

KINETICIST

KINETIC BLAST

WILD BLASTS

KINETIC BLAST

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

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

Kineticist
Level ÷ 2
(Redondear arriba)

ENERGY BLAST = **d6** + (**CON** ÷ 2)
DAMAGE

INFUSIONS

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

FORM INFUSION DC = **10** + Effective Spell Level + **DES**

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

EFFECTIVE SPELL LEVEL = ÷ **2** (Redondear abajo)
Kineticist Level

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

BONUS ATAQUE = Current Burn **BON DAÑO** = Current Burn × **2**

Nivel **3** **MAX BONUS** = ÷ **3** (Redondear abajo)
Kineticist Level

Nivel	At burn	Bonus to physical scores	Critical/sneak miss chance	FUE
6	3	+2, +2	5% × burn	DES
11	5	+4, +2, +2		CON
16	7	+6, +4, +2		

INFUSION SPECIALISATION

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

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

COMPOSITE SPECIALISATION

Nivel **16** -1 burn when using a composite blast.