

# KINETICIST

Kineticist  
Level

Poziom  
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) + **BD**

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

**EFFECTIVE SPELL LEVEL** =  $\text{Kineticist Level} \div 2$  (Zaokrąglane w dół)

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

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

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

**ATAK PREMIA** = Current Burn

**3OBRAŻENIA PREMIA** = Current Burn  $\times 2$

Reduce the combined burn cost of the infusions.

Poziom	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** =  $3 + \text{BD}$  Current Burn

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

## GATHER POWER

Reduce the burn cost of your next blast.

Move action -1 burn

Full round -2 burn

Full round + Move action -3 burn

## SUPERCHARGE

Level 11

-2 burn

-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. pw

Poziom	At burn	Physical scores	Miss chance
<b>6</b>	3	+2, +2, 0	5% + burn
<b>11</b>	5	+4, +2, +2	
<b>16</b>	7	+6, +4, +2	

## METAKINESIS

**EMPOWER** 1 burn ☐  
+50% damage

**MAXIMISE** 2 burn ☐  
All dice roll at maximum

**QUICKEN** 3 burn ☐  
Perform as a swift action

**DOUBLE KINETIC BLAST** 4 burn ☐  
Perform twice with the same action. Modifications apply to both, but burn once.

## METAKINETIC MASTER

**19** Reduce the burn cost of one metakinesis

## WILD TALENTS

### BASIC UTILITY



Poziom

**1** INFUSION



Poziom **ST** Burn

### ELEMENTAL DEFENCE



Poziom

**2** UTILITY



Poziom **ST** Burn

Poziom

**3** INFUSION



Poziom **ST** Burn

Poziom

**4** UTILITY



Poziom **ST** Burn

Poziom

**5** INFUSION



Poziom **ST** Burn

Poziom

**6** UTILITY



Poziom **ST** Burn

Poziom

**8** UTILITY



Poziom **ST** Burn

Poziom

**9** INFUSION



Poziom **ST** Burn

Poziom

**10** UTILITY



Poziom **ST** Burn

Poziom

**11** INFUSION



Poziom **ST** Burn

Poziom

**12** UTILITY



Poziom **ST** Burn

Poziom

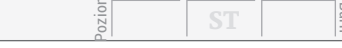
**13** INFUSION



Poziom **ST** Burn

Poziom

**14** UTILITY



Poziom **ST** Burn

Poziom

**16** UTILITY



Poziom **ST** Burn

Poziom

**17** INFUSION



Poziom **ST** Burn

Poziom

**19** UTILITY



Poziom **ST** Burn

Poziom

**20** UTILITY



Poziom **ST** Burn

Poziom