**Kineticist – Int**

**1- Energy Ray** *[Fire] [Cold] [Acid] [Electric] / Range: Close / Effect: 1 ray of energy / Target: 1 creature / Save: Reflex half.*

Deals damage equal to your Intelligence modifier plus 1d8 per level you possess, of an energy damage of your choice to the target.

Augment +2: Creature hit by your ray is rendered [Vulnerable] to the energy type you’ve chosen, Reflex negates.

**2 Energy Missile** *[Fire] [Cold] [Acid] [Electric] / Range: Medium / Effect: 2 missiles of energy / Target: up to 2 creatures / Save: Reflex half -*

Create a bombardment on your foes in the form of unwavering air strike. You create 2 missiles that each deal 1d6 energy damage per level. Each missile can be formed of a different energy type of your choice and each of them gain any bonus damage you may have. All targets struck are [Revealed] for 1 round. No creature can be targeted by more than 1 energy missile per [Round]

Augment +1: Create 1 extra missile to fire at an additional target in range.

**3 Energy Ball** – *[Fire] [Cold] [Acid] [Electric] / Range: Long / Effect: 1 sphere of energy / Save: Reflex half and None* –

Deal 1d6+1 of energy damage per level to all creatures in a 20 foot radius spread. Power inflicts one of the conditions to all targets. No save vs Conditions.

[Fire]- Targets begin [Burning].

[Acid]– Targets begin [Bleeding].

[Electric]- Targets are [Entangled] for 1 round.

[Cold] - Targets are [Shaken] for 1 round.

Augment +1: Increase Radius by 10 feet.

**4 Inertial Barrier**: *[Force] [Ward] / Range: Melee / Effect: Barrier of Force / Target: 1 creature / Duration: Encounter*

Target gains [Resistance] to Physical damage.

Augment +2: Upon casting, the barrier inflicts [Blown away] and [Prone] vs enemies in your close range to the target, Reflex negates

**5 Elemental Attunement**: *[Fire][Water][Earth][Air] / Target: Self / Duration: Encounter -* Temporally become like an elemental of your choice of either Earth, Fire, Water or Air. You are immune to bonus damage that comes from a critical hit, although not any effect that comes from the result of a successful critical hit. You also gain the use of the 1st circle ability from the Elemental track you’ve chosen for the duration, usable at will. (Pg 111-114)

**6 - Tornado blast** –[Air] *Range: Long / Effect: 80 ft radius and 120 foot tall column of wind / Duration: 3 rounds / Save: Reflex Half -* All creatures within the area immediately takes 6 points of damage per level, Reflex save for half. While within the column of wind Creatures are [Checked] in all directions, [Deafened] and [Battered], No save. Creatures starting their turn in the column immediately take 3 points of damage per level with a Reflex save allowed for half damage. Multiple castings can overlap and allow multiple saves.

**7 – Discorporation** - *Range: Medium / Target: Self / Duration: Scene -* If you would become [Dead] or are rendered [Unconscious] you instead disperse your form into one of pure energy, you revive with ½ of your full normal hit points 1 round later anywhere within your Medium range, though you may delay your revival up to the end of the current scene. Your body and soul can only successfully be revived this way once per scene.