

# KINETICIST

Kineticist Level

Level 1 7 15

Aether ☐ ☐ ☐

Fire ☐ ☐ ☐

Earth ☐ ☐ ☐

Air ☐ ☐ ☐

Water ☐ ☐ ☐

## 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** =  $\text{Kineticist Level} \div 2$  (Round down)

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

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

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

**ATTACK BONUS** = Current Burn

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

Level 5 Reduce the combined burn cost of the infusions.

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

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

## BURN

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

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

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.

Level 6 **INTERNAL BUFFER** Take burn in advance. hp

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

## METAKINESIS

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

## WILD TALENTS

### BASIC UTILITY

☐ ☐ ☐ ☐ ☐ ☐ ☐

Level 1	<b>INFUSION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
	<b>ELEMENTAL DEFENCE</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Level 2	<b>UTILITY</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 3	<b>INFUSION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 4	<b>UTILITY</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 5	<b>INFUSION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 6	<b>UTILITY</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 8	<b>UTILITY</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 9	<b>INFUSION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 10	<b>UTILITY</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 11	<b>INFUSION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 12	<b>UTILITY</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 13	<b>INFUSION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 14	<b>UTILITY</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 16	<b>UTILITY</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 17	<b>INFUSION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 18	<b>UTILITY</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 19	<b>INFUSION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
Level 20	<b>UTILITY</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Level <input type="text"/> DC <input type="text"/> Burn <input type="text"/>