KINETICIST MINIETIC DI ACT

KINETIC BLAST	You need at least one hand free to aim a blast.
WILD BLASTS	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 = d6 + + CON DAMAGE
	Kineticist ÷ 2
	ENERGY BLAST = DAMAGE (Arredonda para Cima) (Arredonda para Cima)
	infusions *
	Apply one form infusion and one substance infusion to a kinetic blast.
	FORM = 10 + Effective Spell Level + DES
	SUBSTANCE = 10 + Effective Spell Level + CON
	EFFECTIVE Kineticist SPELL LEVEL Level = ÷ 2 (Arredonda para Baixo)
	KINETIC Wild Substance Form BLAST = Talent + Infusion + Infusion BURN Burn Burn Burn
	▼ ELEMENTAL OVERFLOW ✓
	Accepting burn causes your body to visibly surge with energy. ATAQUE BÔNUS = Current BÔNUS = Current BÔNUS = Burn × 2
	3 MAX BONUS Kineticist Level
	= ÷ 3 (Arredonda para Baixo)
	Bonus to Critical/sneak Nível At burn physical scores miss chance
	6 3 +2, +2 5% × burn DES
	11 5 +4, +2, +2
	16 7 +6, +4, +2 <u>CON</u>
	INFUSION SPECIALISATION
	Nível Reduce the total burn cost of a blast with at least one infusion. Nível 5 8 11 14 17 20
	5 Nível 5 8 11 14 17 20 Reduction -1 -2 -3 -4 -5 -6 burn
	COMPOSITE SPECIALISATION
	Nível 16 -1 burn when using a composite blast.

KINETIC BLAST