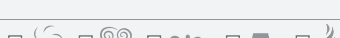


KINETICIST

KINETIC BLAST

WILD BLASTS



KINETIC BLAST

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

Дальность □ 30ft □ 120фт □ 480ft

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

PHYSICAL BLAST = $d6 + \text{Kineticist Level} \div 2$ **DAMAGE** (Округлять вверх)

ENERGY BLAST = $d6 + (\text{ВЫН} \div 2)$ **DAMAGE**

INFUSIONS

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

FORM INFUSION DC = 10 + Effective Spell Level + ЛОВ

SUBSTANCE INFUSION DC = 10 + Effective Spell Level + ВЫН

EFFECTIVE SPELL LEVEL = $\text{Kineticist Level} \div 2$ (Округлять к меньшему)

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

БОНУС АТАКИ БОНУС = Current Burn

БОНУС УРОНА БОНУС = Current Burn × 2

Уровень 3 MAX BONUS = $\text{Kineticist Level} \div 3$ (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		

INFUSION SPECIALISATION

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

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

COMPOSITE SPECIALISATION

Уровень 16 -1 burn when using a composite blast.