








KINETICIST

Kineticist
Level

Nivel
1
7
15

Fuego  Aire 
Tierra  Agua 
Aether 

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 = $\text{Kineticist Level} \div 2$ (Redondear 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
ATAQUE
3 **BON DAÑO** = 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 = $3 + \text{CON}$ Current Burn pg

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

GATHER POWER	SUPERCHARGE
Reduce the burn cost of your next blast.	Level 11
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.

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

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

WILD TALENTS

BASIC UTILITY



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