KINETICIST

Kineticist Level

Level	
1	Aether ☐☐☐
7	Fire ☐☐☐ / Air ☐☐☐
15	Earth ☐☐☐ / Water ☐☐☐

Treat kineticist level as 4 lower for 2nd and 3rd elements.

Learn an extra utility wild talent or infusion if you take the same element twice.

+1 Bonus to attack, damage, caster level and DCs if you take the same element three times.

BURN

MAX BURN PER ROUND = Kineticist Level ÷ 3 = _____ hp

MAX BURN = 3 + CON _____ = _____ hp

Current Burn _____ hp

Burn damage cannot be rediced or redirected.

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

GATHER POWER

Spend time gathering power to reduce the burn cost of your next blast.

You need both hands free to gather power.

		Level 11 SUPERCHARGE
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.

CONCENTRATION SAVE DC = 10 + Damage Taken _____ + Effective Spell Level _____

INTERNAL BUFFER

Level	Max Buffer
6	1
11	2
16	3

Take burn in advance as a full round action.

Spend 1pt of buffer on a single wild talent to avoid 1 burn.

Internal Buffer _____ hp

METAKINESIS

Level		
5	**EMPOWER** +50% damage	1 burn ☐
9	**MAXIMISE** All dice roll at maximum	2 burn ☐
13	**QUICKEN** Perform as a swift action	3 burn ☐
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	

OMNIKINESIS

Level 20 Accept 1 burn as a standard action to replace one of your wild talents with any other for one day.

DC ____ Burn ☐ ☐ ☐ ☐ ☐

DC ____ Burn ☐ ☐ ☐ ☐ ☐

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 ____ DC ____ Burn