

# KINETICIST KINETIC BLAST

## WILD BLASTS



## KINETIC BLAST

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

Reichweite ☐ 9m ☐ 36m ☐ 480ft

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

**PHYSICAL BLAST** =  $\text{DAMAGE} = \underline{\hspace{2cm}} \text{d6} + \underline{\hspace{2cm}} + \text{KO}$

Kineticist Level  $\div 2$   
(aufrunden)

**ENERGY BLAST** =  $\text{DAMAGE} = \underline{\hspace{2cm}} \text{d6} + ( \text{KO} \div 2 )$

## INFUSIONS

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

**FORM INFUSION DC** =  $10 + \text{Effective Spell Level} + \text{GE}$

**SUBSTANCE INFUSION DC** =  $10 + \text{Effective Spell Level} + \text{KO}$

**EFFECTIVE SPELL LEVEL** =  $\underline{\hspace{2cm}} \div 2$  (abrunden)

Kineticist Level

**KINETIC BLAST BURN** =  $\text{Wild Talent Burn} + \text{Substance Infusion Burn} + \text{Form Infusion Burn}$

## ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

**ANGRIFF BONUS** =  $\text{Current Burn}$  **SCHADEN BONUS** =  $\text{Current Burn} \times 2$

**MAX BONUS** =  $\underline{\hspace{2cm}} \div 3$  (abrunden)

Kineticist Level

Stufe	At burn	Bonus to physical scores	Critical/sneak miss chance	ST
6	3	+2, +2	5% × burn	GE
11	5	+4, +2, +2		KO
16	7	+6, +4, +2		

## INFUSION SPECIALISATION

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

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

## COMPOSITE SPECIALISATION

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