

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, Halflings

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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