

Kineticist
Level

Diagram illustrating the four classical elements (Znaki) and their corresponding symbols and numbers:

- Ogień (Fire):** Symbol of a flame, number 1 in the top-left position.
- Powietrze (Air):** Symbol of a swirl, number 1 in the top-right position.
- Woda (Water):** Symbol of a wave, number 1 in the bottom-left position.
- Earth (Earth):** Symbol of a mountain, number 1 in the bottom-right position.

- ☐ Air blast
- ☐ Electric blast
- ☐ Cold blast
- ☐ Water blast
- ☐ Fire blast
- ☐ Earth blast
- ☐ Telekinetic blast

PHYSICAL BLAST = d6 + + **BD**

Kineticist Level ÷ 2 (Round up)

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

$$\text{EFFECTIVE SPELL LEVEL} = \frac{\text{Kineticist Level}}{2} \quad (\text{Zaokrąglane w dół})$$

$$\begin{array}{l} \text{FORM} \\ \text{INFUSION DC} \end{array} = 10 + \text{Effective Spell Level} + \text{ZR}$$

$$\begin{array}{l} \text{SUBSTANCE} \\ \text{INFUSION DC} \end{array} = 10 + \text{Effective Spell Level} + \text{BD}$$

Poziom	ATAK	=	Current Burn	
	PREMIA			
	3OBRAŻENIA	=	Current Burn	× 2
	PREMIA			

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

16 -1 burn when combining infusions.

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

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

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

Reduce the burn cost of your next blast.

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.





































































6 Take burn in advance. pw

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

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

19 Reduce the burn cost of one metakinesis

BASIC UTILITY

BASIC UTILITY		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Poziom											
1	INFUSION	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
ELEMENTAL DEFENCE		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Poziom											
2	UTILITY	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Poziom	INFUSION	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
3											
Poziom	UTILITY	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
4											
Poziom	INFUSION	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
5											
Poziom	UTILITY	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
6											
Poziom	UTILITY	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
8											
Poziom	INFUSION	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
9											
Poziom	UTILITY	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
10											
Poziom	INFUSION	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
11											
Poziom	UTILITY	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
12											
Poziom	INFUSION	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
13											
Poziom	UTILITY	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
14											
Poziom	UTILITY	<input type="checkbox"/>		<input type="checkbox"/>	