KINETICIST MINIEMIC DI ACM

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
	Kineticist : 2 (Naar boven afgerond)
	BLAST = d6 + (CON ÷ 2)
	INFUSIONS
	Apply one form infusion and one substance infusion to a kinetic blast.
	FORM = 10 + Effective Spell Level + DEX
	SUBSTANCE = 10 + Effective Spell Level + CON
	EFFECTIVE Kineticist SPELL LEVEL Level = ÷ 2 (Naar beneden afgerond)
	KINETIC Wild Substance Form BLAST = Talent + Infusion + Infusion BURN Burn Burn Burn
	ELEMENTAL OVERFLOW
	Accepting burn causes your body to visibly surge with energy.
	ATTACK BONUS = Current BONUS = Current BONUS = Surn × 2
	3 MAX BONUS Level
	= : 3 _(Naar beneden afgerond)
	Bonus to Critical/sneak Level At burn physical scores miss chance
	6 3 +2, +2 5% × burn DEX
	11 5 +4, +2, +2
	16 7 +6, +4, +2 <u>CON</u>
	INFUSION SPECIALISATION
	Reduce the total burn cost of a blast with at least one infusion.
	5 Level 5 8 11 14 17 20 Reduction -1 -2 -3 -4 -5 -6 burn
	COMPOSITE SPECIALISATION
	Level -1 burn when using a composite blast.

KINETIC BLAST