KINETICIST

WILD BLASTS WILD BLASTS	Kinetic blast is a standard action. You need at least one hand free to aim a blast. Reichweite
o5 o8 o a	PHYSICAL BLAST = d6 + + KO Kineticis Level
	ENERGY BLAST = DAMAGE d6 + (KO ÷ 2) INFUSIONS Apply one form infusion and one substance infusion to a king and the subs
	FORM = 10 + Effective Spell Level + GE SUBSTANCE INFUSION DC = 10 + Effective Spell Level + KO
	EFFECTIVE Kineticist SPELL LEVEL Level = ÷ 2 KINETIC Wild Substance Form
	BLAST = Talent + Infusion + Infusion Burn Burn Burn ELEMENTAL OVERFLOW Accepting burn causes your body to visibly surge with ANGRIFF = Current SCHADEN = Current During
	Stufe BONUS Burn BONUS Burn MAX BONUS Kineticist Level = ÷ 3
	Stufe At burn Bonus to physical scores physical scores Critical/sneak miss chance 6 3 +2, +2 5% × burn 11 5 +4, +2, +2 16 7 +6, +4, +2
	Stufe Stufe Stufe Stufe Reduction -1 -2 -3 -4 -5 -6 base Stufe Stu
	Stufe 16 -7 burn when using a composite blast.

KINETIC BLAST ell resistance. neticist Level ÷ 2 (aufrunden) 2) to a kinetic blast. (abrunden) Form nfusion Burn ge with energy. Current Burn × 2 (abrunden) KO east one infusion. 20 -6 burn