

KINETICIST

WILD BLASTS



KINETIC BLAST

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

Zasięg ☐ 9m ☐ 36m ☐ 480ft

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

$$\text{PHYSICAL BLAST DAMAGE} = \frac{\text{d6} + \text{Kineticist Level}}{2} + \text{BD}$$

(Zaokrąglane w górę)

ENERGY
BLAST = **d6** + (BD ÷ 2)

INFUSIONS

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

FORM = 10 ^{Efektywny Poziom} + ^{ZR}
INFUSION DC ^{Czarującego}

SUBSTANCE = 10 ^{Efektyny Poziom} + ^{Czarujacego} **BD**

$$\text{EFFECTIVE SPELL LEVEL} = \frac{\text{Kineticist Level}}{2} \quad (\text{Zaokrąglane w dół})$$

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

$$\text{Poziom } \frac{\text{ATAK}}{\text{PREMIA}} = \frac{\text{Current Burn}}{\text{Burn}} \quad \text{OBRAŻENIA} = \frac{\text{Current Burn}}{\text{Burn}} \times 2$$

$$\boxed{\text{MAX BONUS}} = \frac{\text{Kineticist Level}}{3} \quad (\text{Zaokrąglane w dół})$$

Poziom	At burn	Bonus to physical scores	Critical/sneak miss chance	S
6	3	+2, +2	5% × burn	ZR
11	5	+4, +2, +2		BD
16	7	+6, +4, +2		

INFUSION SPECIALISATION

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

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

COMPOSITE SPECIALISATION

Poziom **16** -1 burn when using a composite blast.