

CINÉTISTE

EXPLOSION CINÉTIQUE

WILD BLASTS



EXPLOSION CINÉTIQUE

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

Portée ☐ 9m ☐ 36m ☐ 480ft

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

PHYSICAL BLAST = $\text{DAMAGE} = \text{d6} + \text{CON}$

Niveau de Cinétiste $\div 2$ (arrondi au supérieur)

ENERGY BLAST = $\text{DAMAGE} = \text{d6} + (\text{CON} \div 2)$

INFUSIONS

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

FORM INFUSION DC = $10 + \text{Niveau effectif du sort} + \text{DEX}$

SUBSTANCE INFUSION DC = $10 + \text{Niveau effectif du sort} + \text{CON}$

NIVEAU EFFECTIF DU SORT = $\text{Niveau de Cinétiste} \div 2$ (arrondi à l'inférieur)

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

BONUS D'ATTAQUE = $\text{Current Burn} \times \text{Niveau de Cinétiste}$

BONUS DE DÉGÂTS = $\text{Current Burn} \times 2$

MAX BONUS = $\text{Niveau de Cinétiste} \div 3$ (arrondi à l'inférieur)

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

INFUSION SPECIALISATION

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

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

COMPOSITE SPECIALISATION

Niveau 16 -1 burn when using a composite blast.