

## WILD BLASTS

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A row of nine decorative icons: a small square, a stylized swirl, a circle, a spiral, a wave, a mountain range, a tree, and a flame.



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

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

**Alcance**    ☐ 30'        ☐ 120'        ☐ 480ft

**PHYSICAL BLAST DAMAGE** =          **d6** +          + **CON**  
 Kineticist Level  $\div 2$   
 (Redondear arriba)

ENERGY  
BLAST =          d6 + ( CON ÷ 2 )  
DAMAGE                  

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

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

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

$$\boxed{\text{EFFECTIVE SPELL LEVEL}} = \frac{\text{Kineticist Level}}{2} \quad (\text{Redondear abajo})$$

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

Accepting burn causes your body to visibly surge with energy.

$$\text{BONUS} = \frac{\text{Current Burn}}{\text{ATAQUE}} \quad \text{BON} = \frac{\text{Current Burn}}{\text{DAÑO}} \times 2$$

**3 MAX BONUS** =  $\frac{\text{Kineticist Level}}{3}$  (Redondear abajo)

Nivel	At burn	Bonus to physical scores	Critical/sneak miss chance	FUE
<b>6</b>	<b>3</b>	+2, +2	5% × burn	DES
<b>11</b>	<b>5</b>	+4, +2, +2		
<b>16</b>	<b>7</b>	+6, +4, +2		CON

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

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

Nivel  
16 -1 burn when using a composite blast.