

KINETICIST

KINETIC BLAST

WILD BLASTS



KINETIC BLAST

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

Дальность □ 30ft □ 120фт □ 480ft

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

PHYSICAL BLAST = $\text{DAMAGE} = \text{d6} + \text{Уровень Кинетика} \div 2$ (Округлять вверх)

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

INFUSIONS

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

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

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

EFFECTIVE SPELL LEVEL = $\text{Уровень Кинетика} \div 2$ (Округлять к меньшему)

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.

МОДИФИКАТОР АТАКИ = $\text{Current Burn} \times 2$

БОНУС К УРОНУ = $\text{Current Burn} \times 2$

MAX BONUS = $\text{Уровень Кинетика} \div 3$ (Округлять к меньшему)

| Уровень | At burn | Bonus to physical scores | Critical/sneak miss chance | СИЛ |
|---------|---------|--------------------------|----------------------------|-----|
| 6 | 3 | +2, +2 | 5% × burn | ЛОВ |
| 11 | 5 | +4, +2, +2 | | ВЫН |
| 16 | 7 | +6, +4, +2 | | |

INFUSION SPECIALISATION

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

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

COMPOSITE SPECIALISATION

Уровень 16 -1 burn when using a composite blast.