KINETICIST

KINETIC BLAST	Kinetic blast is a standard action. You need at least one hand free to aim a blast.
WILD BLASTS	Reichweite ☐ 9m ☐ 36m ☐ 480ft
	A physical blast is a ranged attack that bypasses sp
	An energy blast is a ranged touch attack. PHYSICAL BLAST = d6 + +
	DAMAGE
	, K
	ENERGY BLAST = d6 + (KO ÷
	BLAST = $d6 + (KO \div DAMAGE)$
	INFUSIONS
	Apply one form infusion and one substance infusion
	FORM = 10 + Effective Spell Level +
	SUBSTANCE INFUSION DC = 10 + Effective Spell Level +
	EFFECTIVE Kineticist SPELL LEVEL Level
	= ÷ 2
	KINETIC Wild Substance BLAST = Talent + Infusion + BURN Burn Burn
	ELEMENTAL OVERFLO
	Accepting burn causes your body to visibly su
	ANGRIFF BONUS = Current Burn SCHADEN BONUS =
	3 Kineticist MAX BONUS Level
	=÷3
	Bonus to Critical/sne
	Stufe At burn physical scores miss chance 6 3 +2, +2 5% × burn
	_
	11 5 +4, +2, +2 16 7 +6, +4, +2
	INFUSION SPECIALISAT
	Stufe Reduce the total burn cost of a blast with at Stufe 5 8 11 14 17
	Reduction -1 -2 -3 -4 -5
	COMPOSIME SPECIALISAN

KINETIC BLAST ell resistance. Kineticist Level ÷ 2 (aufrunden) 2) on to a kinetic blast. (abrunden) Form Infusion Burn urge with energy. = Current × 2 (abrunden) ION least one infusion. 20 -6 burn COMPOSITE SPECIALISATION

-1 burn when using a composite blast.