## KINETICIST

KINETIC BLAST	Kinetic blast is a standard action. You need at least one hand free to aim a blast.
WILD BLASTS	Reichweite ☐ 9m ☐ 36m ☐ 480ft
	A physical blast is a ranged attack that bypasses spell resistance.
	An energy blast is a ranged touch attack.  PHYSICAL
	BLAST = $d6 + K0$
	DAMAGE
	Level - Z
	ENERGY (aufrunden)
(( 68 - ))	$\begin{array}{c} \text{BLAST} = \\ \text{DAMAGE} \end{array}  \mathbf{d6} + \left(\begin{array}{c} \text{KO} \div 2 \end{array}\right)$
	infusions .
	Apply one form infusion and one substance infusion to a kinetic blast.
	INFUSION DC - 10 + Spell Level + GE
	SUBSTANCE INFUSION DC = 10 + Effective Spell Level + KO
	MFUSION DC
	EFFECTIVE Kineticist
	SPELL LEVEL Level
	= ÷ 2 (abrunden)
	KINETIC Wild Substance Form
	BLAST = Talent + Infusion + Infusion BURN Burn Burn Burn
-(5-69	
	Accepting burn causes your body to visibly surge with energy.  ANGRIFF _ Current SCHADEN _ Current
	Stufe  BONUS = Burn  BONUS = Burn × 2
	3 Kineticist Level
	= ÷ 3 (abrunden)
	Bonus to Critical/sneak ST
	Stufe At burn physical scores miss chance
	6 3 +2,+2 5% × burn GE 11 5 +4,+2,+2
	16 7 +6, +4, +2 KO
	INFUSION SPECIALISATION
	Reduce the total burn cost of a blast with at least one infusion.  Stufe 5 8 11 14 17 20
	Sture 5 8 11 14 17 20  Reduction -1 -2 -3 -4 -5 -6 burn
	COMPOSITE SPECIALISATION
	Stufe -1 burn when using a composite blast.
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