

# KINETICIST

Kineticist  
Level

Livello  
1  
7  
15



## KINETIC BLAST

- ☐ Air blast
- ☐ Electric blast
- ☐ Cold blast
- ☐ Water blast
- ☐ Fire blast
- ☐ Earth blast
- ☐ Telekinetic 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) + **COS**

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

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

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

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

**SUBSTANCE INFUSION DC** =  $10 + \text{Effective Spell Level} + \text{COS}$

**ATTACCO BONUS** = Current Burn

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

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

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

## BURN

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

**MAX BURN** =  $3 + \text{COS}$

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.

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

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

## METAKINESIS

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

## WILD TALENTS

### BASIC UTILITY



Livello  
1

### INFUSION



### ELEMENTAL DEFENCE



Livello  
2

### UTILITY



Livello  
3

### INFUSION



Livello  
4

### UTILITY



Livello  
5

### INFUSION



Livello  
6

### UTILITY



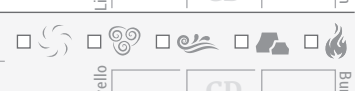
Livello  
8

### UTILITY



Livello  
9

### INFUSION



Livello  
10

### UTILITY



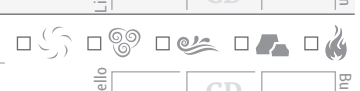
Livello  
11

### INFUSION



Livello  
12

### UTILITY



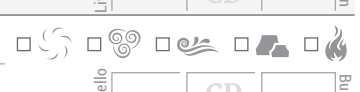
Livello  
13

### INFUSION



Livello  
14

### UTILITY



Livello  
16

### UTILITY



Livello  
17

### INFUSION



Livello  
18

### UTILITY



Livello  
19

### INFUSION



Livello  
20

### UTILITY

