








KINETICIST

Kineticist
Level

Nivel
1
7
15

Fuego  Aether  Air  Earth  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 = $\text{Kineticist Level} \div 2$ (Redondear hacia abajo)

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

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

BONUS BONUS = Current Burn
BONUS BONUS = Current Burn $\times 2$

Nivel 5 Reduce the combined burn cost of the infusions.

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

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

BURN

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

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

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.

Nivel 6 **INTERNAL BUFFER**
Take burn in advance. pg

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

















































METAKINESIS

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

WILD TALENTS

BASIC UTILITY



Nivel 1	INFUSION	     
Nivel 2	UTILITY	     
Nivel 3	INFUSION	     
Nivel 4	UTILITY	     
Nivel 5	INFUSION	     
Nivel 6	UTILITY	     
Nivel 8	UTILITY	     
Nivel 9	INFUSION	     
Nivel 10	UTILITY	     
Nivel 11	INFUSION	     
Nivel 12	UTILITY	     
Nivel 13	INFUSION	     
Nivel 14	UTILITY	     
Nivel 16	UTILITY	     
Nivel 17	INFUSION	     
Nivel 18	UTILITY	     
Nivel 19	INFUSION	     
Nivel 20	UTILITY	