

KINETICIST

KINETIC BLAST

Range ☐ 30ft ☐ 120ft ☐ 480ft

$$\text{PHYSICAL BLAST DAMAGE} = \text{---} \mathbf{d6} + \text{---} + \text{CON} \text{ ---} \div 2 \text{ (Round up)}$$

INFUSIONS

FORM
INFUSION DC = **10** + Effective Spell Level + **DEX**

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

$$\text{EFFECTIVE SPELL LEVEL} = \frac{\text{Kineticist Level}}{2} \quad (\text{Round down})$$

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

Accepting burn causes your body to visibly surge with energy.

$$\begin{aligned} \text{Level 3} \quad \text{ATTACK BONUS} &= \text{Current Burn} & \text{DAMAGE BONUS} &= \text{Current Burn} \times 2 \\ & & \text{Kineticist Level} & \\ \text{MAX BONUS} & & & \\ \boxed{} &= \div 3 & & (\text{Round down}) \end{aligned}$$

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	<i>burn</i>

Level 16 -1 burn when using a composite blast.