KINETICIST

Kineticist Level

Poziom	
1	Aether ☐☐☐
7	Ognień ☐☐☐ / Powietrze ☐☐☐
15	Earth ☐☐☐ / Woda ☐☐☐

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 (pw)

MAX BURN = 3 + BD (pw)

Current Burn (pw)

Burn damage cannot be reduced 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.

		Poziom 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

Poziom	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 (pw)

METAKINESIS

Poziom		
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 ☐
19	**METAKINETIC MASTER** Reduce the burn cost of one metakinesis	

OMNIKINESIS

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

ST Burn ☐ ☐ ☐ ☐ ☐

ST Burn ☐ ☐ ☐ ☐ ☐

WILD TALENTS

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

Poziom ST Burn