

KINETICIST

KINETIC BLAST

Дальность ☐ 30ft ☐ 120фт ☐ 480ft

PHYSICAL

ENERGY
BLAST = d6 + (ВЫИ ÷ 2)
DAMAGE

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

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

$$\boxed{\text{EFFECTIVE SPELL LEVEL}} = \frac{\text{Уровень Кинетика}}{2} \quad (\text{Округлять к меньшему})$$

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

Accepting burn causes your body to visibly surge with energy.

$$\frac{\text{Уровень 3 MAX BONUS}}{\text{Уровень Кинетика}} = \frac{\text{Current Burn}}{\text{Current Burn} \times 2}$$

(Округлять к меньшему)

Уровень	At burn	Bonus to physical scores	Critical/sneak miss chance	СИЛ
6	3	+2, +2	5% × burn	ЛОВ
11	5	+4, +2, +2		ВЫН
16	7	+6, +4, +2		

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

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

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