn cost of your next blast.	
Move action	-1 burn
Full round	-2 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.

Nivel 6 **INTERNAL BUFFER**  
Take burn in advance.

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







































































































## METAKINESIS

Nivel 5	<b>EMPOWER</b> +50% damage	1 burn
Nivel 9	<b>MAXIMISE</b> All dice roll at maximum	2 burn
Nivel 13	<b>QUICKEN</b> Perform as a swift action	3 burn
Nivel 17	<b>DOUBLE KINETIC BLAST</b> Perform twice with the same action. Modifications apply to both, but burn once.	4 burn
Nivel 19	<b>METAKINETIC MASTER</b> Reduce the burn cost of one metakinesis	

## WILD TALENTS

### BASIC UTILITY



Nivel 1	<b>INFUSION</b>	     
Nivel 2	<b>UTILITY</b>	     
Nivel 3	<b>INFUSION</b>	     
Nivel 4	<b>UTILITY</b>	     
Nivel 5	<b>INFUSION</b>	     
Nivel 6	<b>UTILITY</b>	     
Nivel 8	<b>UTILITY</b>	     
Nivel 9	<b>INFUSION</b>	     
Nivel 10	<b>UTILITY</b>	     
Nivel 11	<b>INFUSION</b>	     
Nivel 12	<b>UTILITY</b>	     
Nivel 13	<b>INFUSION</b>	     
Nivel 14	<b>UTILITY</b>	     
Nivel 16	<b>UTILITY</b>	     
Nivel 17	<b>INFUSION</b>	     
Nivel 18	<b>UTILITY</b>	     
Nivel 19	<b>INFUSION</b>	     
Nivel 20	<b>UTILITY</b>	