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 An energy blast is a ranged touch attack.			
	PHYSICAL BLAST = d6 + + C0			
	Kine			
	$\begin{array}{c} \text{ENERGY} \\ \text{BLAST} = \\ \text{DAMAGE} \end{array} = \frac{d6 + (CON \div 2)}{d6 + (CON \div 2)}$			
3, 0 9 3 -	INFUSIONS			
	Apply one form infusion and one substance infusion to			
	FORM = 10 + Effective Spell Level + D			
	SUBSTANCE = 10 + Effective Spell Level + C			
	EFFECTIVE Kineticist SPELL LEVEL Level = ÷ 2			
	KINETIC Wild Substance F BLAST = Talent + Infusion + Inf BURN Burn Burn E			
	ELEMENTAL OVERFLOW			
	Accepting burn causes your body to visibly surge			
	ATTACK BONUS = Current Burn DAMAGE BONUS =			
	3 Kineticist Level			
	=÷ 3			
	Level At burn Bonus to Critical/sneak miss chance			
	6 3 +2, +2 5% × burn			
	11 5 +4, +2, +2			
	16 7 +6, +4, +2			
	INFUSION SPECIALISATIO			
	Level Reduce the total burn cost of a blast with at lea			
	5 Level 5 8 11 14 17 2 Reduction -1 -2 -3 -4 -5 -			
	COMPOSITE SPECIALISATION			
	Level 16 -7 burn when using a composite blast.			

KINETIC BLAST				
ndard action. e hand free to aim a blast. Oft				
d6 + + CON				
Kineticist \div 2 (Round up) $d6 + (CON \div 2)$				
INFUSIONS				
ion and one substance infusion to a kinetic blast.				
= 10 + Effective				
= 10 + Effective Spell Level + CON				
Kineticist Level				
÷ 2 (Round down)				
Wild Substance Form Talent + Infusion + Infusion Burn Burn Burn				
EMENTAL OVERFLOW				
n causes your body to visibly surge with energy.				
Current BONUS = Current BONUS = Current				
Kineticist S Level				
= ÷ 3 (Round down)				
Bonus to Critical/sneak STR physical scores miss chance				
+2, +2 5% × burn DEX				
+4, +2, +2				
+6, +4, +2 <u>CON</u>				
SION SPECIALISATION				
otal burn cost of a blast with at least one infusion.				
5 8 11 14 17 20 -1 -2 -3 -4 -5 -6 burn				
-1 -2 -3 -4 -5 -6 burn OSITE SPECIALISATION				
using a composite blast.				