

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.

PHYSICAL BLAST = $\text{DAMAGE} = \text{d6} + \text{Kineticist Level} \div 2$ (aufrunden)

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

INFUSIONS

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

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

SUBSTANCE INFUSION DC = $10 + \text{Effective Spell Level} + \text{KO}$

EFFECTIVE SPELL LEVEL = $\text{Kineticist Level} \div 2$ (abrunden)

KINETIC BLAST BURN = $\text{Wild Talent Burn} + \text{Substance Infusion Burn} + \text{Form Infusion Burn}$

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

ANGRIFF BONUS = $\text{Current Burn} \times 2$

SCHADEN BONUS = $\text{Current Burn} \times 2$

MAX BONUS = $\text{Kineticist Level} \div 3$ (abrunden)

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

INFUSION SPECIALISATION

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

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

COMPOSITE SPECIALISATION

Stufe 16 -1 burn when using a composite blast.