KINETICIST

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 Level (Round up)
	ENERGY BLAST = d6 + (CON ÷ 2)
	INFUSIONS
	Apply one form infusion and one substance infusion to a kinetic blast.
	FORM = 10 + Effective Spell Level + DEX
	SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON
	FFFFCTIVE Kineticist
	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.
	ATTACK BONUS = Current BONUS = Current BONUS = Current x 2
	3 MAX BONUS Kineticist Level
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	= ÷ 3 (Round down)
	Level At burn Bonus to Critical/sneak miss chance STR
	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.
- 47	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.

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