

WILD BLASTS

A vertical stack of 10 identical horizontal bars. Each bar contains six icons arranged horizontally: a square, a swirl, a spiral, a wave, a mountain, and a flame. The bars are separated by thin white lines, and the entire stack is set against a light gray background.

Range ☐ 30ft ☐ 120ft ☐ 480ft

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

$$\text{PHYSICAL BLAST DAMAGE} = \text{d6} + \text{Kineticist Level} + \text{CON} \div 2 \quad (\text{Round up})$$

ENERGY
BLAST = d6 + (CON ÷ 2)
DAMAGE

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

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

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

$$\boxed{\text{EFFECTIVE SPELL LEVEL}} = \frac{\text{Kineticist Level}}{2} \quad (\text{Round down})$$

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

Accepting burn causes your body to visibly surge with energy.

$$\text{ATTACK BONUS} = \frac{\text{Current Burn}}{\text{Level}} \quad \text{DAMAGE BONUS} = \frac{\text{Current Burn}}{\text{Level}} \times 2$$

$$\text{MAX BONUS} = \frac{\text{Kineticist Level}}{3} \quad (\text{Round down})$$

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

• 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

Level
16 -1 burn when using a composite blast.