# KINETICIST KINETIC BLAST WILD BLASTS









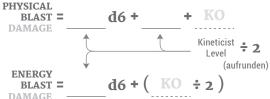


### KINETIC BLAST

Kinetic blast is a standard action. You need at least one hand free to aim a blast.

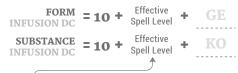
Reichweite □ 9m □ 36m □ 480ft

A physical blast is a ranged attack that bypasses spell resistance. An energy blast is a ranged touch attack.



## **INFUSIONS**

Apply one form infusion and one substance infusion to a kinetic blast.





#### **ELEMENTAL OVERFLOW**

Accepting burn causes your body to visibly surge with energy.

ufe	ANGRIFF BONUS	Current Burn	SCHADEN =	Current Burn	× 2
3	MAX BONUS	Kineticis Level	t		
		=	÷ 3	(abru	ınden)

Stufe	At burn	Bonus to physical scores	Critical/sneak miss chance	ST
6	3	+2, +2	5% × burn	GE
11	5	+4, +2, +2		КО
16	7	+6, +4, +2		NU

#### INFUSION SPECIALISATION

Reduce the total burn cost of a blast with at least one infusion. Stufe 5 8 11 14 17 20 Reduction -1 -2 -3 -4 -5 -6 burn

## **COMPOSITE SPECIALISATION**

-1 burn when using a composite blast.