

KINETICIST

By Gavin
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Requirements: None

Prime requisite: DEX and WIS

Hit Dice: 1d6

Maximum level: 14

Armour: None

Weapons: Any

Languages: Alignment, Common

Kineticists are masters of mind over matter, their rigorous physical and mental training focusing on the manipulation of internal kinetic force. This force can be harnessed to accelerate motion and hone reactions or can be projected outward to affect distant objects.

The ability to manipulate kinetic force may be awakened spontaneously or may be learned from a master. Either way, it is often the case that this power runs in families.

Prime requisites: A kineticist with at least 13 DEX and WIS gains a 5% bonus to experience. A kineticist with at least a 16 in both prime requisites receives a +10% XP bonus.

Armour Class

As a kineticist advances in level, their honed reactions and ability to deflect attacks grant them an improved Armour Class, indicated in the table opposite.

Combat

Kineticists can use all weapons, but cannot use armour or shields, instead relying on their honed reactions and mental powers for defence in battle.

Mental Defence

Kineticists gain a +2 bonus to all saving throws against mental powers, including the powers of other kineticists.

Mental Powers

Kineticists know a number of mental powers depending on their level, as indicated in the table opposite. Mental powers are chosen by the referee, who may allow the player to choose.

The list of mental powers usable by kineticists is found on *p16*.

Frequency of Use

Twice per day per level, a kineticist may activate one of the mental powers they know. For example, a 2nd level kineticist may activate four powers per day.

Activating Mental Powers

Kineticists' mental powers take effect instantly at the beginning of the character's initiative. A kineticist may activate a power and perform other actions (e.g. moving, attacking, etc.) in the same round.

Combat sequence: Mental powers take effect at the beginning of the combat sequence, before movement.

One power per round: A kineticist cannot activate more than one power in a single round.

After Reaching 9th Level

A kineticist may establish an academy where they teach their skills to students. The kineticist will attract 1d6 apprentices, who are of level 1d4.

Kineticist Level Progression

Level	XP	HD	THACO	AC	Saving Throws					Mental Powers
					D	W	P	B	S	
1	0	1d6	19 [0]	9 [10]	13	14	13	16	15	3
2	2,000	2d6	19 [0]	8 [11]	13	14	13	16	15	3
3	4,000	3d6	19 [0]	7 [12]	13	14	13	16	15	4
4	8,000	4d6	19 [0]	6 [13]	13	14	13	16	15	4
5	16,000	5d6	17 [+2]	5 [14]	12	13	11	14	13	5
6	32,000	6d6	17 [+2]	4 [15]	12	13	11	14	13	5
7	64,000	7d6	17 [+2]	3 [16]	12	13	11	14	13	6
8	120,000	8d6	17 [+2]	2 [17]	12	13	11	14	13	6
9	240,000	9d6	14 [+5]	1 [18]	10	11	9	12	10	7
10	360,000	9d6+2*	14 [+5]	0 [19]	10	11	9	12	10	7
11	480,000	9d6+4*	14 [+5]	-1 [20]	10	11	9	12	10	8
12	600,000	9d6+6*	14 [+5]	-2 [21]	10	11	9	12	10	8
13	720,000	9d6+8*	12 [+7]	-3 [22]	8	9	7	10	8	9
14	840,000	9d6+10*	12 [+7]	-3 [22]	8	9	7	10	8	9

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)
*: Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.



KINETICIST MENTAL POWERS

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Accelerated Motion

Duration: 1 round
Range: The kineticist

The kineticist makes a rapid burst of movement, driven by an internal surge of kinetic force.

Movement: The kineticist's movement rate is doubled.

Melee attacks: The kineticist may make multiple melee attacks per round. The number of melee attacks the kineticist can make depends on their level, as indicated in the table below.

Accelerated Motion: Attacks per Round

Level	Attacks per Round
1–4	2
5–8	3
9–12	4
13+	5

Control Density

Duration: 1 round per level
Range: The kineticist

The kineticist focuses kinetic force to alter the effective density of their own body, becoming lighter or heavier.

Lighter: The kineticist becomes so light that they barely touch the ground. They leave no tracks in soft surfaces and can walk across the surface of water.

Heavier: The kineticist is rooted to the spot, immune to attacks or effects that would cause them to fall or be pushed.

Crush Life

Duration: Concentration, up to 1 round per level
Range: 30'

The kineticist focuses precise kinetic pressure onto the vital organs of a living target within range, crushing the life out of them by constricting breathing, blood flow, etc.

Damage: The target suffers 1d3 points of damage per round.

Stun: The target is unable to move or act unless they make a **saving throw versus paralysis**. A save is required each round.

Restrictions: Non-living creatures (e.g. undead, constructs) are unaffected.

Concentration: Being distracted (e.g. attacked) or performing any other action (except moving) causes the power to end.

Kinetic Fist

Duration: 1 round per level
Range: The kineticist

The kineticist's unarmed attacks are charged with focused kinetic energy, making their bare hands deadly weapons.

Damage: The kineticist's unarmed attacks inflict increased damage, as indicated in the table below.

Invulnerable monsters: Kinetically charged attacks are able to harm monsters which are immune to mundane damage (e.g. which can only be harmed by magic or silver weapons).

Kinetic Fist: Unarmed Damage

Level	Unarmed Damage
1–4	2d4
5–8	2d6
9–12	2d8
13+	2d12

Kinetic Leap

Duration: Instant

Range: 10' + 10' per level

The kineticist propels their own body with a surge of kinetic force, allowing them to make a superhuman leap.

Leap: The kineticist can leap to any location within range, including vertically.

Kinetic Shield

Duration: Concentration, up to 1 round per level

Range: The kineticist

A shield of kinetic energy whirls around the kineticist's body, deflecting attacks against the kineticist.

Missiles: The kineticist is completely immune to small, non-magical missiles. No protection is granted against, for example, hurled boulders or enchanted arrows.

Melee attacks: Opponents suffer a -2 penalty to melee attack rolls against the kineticist.

Energy attacks: The kineticist gains a +2 bonus to saving throws versus magic wands, rods, and staves, breath weapons, and energy attacks.

Concentration: Performing any other action (except moving) causes the power to end.

Kinetic Wave

Duration: Instant

Range: 30'

A wave of kinetic force surges from the kineticist's hand at a single target in range.

Push: The target must **save vs paralysis** or be thrown back by the kinetic force.

If the save fails: The target suffers 1d6 damage and is thrown away from the kineticist to a distance of 10' per level of the kineticist.

Telekinetic Attack

Duration: Instant

Range: 10' per level

The kineticist telekinetically lifts an object within range and hurls it at a nearby opponent.

Weight: Up to 200 coins of weight per level of the kineticist may be lifted.

Range: The targeted creature must be within 60' of the object.

Saving throw: The target must **save versus wands** or be hit by the hurled object, suffering damage.

Damage: The damage inflicted depends on the weight of the object hurled, as indicated in the table below.

Telekinetic Attack: Damage

Object's Weight (Coins)	Damage
Up to 200	2d4
201–400	2d6
401–800	3d6
801–1,500	4d6
1,501 or more	5d6

Throw Weapon

Duration: Instant

Range: 10' per level

The kineticist throws a melee weapon they are holding in a precise, arcing flight. The weapon attacks a target within range and then returns to the kineticist's hand.

Attack: The thrown weapon is handled as a missile attack roll with a +4 bonus.

Damage: If the attack hits, any damage dealt is doubled.