KINETIC BLAST

WILD BLASTS

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KINETIC BLAST

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

Range   ☐ 30ft   ☐ 120ft   ☐ 480ft

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

PHYSICAL BLAST DAMAGE = _____ d6 + _____ + CON

Kineticist Level ÷ 2 (Round up)

ENERGY BLAST DAMAGE = _____ d6 + (CON ÷ 2)

INFUSIONS

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

FORM INFUSION DC = 10 + Effective Spell Level + DEX

SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON

EFFECTIVE SPELL LEVEL [ ] = Kineticist Level ÷ 2 (Round down)

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

ATTACK BONUS = Current Burn   **DAMAGE BONUS** = Current Burn × 2

Level 3

MAX BONUS [ ] = Kineticist Level ÷ 3 (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		
16	7	+6, +4, +2		CON

INFUSION SPECIALISATION

Level 5

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

COMPOSITE SPECIALISATION

Level 16

-1 burn when using a composite blast.