

WILD BLASTS

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A row of nine decorative icons: a small square, a stylized swirl, a circle, a spiral, a wave, a mountain range, a tree, and a flame.

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Zasięg ☐ 9m ☐ 36m ☐ 480ft

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

PHYSICAL BLAST DAMAGE = $\text{d6} + \text{Kineticist Level} \div 2 + \text{BD}$
(Zaokrąglane w górę)

ENERGY BLAST DAMAGE = $\text{d6} + (\text{BD} \div 2)$

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

FORM INFUSION DC = 10 + Efektywny Poziom Czarującego + ZR

SUBSTANCE INFUSION DC = 10 + Efektywny Poziom Czarującego + BD

$$\begin{array}{l} \text{EFFECTIVE} \\ \text{SPELL LEVEL} \\ \boxed{} = \frac{\text{Kineticist Level}}{\div 2} \quad (\text{Zaokrąglane w dół}) \\ \text{KINETIC} \\ \text{BLAST} \\ \text{BURN} = \text{Wild Talent Burn} + \text{Substance Infusion Burn} + \text{Form Infusion Burn} \end{array}$$

Accepting burn causes your body to visibly surge with energy.

$$\frac{\text{Poziom} \times \text{ATAK} \times \text{OBRAŻENIA}}{\text{PREMIA}} = \frac{\text{Current Burn}}{\text{PREMIA}} \times 2$$

3 MAX BONUS Kineticist Level

$$\boxed{} = \boxed{} \div 3 \quad (\text{Zaokrąglane w dół})$$

Poziom	At burn	Bonus to physical scores	Critical/sneak miss chance	S
6	3	+2, +2	5% × burn	ZR
11	5	+4, +2, +2		BD
16	7	+6, +4, +2		

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

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

Poziom **16** -1 burn when using a composite blast.