

# CINETICISTA

## KINETIC BLAST

### WILD BLASTS



### KINETIC BLAST

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

**Alcance** □ 10m □ 36m □ 480ft

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

**PHYSICAL BLAST** =  $\text{d6} + \text{CON}$   
**DAMAGE**

Nível de Cineticista ÷ 2  
(Arredonda para Cima)

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

### INFUSIONS

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

**FORM INFUSION DC** =  $10 + \text{Nível efetivo de magia} + \text{DES}$

**SUBSTANCE INFUSION DC** =  $10 + \text{Nível efetivo de magia} + \text{CON}$

**EFFECTIVE SPELL LEVEL** =  $\frac{\text{Nível de Cineticista}}{2}$  (Arredonda para Baixo)

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

### ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

**ATAQUE BÔNUS** = Current Burn **DANO BÔNUS** = Current Burn × 2

**Nível 3 MAX BONUS** =  $\frac{\text{Nível de Cineticista}}{3}$  (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               |                            |     |

### INFUSION SPECIALISATION

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

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

### COMPOSITE SPECIALISATION

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