

# KINETICIST

Kineticist  
Level

Stufe  
1  
7  
15

Feuer  
□□□  
Erde  
□□□

Aether  
□□□  
Luft  
□□□  
Wasser  
□□□

## 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) + **KO**

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

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

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

**FORM INFUSION DC** =  $10 + \text{Effective Spell Level} + \text{GE}$   
**SUBSTANCE INFUSION DC** =  $10 + \text{Effective Spell Level} + \text{KO}$

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

Stufe 5 Reduce the combined burn cost of the infusions.

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

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

## BURN

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

**MAX BURN** =  $3 + \text{KO}$       Current Burn TP

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.

Stufe 6 **INTERNAL BUFFER** Take burn in advance. TP

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

## METAKINESIS

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

## WILD TALENTS

### BASIC UTILITY



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