

## WILD BLASTS

A horizontal row of nine decorative icons. From left to right: a small square, a circular swirl, a larger circle, a spiral, a stylized wave, a mountain range, a tree, and a flame.

A horizontal row of nine decorative icons. From left to right: a small square, a stylized swirl, a circle with a dot in the center, a spiral, a wavy line, a mountain range, a tree, and a flame.

[illegible]

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A horizontal row of nine decorative icons. From left to right: a small square, a spiral, a circle, a swirl, a wave, a mountain range, a tree, a flame, and another small square.




A horizontal row of nine decorative icons. From left to right: a small square, a stylized swirl, a circle with a dot in the center, a spiral, a wavy line, a mountain range, a tree, and a flame.



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

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

**Alcance**    ☐ 10m    ☐ 36m    ☐ 480ft

**PHYSICAL BLAST DAMAGE** =            **d6** +            + **CON**  
  
 Kineticist Level ÷ 2  
 (Arredonda para Cima)

ENERGY BLAST =            d6 + ( CON ÷ 2 )  
DAMAGE                      

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

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

**SUBSTANCE**  
**INFUSION DC** = **10** + Effective Spell Level + **CON**

$$\text{EFFECTIVE SPELL LEVEL} = \frac{\text{Kineticist Level}}{2} \quad (\text{Arredonda para Baixo})$$

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

Accepting burn causes your body to visibly surge with energy.

$$\frac{\text{ATAQUE}}{\text{BÔNUS}} = \frac{\text{Current}}{\text{Burn}} \quad \frac{\text{DANO}}{\text{BÔNUS}} = \frac{\text{Current}}{\text{Burn}} \times 2$$

$$\frac{\text{ATAQUE BÔNUS}}{\text{Nível 3}} = \frac{\text{Current Burn}}{\text{Kineticist Level}} \times 2$$

$$\frac{\text{MAX BONUS}}{\text{Nível 3}} = \frac{\text{Current Burn}}{\text{Kineticist Level}} \div 3 \quad (\text{Arredonda para Baixo})$$

Nível	At burn	Bonus to physical scores	Critical/sneak miss chance	FOR
<b>6</b>	<b>3</b>	+2, +2	5% × burn	DES
<b>11</b>	<b>5</b>	+4, +2, +2		CON
<b>16</b>	<b>7</b>	+6, +4, +2		

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

Nível							
<b>5</b>	Nível	5	8	11	14	17	20
	Reduction	-1	-2	-3	-4	-5	-6 burn

Nível  
16 -1 burn when using a composite blast.