

WILD BLASTS

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Alcance ☐ 10m ☐ 36m ☐ 480ft

PHYSICAL

$$\text{PHYSICAL BLAST DAMAGE} = \frac{\text{d6} + \text{Kineticist Level}}{2} + \text{CON}$$

(Arredonda para Cima)

ENERGY BLAST = d6 + (CON ÷ 2)

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

$$\text{FORM INFUSION DC} = 10 + \text{Effective Spell Level} + \text{DES}$$

SUBSTANCE = 10 + Effective Spell Level + **CON**

$$\boxed{\text{EFFECTIVE SPELL LEVEL}} = \frac{\text{Kineticist Level}}{2} \quad (\text{Arredonda para Baixo})$$

**KINETIC
BLAST = Wild
BURN = Talent + Substance + Form
 Burn Infusion Infusion**

Accepting burn causes your body to visibly surge with energy.

$$\text{ATAQUE B\^ONUS} = \frac{\text{Current Burn}}{\text{Burn}} \quad \text{DANO B\^ONUS} = \frac{\text{Current Burn}}{\text{Burn}} \times 2$$

3 MAX BONUS $\frac{\text{Kinetistic Level}}{3}$ (Arredonda para Baixo)

Nível	At burn	Bonus to physical scores	Critical/sneak miss chance	FOR
6	3	+2, +2	5% × burn	DES
11	5	+4, +2, +2		CON
16	7	+6, +4, +2		

Reduce the total burn cost of a blast with at least one infusion.

Nível	5	8	11	14	17	20	
Reduction	-1	-2	-3	-4	-5	-6	burn

Nível
16 -1 burn when using a composite blast.