

KINETICIST

Kineticist
Level

Livello
1
7
15



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) + **COS**

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

EFFECTIVE SPELL LEVEL = $\text{Kineticist Level} \div 2$ (per difetto)

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

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

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

ATTACCO BONUS = Current Burn

DANNI BONUS = Current Burn $\times 2$

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

COMPOSITE SPECIALISATION
16 -1 burn when combining infusions.

BURN

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

MAX BURN = $3 + \text{COS}$

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.

INTERNAL BUFFER
6 Take burn in advance.

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

METAKINESIS

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

WILD TALENTS

BASIC UTILITY



Livello
1

INFUSION



ELEMENTAL DEFENCE



Livello
2

UTILITY



Livello
3

INFUSION



Livello
4

UTILITY



Livello
5

INFUSION



Livello
6

UTILITY



Livello
8

UTILITY



Livello
9

INFUSION



Livello
10

UTILITY



Livello
11

INFUSION



Livello
12

UTILITY



Livello
13

INFUSION



Livello
14

UTILITY



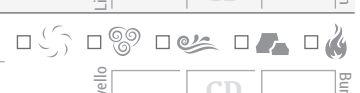
Livello
16

UTILITY



Livello
17

INFUSION



Livello
18

UTILITY



Livello
19

INFUSION



Livello
20

UTILITY

