KINETICIST
KINETIC BLAST

KINETIC BLAST

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

Range ☐ 30ft   ☐ 120ft   ☐ 480ft

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

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

Kineticist Level $\div$ **2**
(Round up)

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

INFUSIONS

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

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

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

EFFECTIVE SPELL LEVEL $=$ Kineticist Level $\div$ **2** (Round down)

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

ATTACK BONUS $=$ Current Burn

DAMAGE BONUS $=$ Current Burn $\times$ **2**

Level **3**

MAX BONUS $=$ Kineticist Level $\div$ **3** (Round down)

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

INFUSION SPECIALISATION

Level **5**

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

COMPOSITE SPECIALISATION

Level **16**

-1 burn when using a composite blast.