

KINETICIST

KINETIC BLAST

Range ☐ 30ft ☐ 120ft ☐ 480ft

PHYSICAL

ENERGY
BLAST = d6 + (CON ÷ 2)
DAMAGE

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

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

$$\text{EFFECTIVE SPELL LEVEL} = \frac{\text{Kineticist Level}}{2} \quad (\text{Naar beneden afgerond})$$

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

Accepting burn causes your body to visibly surge with energy.

$$\text{Level 3 MAX BONUS} = \frac{\text{Kineticist Level} \times \text{DAMAGE BONUS} \times 2}{3} \text{ (Naar beneden afgerond)}$$

Level	At burn	Bonus to physical scores	Critical/sneak miss chance	STR
6	3	+2, +2	5% × burn	DEX
11	5	+4, +2, +2		CON
16	7	+6, +4, +2		

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

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

Level
16 -1 burn when using a composite blast.