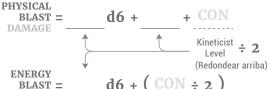
## KINETICIST

| KINETIC BLAST WILD BLASTS | Kinetic blast is a standard action. You need at least one hand free to aim a blast.  |  |  |  |  |  |
|---------------------------|--|--|--|--|--|--|
| WILD BLASTS               | Alcance □ 30' □ 120' □ 480ft   |  |  |  |  |  |
|                           | A physical blast is a ranged attack that bypasses spell<br>An energy blast is a ranged touch attack.<br>PHYSICAL                 |  |  |  |  |  |
|                           | BLAST = d6 + + CC  |  |  |  |  |  |
|                           | Kine<br>Le   |  |  |  |  |  |
|                           | ENERGY BLAST = d6 + (CON ÷ 2   |  |  |  |  |  |
|                           | INFUSIONS  |  |  |  |  |  |
|                           | Apply one form infusion and one substance infusion to  |  |  |  |  |  |
|                           | FORM = 10 + Effective Spell Level + D  |  |  |  |  |  |
|                           | SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CO  |  |  |  |  |  |
|                           | EFFECTIVE Kineticist SPELL LEVEL Level  = ÷ 2 (Red   |  |  |  |  |  |
|                           | KINETIC Wild Substance For BLAST = Talent + Infusion + Infusion Burn Burn B  |  |  |  |  |  |
|                           | ELEMENTAL OVERFLOW   |  |  |  |  |  |
|                           | Accepting burn causes your body to visibly surge  BONUS = Current Burn BON = CON BON = CON BON BON BON BON BON BON BON BON BON B |  |  |  |  |  |
|                           | 3 MAX BONUS Kineticist Level = ÷ 3 (Pack   |  |  |  |  |  |
|                           | - (Red   |  |  |  |  |  |
|                           | Nivel At burn Bonus to Critical/sneak miss chance  |  |  |  |  |  |
|                           | 6 3 +2, +2 5% × burn   |  |  |  |  |  |
|                           | 11 5 +4, +2, +2  |  |  |  |  |  |
|                           | <b>16 7</b> +6, +4, +2   |  |  |  |  |  |
|                           | infusion specialisation  |  |  |  |  |  |
|                           | Nivel Reduce the total burn cost of a blast with at lea  |  |  |  |  |  |
|                           | 5 Nivel 5 8 11 14 17 20 Reduction -1 -2 -3 -4 -5 -6  |  |  |  |  |  |
|                           | COMPOSITE SPECIALISATION   |  |  |  |  |  |
|                           | Nivel  |  |  |  |  |  |

|     | 10 154 10 | 7.6 | 123 | <b>-</b> 44 |
|-----|-----------|-----|-----|-------------|
| KIN | 1 -7      | LU. | ю   | 17# (S)     |

resistance.



a kinetic blast.



## Burn

with energy.

| Nivel | BONUS =   |   | rent<br>ırn         |   | BON<br>DAÑO | =   | Current<br>Burn | ×   | 2   |
|-------|-----------|---|---------------------|---|-------------|-----|-----------------|-----|-----|
| 3     | MAX BONUS |   | Kineticist<br>Level |   |             |     |                 |     |     |
|       |           | = |                     | • | 3           | (Re | dondear         | aba | jo) |

| Nivel | At burn | Bonus to physical scores | Critical/sneak<br>miss chance | FUE |
|-------|---------|--------------------------|-------------------------------|-----|
| 6     | 3       | +2, +2                   | 5% × burn                     | DES |
| 11    | 5       | +4, +2, +2               |                               |     |
|       | -       |                          |                               | CON |

ast one infusion. -6 burn

Nivel -1 burn when using a composite blast.