

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

WILD TALENTS

BASIC UTILITY



Level 1 **INFUSION** □ □ □ □ □ □
Level DC Burn

ELEMENTAL DEFENCE



Level 2 **UTILITY** □ □ □ □ □ □
Level DC Burn

Level 3 **INFUSION** □ □ □ □ □ □
Level DC Burn

Level 4 **UTILITY** □ □ □ □ □ □
Level DC Burn

Level 5 **INFUSION** □ □ □ □ □ □
Level DC Burn

Level 6 **UTILITY** □ □ □ □ □ □
Level DC Burn

Level 8 **UTILITY** □ □ □ □ □ □
Level DC Burn

Level 9 **INFUSION** □ □ □ □ □ □
Level DC Burn

Level 10 **UTILITY** □ □ □ □ □ □
Level DC Burn

Level 11 **INFUSION** □ □ □ □ □ □
Level DC Burn

Level 12 **UTILITY** □ □ □ □ □ □
Level DC Burn

Level 13 **INFUSION** □ □ □ □ □ □
Level DC Burn

Level 14 **UTILITY** □ □ □ □ □ □
Level DC Burn

Level 16 **UTILITY** □ □ □ □ □ □
Level DC Burn

Level 17 **INFUSION** □ □ □ □ □ □
Level DC Burn

Level 18 **UTILITY** □ □ □ □ □ □
Level DC Burn

Level 19 **INFUSION** □ □ □ □ □ □
Level DC Burn

Level 20 **UTILITY** □ □ □ □ □ □
Level DC Burn

Level **UTILITY** □ □ □ □ □ □
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Level **UTILITY** □ □ □ □ □ □
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