KINETIC BLAST

KINETIC BLAST	Kinetic blast is a standard action. You need at least one hand free to aim a blast.
WILD BLASTS	Alcance □ 30' □ 120' □ 480ft
	A physical blast is a ranged attack that bypasses spell resistance. An energy blast is a ranged touch attack.
	PHYSICAL BLAST = d6 + + CON DAMAGE + CON
	Kineticist Level ÷ 2 (Redondear arriba)
	$ \begin{array}{c} \text{ENERGY} \\ \text{BLAST} = \\ \text{DAMAGE} \end{array} $
- 3, - () - 3 - 3 - 4	INFUSIONS
	Apply one form infusion and one substance infusion to a kinetic blast.
	FORM = 10 + Effective Spell Level + DES
	SUBSTANCE = 10 + Effective Spell Level + CON
	J.
	EFFECTIVE Kineticist SPELL LEVEL Level
	SPELL LEVEL Level = ÷ 2 (Redondear abajo)
	KINETIC Wild Substance Form
	BLAST = Talent + Infusion + Infusion BURN Burn Burn Burn
	ELEMENTAL OVERFLOW
	Accepting burn causes your body to visibly surge with energy.
	PONIS Current PON Current
	Nivel ATAQUE = Burn DAÑO = Burn × 2
	3 MAX BONUS Kineticist Level
	= ÷ 3 (Redondear abajo)
	Nivel At burn physical scores miss chance FUE
	6 3 +2, +2 5% × burn DES
	11 5 +4, +2, +2
	16 7 +6, +4, +2 <u>CON</u>
	INFUSION SPECIALISATION
	Reduce the total hurn cost of a blast with at least one infusion
	Nivel 5 8 11 14 17 20
	Reduction -1 -2 -3 -4 -5 -6 burn
	COMPOSITE SPECIALISATION
	Nivel 16 -1 burn when using a composite blast.

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