

KINETICIST

KINETIC BLAST

Alcance ☐ 10m ☐ 36m ☐ 480ft

PHYSICAL

ENERGY BLAST = d6 + (CON ÷ 2)

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

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

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

Accepting burn causes your body to visibly surge with energy.

3 MAX BONUS

$$= \frac{1}{3} \quad (\text{Arredonda para Baixo})$$

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.