

# KINETICIST

Kineticist  
Level

Niveau  
1  
7  
15

Feu  
□□□

Aether  
□□□

Air  
□□□

Earth  
□□□

Water  
□□□

## 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) + **CON**

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

**EFFECTIVE SPELL LEVEL** =  $\text{Kineticist Level} \div 2$  (arrondi à l'inférieur)

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

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

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

**ATTAQUE BONUS** = Current Burn

**3 DOMMAGES BONUS** = Current Burn  $\times 2$

Niveau 5 Reduce the combined burn cost of the infusions.

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

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

## BURN

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

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

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

If damaged before unleashing the power, make a concentration check or take the burn you would have saved.

## INTERNAL BUFFER

Niveau 6 Take burn in advance.

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

## METAKINESIS

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

## WILD TALENTS

### BASIC UTILITY

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