


WILD BLASTS

A vertical stack of 10 identical horizontal bars. Each bar contains a sequence of six icons: a square, a swirl, a spiral, a wave, a mountain, and a flame. The icons are arranged horizontally and are repeated across all 10 bars.

Alcance ☐ 30' ☐ 120' ☐ 480ft

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

PHYSICAL BLAST DAMAGE = _____ d6 + _____ + CON

 Kineticist Level ÷ 2
 (Redondear arriba)

ENERGY BLAST DAMAGE = _____ d6 + (CON ÷ 2)

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

$$\begin{aligned} \text{FORM INFUSION DC} &= 10 + \text{Effective Spell Level} + \text{DES} \\ \text{SUBSTANCE INFUSION DC} &= 10 + \text{Effective Spell Level} + \text{CON} \end{aligned}$$

$$\begin{array}{l} \text{EFFECTIVE SPELL LEVEL} \\ \boxed{} = \frac{\text{Kineticist Level}}{\div 2} \quad (\text{Redondear abajo}) \\ \text{KINETIC BLAST BURN} = \text{Wild Talent Burn} + \text{Substance Infusion Burn} + \text{Form Infusion Burn} \end{array}$$

Accepting burn causes your body to visibly surge with energy.

$$\text{Nivel } 3 \quad \text{BONUS ATAJQUE} = \text{Current Burn} \quad \text{BON DAÑO} = \text{Current Burn} \times 2$$

$$\text{MAX BONUS} = \text{Kineticist Level} \div 3 \quad (\text{Redondear abajo})$$

Nivel	At burn	Bonus to physical scores	Critical/sneak miss chance	FUE
6	3	+2, +2	5% × burn	DES
11	5	+4, +2, +2		
16	7	+6, +4, +2		CON

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

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

Nivel
16 -1 burn when using a composite blast.