

PC1

OLD SCHOOL RULES



KINETICIST

The Kineticist

The Kineticist is an enigma, a person so infused with magic that he manifests power with no training. While his repertoire of effects is small, he is capable of using them with no other resource save himself, and perform all but his mightiest of feats without limit.

The origins of Kineticists are obscure. What is known is that the power of the Kineticist only manifests in those of human blood, either fully, or partly.

Requirements: Charisma of 13+

Races Allowed: Human, Half-Elves, Half-Orcs, Halfings

Prime Requisite: Charisma

Weapons Allowed: Dagger, Knife

Armor Allowed/Shields Allowed: None/None

To Hit/Saves: Cleric/Cleric

Class Abilities:

The Kineticist can fire arcane bolts from his finger tips as a ranged attack, requiring a to hit roll, with a high dexterity providing a bonus to hit and charisma a bonus to damage. These arcane bolts have a range of 10'/30'/60'.

As these bolts are magical, they can affect creatures hurt only by magic weapons, but the amount of the plus hurt increases by level: +2 at 5th, +3 at 10th, +4 at 15th, and finally +5 at 20th.

The Kineticist has *telekinesis*, the ability to move objects with his mind. This telekinesis is 20 lbs per level, and a range of 5 feet per level. This ability only works on inanimate objects, and the telekinesis only lasts for three seconds per level. It may be used once per minute.

The Kineticist also has *telekinetic armor*, similar to the effects of magical bracers that improve armor class. This armor is only active when the Kineticist is awake and alerted of danger (i.e, the bonus is lost when surprised.) Protective rings and cloaks do improve this, as does dexterity, but magical bracers only do so when the bracers provide superior protection.

At 2nd, 6th, 10th, 14th, 18th, and 22nd level, the Kineticist may learn one magic spell from this list as a minor power: *Detect Magic, Detect Poison, Erase, Feather Fall, Floating Disc, Jump, Light, Mending, Resist Cold (self only), Spider Climb*. This may be

used as often as the Kineticist likes.

At 3rd level, the Kineticist can *levitate* at will, as per the spell.

At 4th level, the Kineticist's arcane bolts can be comprised of elemental energy – either fire, earth, air (lightning), or water (ice). The Kineticist chooses one element at 4th level, and another element every 4 additional levels (8th, 12th, and 16th).

Using these elemental bolts, if a 20 is rolled on the attack roll, an elemental effect is applied. For fire, the target catches on fire for 1d6 rds (an additional 1d6 damage per round), for water, the target becomes frozen and unable to move for 1d3 rounds, for earth, the target is petrified (saving throw to negate), and for air, the target is stunned for 1d6 rounds (saving throw to negate).

At 5th, 11th, 17th, and 23rd, level, the Kineticist may learn one magic spell from this list as a major power: *Cloudburst, Cure Serious Wounds, Create Food & Water, Dispel Magic, Hold Monster, Lower Water, Move Earth, Stoneshape, Wall of Force*.

Major powers may be used (total, not each) once at 5th level, and an additional time for every additional three levels. That is twice at 8th, three times at 11th, four times at 14th, five times at 17th, six times at 20th, seven times at 23rd, etc;

At 7th level, the Kineticist may *fly* at will, as per the spell.

At 9th level, the Kineticist's arcane bolt is wide enough that it may affect two adjacent targets. Each one requires a separate attack roll.

At 15th, 20th, and 25th level, the Kineticist learns one spell from this list as an ultimate power: *Blade Barrier, Control Weather, Control Winds, Disintegrate, Globe of Invulnerability, Heal, Part Water, Plane Shift, Teleport Without Error*.

Ultimate powers may be used (total, not each) once at 10th level, and an additional time for every additional five levels. That is twice at 15th, three times at 20th, four times at 25th level, etc;

Powers use the character's Kineticist level as the caster level.

| The First Edition Kineticist Advancement Table | | | | | | |
|--|----------------------------|----------|-------------------|-------------|--------------------|------------------|
| Level | Experience Points Required | Hit Dice | Title | Armor Class | Arcane Bolt Damage | Special |
| 1st | 0 | 1d6 | Poser | 8 | 1d4 | Telekinesis |
| 2nd | 2,000 | 2d6 | Matter | 8 | 1d6 | Minor Power |
| 3rd | 4,000 | 3d6 | Puzzle | 8 | 1d6 | Levitate |
| 4th | 9,000 | 4d6 | Riddle | 7 | 1d8 | Elemental Bolt |
| 5th | 18,000 | 5d6 | Mystery | 7 | 1d8 | Major Power |
| 6th | 35,000 | 6d6 | Perplexity | 7 | 1d10 | Minor Power |
| 7th | 70,000 | 7d6 | Enigma | 6 | 1d10 | Fly |
| 8th | 150,000 | 8d6 | Conundrum | 6 | 2d6 | Elemental Bolt |
| 9th | 300,000 | 9d6 | Kineticist | 6 | 2d6 | Wide Arcane Bolt |
| 10th | 600,000 | 10d6 | Kineticist | 5 | 2d8 | Minor Power |
| 11th | 900,000 | +2hp | Kineticist | 5 | 2d8 | Major Power |
| 12th | 1,200,000 | +2hp | Kineticist | 5 | 3d6 | Elemental Bolt |
| 13th | 1,500,000 | +2hp | Kineticist | 4 | 3d6 | |
| 14th | 1,800,000 | +2hp | Kineticist | 4 | 3d8 | Minor Power |
| 15th | 2,100,000 | +2hp | Master Kineticist | 4 | 3d8 | Ultimate Power |
| 16th | 2,400,000 | +2hp | Master Kineticist | 3 | 3d8 | Elemental Bolt |
| 17th | 2,700,000 | +2hp | Master Kineticist | 3 | 3d10 | Major Power |
| 18th | 3,000,000 | +2hp | Master Kineticist | 3 | 3d10 | Minor Power |
| 19th | 3,300,000 | +2hp | Master Kineticist | 2 | 3d10 | |
| 20th | 3,600,000 | +2hp | Arch Kineticist | 2 | 3d12 | Ultimate Power |
| 21st | 3,900,000 | +2hp | Arch Kineticist | 2 | 3d12 | |
| 22nd | 4,200,000 | +2hp | Arch Kineticist | 1 | 3d12 | Minor Power |
| 23rd | 4,500,000 | +2hp | Arch Kineticist | 1 | 4d10 | Major Power |
| 24th | 4,800,000 | +2hp | Arch Kineticist | 1 | 4d10 | |
| 25th | 5,100,000 | +2hp | Grand Kineticist | 0 | 4d10 | Ultimate Power |

Weapon Proficiencies: 1 at first level, 1 additional every 6 levels

Non Weapons Proficiencies: 3 at first level, 2 additional every 6 levels

Followers: At 9th level, the Kineticist may choose to build a fortified palace or estate. The Kineticist attracts 2d20 admirers, zero level types that serve the Kineticist in various capacities. Kineticists may make others who are willing into Kineticists by manipulating their brain through telekinesis. Thus, those followers with high charisma may be made into 1st level Kineticists on a successful ability check (using the follower's charisma). Failures will be disappointed and leave the Kineticist.

Charisma Damage Bonus for Arcane Bolts: +1 for 15 Charisma, +2 for 16, +3 for 17, +4 for 18, +5 for 19, +6 for 20

| The Original Edition Kineticist Advancement Table | | | | | | |
|---|----------------------------|----------|-------------------|-------------|--------------------|------------------|
| Level | Experience Points Required | Hit Dice | Title | Armor Class | Arcane Bolt Damage | Special |
| 1st | 0 | 1d4 | Poser | 8 | 1d3 | Telekinesis |
| 2nd | 2,000 | 2d4 | Matter | 8 | 1d4 | Minor Power |
| 3rd | 4,000 | 3d4 | Puzzle | 8 | 1d6 | Levitate |
| 4th | 8,000 | 4d4 | Riddle | 7 | 1d6 | Elemental Bolt |
| 5th | 16,000 | 5d4 | Mystery | 7 | 1d8 | Major Power |
| 6th | 32,000 | 6d4 | Perplexity | 7 | 1d8 | Minor Power |
| 7th | 65,000 | 7d4 | Enigma | 6 | 1d10 | Fly |
| 8th | 130,000 | 8d4 | Conundrum | 6 | 1d10 | Elemental Bolt |
| 9th | 250,000 | 9d4 | Kineticist | 6 | 2d6 | Wide Arcane Bolt |
| 10th | 370,000 | 10d4 | Kineticist | 5 | 2d6 | Minor Power |
| 11th | 490,000 | +1hp | Kineticist | 5 | 2d8 | Major Power |
| 12th | 610,000 | +1hp | Kineticist | 5 | 2d8 | Elemental Bolt |
| 13th | 730,000 | +1hp | Kineticist | 4 | 3d6 | |
| 14th | 850,000 | +1hp | Kineticist | 4 | 3d6 | Minor Power |
| 15th | 970,000 | +1hp | Master Kineticist | 4 | 3d8 | Ultimate Power |
| 16th | 1,090,000 | +1hp | Master Kineticist | 3 | 3d8 | Elemental Bolt |
| 17th | 1,210,000 | +1hp | Master Kineticist | 3 | 3d8 | Major Power |
| 18th | 1,330,000 | +1hp | Master Kineticist | 3 | 3d10 | Minor Power |
| 19th | 1,450,000 | +1hp | Master Kineticist | 2 | 3d10 | |
| 20th | 1,570,000 | +1hp | Arch Kineticist | 2 | 3d10 | Ultimate Power |
| 21st | 1,690,000 | +1hp | Arch Kineticist | 2 | 3d12 | |
| 22nd | 1,810,000 | +1hp | Arch Kineticist | 1 | 3d12 | Minor Power |
| 23rd | 1,930,000 | +1hp | Arch Kineticist | 1 | 3d12 | Major Power |
| 24th | 2,050,000 | +1hp | Arch Kineticist | 1 | 4d10 | |
| 25th | 2,170,000 | +1hp | Grand Kineticist | 0 | 4d10 | Ultimate Power |

Charisma Damage Bonus for Arcane Bolts: +1 for 15 Charisma, +2 for 16, +3 for 17, +4 for 18, +5 for 19, +6 for 20

| Basic and Expert Edition Kineticist Advancement Table | | | | | | |
|---|----------------------------|----------|-------------------|-------------|--------------------|------------------|
| Level | Experience Points Required | Hit Dice | Title | Armor Class | Arcane Bolt Damage | Special |
| 1st | 0 | 1d4 | Poser | 8 | 1d3 | Telekinesis |
| 2nd | 2,000 | 2d4 | Matter | 8 | 1d4 | Minor Power |
| 3rd | 4,000 | 3d4 | Puzzle | 8 | 1d6 | Levitate |
| 4th | 8,000 | 4d4 | Riddle | 7 | 1d6 | Elemental Bolt |
| 5th | 16,000 | 5d4 | Mystery | 7 | 1d8 | Major Power |
| 6th | 35,000 | 6d4 | Perplexity | 7 | 1d8 | Minor Power |
| 7th | 70,000 | 7d4 | Enigma | 6 | 1d10 | Fly |
| 8th | 150,000 | 8d4 | Conundrum | 6 | 1d10 | Elemental Bolt |
| 9th | 300,000 | 9d4 | Kineticist | 6 | 2d6 | Wide Arcane Bolt |
| 10th | 450,000 | 10d4 | Kineticist | 5 | 2d6 | Minor Power |
| 11th | 600,000 | +1hp | Kineticist | 5 | 2d8 | Major Power |
| 12th | 750,000 | +1hp | Kineticist | 5 | 2d8 | Elemental Bolt |
| 13th | 900,000 | +1hp | Kineticist | 4 | 3d6 | |
| 14th | 1,050,000 | +1hp | Kineticist | 4 | 3d6 | Minor Power |
| 15th | 1,200,000 | +1hp | Master Kineticist | 4 | 3d8 | Ultimate Power |
| 16th | 1,350,000 | +1hp | Master Kineticist | 3 | 3d8 | Elemental Bolt |
| 17th | 1,500,000 | +1hp | Master Kineticist | 3 | 3d8 | Major Power |
| 18th | 1,650,000 | +1hp | Master Kineticist | 3 | 3d10 | Minor Power |
| 19th | 1,800,000 | +1hp | Master Kineticist | 2 | 3d10 | |
| 20th | 1,950,000 | +1hp | Arch Kineticist | 2 | 3d10 | Ultimate Power |
| 21st | 2,100,000 | +1hp | Arch Kineticist | 2 | 3d12 | |
| 22nd | 2,250,000 | +1hp | Arch Kineticist | 1 | 3d12 | Minor Power |
| 23rd | 2,400,000 | +1hp | Arch Kineticist | 1 | 3d12 | Major Power |
| 24th | 2,550,000 | +1hp | Arch Kineticist | 1 | 4d10 | |
| 25th | 2,700,000 | +1hp | Grand Kineticist | 0 | 4d10 | Ultimate Power |

| Cyclopedia Kineticist Advancement Table | | | | | | |
|---|----------------------------|----------|--------------------|-------------|--------------------|------------------|
| Level | Experience Points Required | Hit Dice | Title | Armor Class | Arcane Bolt Damage | Special |
| 1st | 0 | 1d4 | Poser | 8 | 1d3 | Telekinesis |
| 2nd | 2,000 | 2d4 | Matter | 8 | 1d4 | Minor Power |
| 3rd | 4,000 | 3d4 | Puzzle | 8 | 1d6 | Levitate |
| 4th | 8,000 | 4d4 | Riddle | 7 | 1d6 | Elemental Bolt |
| 5th | 16,000 | 5d4 | Mystery | 7 | 1d8 | Major Power |
| 6th | 35,000 | 6d4 | Perplexity | 7 | 1d8 | Minor Power |
| 7th | 70,000 | 7d4 | Enigma | 6 | 1d10 | Fly |
| 8th | 150,000 | 8d4 | Conundrum | 6 | 1d10 | Elemental Bolt |
| 9th | 300,000 | 9d4 | Kineticist | 6 | 2d6 | Wide Arcane Bolt |
| 10th | 450,000 | 10d4 | Kineticist | 5 | 2d6 | Minor Power |
| 11th | 600,000 | +1hp | Kineticist | 5 | 2d8 | Major Power |
| 12th | 750,000 | +1hp | Kineticist | 5 | 2d8 | Elemental Bolt |
| 13th | 900,000 | +1hp | Kineticist | 4 | 3d6 | |
| 14th | 1,050,000 | +1hp | Kineticist | 4 | 3d6 | Minor Power |
| 15th | 1,200,000 | +1hp | Master Kineticist | 4 | 3d8 | Ultimate Power |
| 16th | 1,350,000 | +1hp | Master Kineticist | 3 | 3d8 | Elemental Bolt |
| 17th | 1,500,000 | +1hp | Master Kineticist | 3 | 3d8 | Major Power |
| 18th | 1,650,000 | +1hp | Master Kineticist | 3 | 3d10 | Minor Power |
| 19th | 1,800,000 | +1hp | Master Kineticist | 2 | 3d10 | |
| 20th | 1,950,000 | +1hp | Arch Kineticist | 2 | 3d10 | Ultimate Power |
| 21st | 2,100,000 | +1hp | Arch Kineticist | 2 | 3d12 | |
| 22nd | 2,250,000 | +1hp | Arch Kineticist | 1 | 3d12 | Minor Power |
| 23rd | 2,400,000 | +1hp | Arch Kineticist | 1 | 3d12 | Major Power |
| 24th | 2,550,000 | +1hp | Arch Kineticist | 1 | 4d10 | |
| 25th | 2,700,000 | +1hp | Grand Kineticist | 0 | 4d10 | Ultimate Power |
| 26th | 2,850,000 | +1hp | Grand Kineticist | 0 | 4d10 | Minor Power |
| 27th | 3,000,000 | +1hp | Grand Kineticist | 0 | 4d12 | |
| 28th | 3,150,000 | +1hp | Grand Kineticist | -1 | 4d12 | |
| 29th | 3,300,000 | +1hp | Grand Kineticist | -1 | 4d12 | Major Power |
| 30th | 3,450,000 | +1hp | Grand Kineticist | -1 | 5d10 | Minor Power |
| 31st | 3,600,000 | +1hp | Great Kineticist | -2 | 5d10 | Ultimate Power |
| 32nd | 3,750,000 | +1hp | Great Kineticist | -2 | 5d10 | |
| 33rd | 3,900,000 | +1hp | Great Kineticist | -2 | 5d12 | |
| 34th | 4,050,000 | +1hp | Great Kineticist | -3 | 5d12 | Minor Power |
| 35th | 4,200,000 | +1hp | Great Kineticist | -3 | 5d12 | Major Power |
| 36th | 4,350,000 | +1hp | Supreme Kineticist | -3 | 7d10 | Ultimate Power |

For purposes of Immortality and Domains, treat the Kineticist as a Magic-User.

Notes:

This was originally the warlock class, but was renamed when I released *PC11- The Warlock*, based on the 5th edition SRD. That SRD was released a year after this originally came out. Other than the new name, the Kineticist class is not based on any later edition sources, but instead from a third party supplement for third edition that I backwards converted the warlock (you can find it on the popular SRD site), as well as taking abilities from the Warlock as described in my favorite fantasy series.

The end result is probably not particular OSR as most people deem it, but eh, what is OSR, really? When I played as a kid using Holmes back in the '70s, we'd sometimes play superheroes from comic books. (Yes, I would get stuck with a certain cyclopean mutant)

This has been play-tested, but only to tenth level. In testing, it was actually a bit underpowered, though it depends on how creative the player is with telekinesis. If they just blast every round, it can be a bit boring.

If using level limits, humans should be unlimited, half-elves limited to 12th level, half-orcs to 15th, and halflings to 10th.

You can, and probably should, add more possible minor, major, and ultimate powers. Minor should be cantrips or 1st level non-combat spells, major should be spells from 3rd to 5th level (4th max if Cleric or Druid), and ultimate should be 6th or 7th level spells (6th level max if Cleric or Druid).

Credits:

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