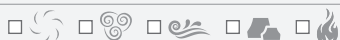


KINETICIST

KINETIC BLAST

WILD BLASTS



KINETIC BLAST

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

Дальность □ 30ft □ 120фт □ 480ft

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

PHYSICAL BLAST = $\text{DAMAGE} = \text{d6} + \text{Уровень Кинетика} \div 2$ + **ВЫН**
(Округлять вверх)

ENERGY BLAST = $\text{DAMAGE} = \text{d6} + (\text{ВЫН} \div 2)$

INFUSIONS

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

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

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

EFFECTIVE SPELL LEVEL = $\text{Уровень Кинетика} \div 2$ (Округлять к меньшему)

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

МОДИФИКАТОР АТАКИ = Current Burn
Уровень **3**

БОНУС К УРОНУ = Current Burn $\times 2$

MAX BONUS = $\text{Уровень Кинетика} \div 3$ (Округлять к меньшему)

Уровень	At burn	Bonus to physical scores	Critical/sneak miss chance	СИЛ
6	3	+2, +2	5% \times burn	ЛОВ
11	5	+4, +2, +2		ВЫН
16	7	+6, +4, +2		

INFUSION SPECIALISATION

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

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

COMPOSITE SPECIALISATION

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