

## KINETICIST

## KINETIC BLAST

**Alcance**    ☐ 10m    ☐ 36m    ☐ 480ft

## PHYSICAL

ENERGY BLAST =          d6 + ( CON ÷ 2 )

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

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

$$\boxed{\text{EFFECTIVE SPELL LEVEL}} = \frac{\text{Kineticist Level}}{2} \quad (\text{Arredonda para Baixo})$$

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

Accepting burn causes your body to visibly surge with energy.

$$\text{ATAQUE B\^ONUS} = \frac{\text{Current Burn}}{\text{Burn}} \quad \text{DANO B\^ONUS} = \frac{\text{Current Burn}}{\text{Burn}} \times 2$$

**3 MAX BONUS**  $\frac{\text{Kinetistic Level}}{3}$  (Arredonda para Baixo)

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

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

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

Nível  
16 -1 burn when using a composite blast.