## KINETICIST

KINETICIST	KINETIC BLAST
KINETIC BLAST	Kinetic blast is a standard action. You need at least one hand free to aim a blast.
WILD BLASTS	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 = d6 + + CON DAMAGE
	Kineticist ÷ 2
- 5 - 8 - <b> </b>	ENERGY BLAST = DAMAGE $d6 + (CON \div 2)$ (Round up)
	INFUSIONS
	Apply one form infusion and one substance infusion to a kinetic blast.
(C. 69 - )	FORM = 10 + Effective Spell Level + DEX
	SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON
	EFFECTIVE Kineticist SPELL LEVEL Level  = ÷ 2 (Round down)
	KINETIC Wild Substance Form  BLAST = Talent + Infusion + Infusion  BURN Burn Burn Burn
	ELEMENTAL OVERFLOW
	Accepting burn causes your body to visibly surge with energy.
	Level ATTACK BONUS = Current BURN BONUS = Current BURN × 2
	3 Kineticist MAX BONUS Level
	= ÷ 3 (Round down)
	Bonus to Critical/sneak Level At burn physical scores miss chance
	6 3 +2, +2 5% × burn DEX
<u> </u>	11 5 +4, +2, +2
	16 7 +6, +4, +2 <u>CON</u>
	INFUSION SPECIALISATION
	Level Reduce the total burn cost of a blast with at least one infusion.
V	5 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.