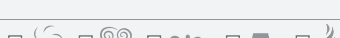


# KINETICIST

## KINETIC BLAST

### WILD BLASTS



### KINETIC BLAST

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

Range ☐ 30ft ☐ 120ft ☐ 480ft

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

**PHYSICAL BLAST =**  $\text{d6} + \text{Kineticist Level} \div 2$  **+ CON**  
DAMAGE (Round up)

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

### INFUSIONS

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

**FORM INFUSION DC = 10 + Effective Spell Level + DEX**  
**SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON**

**EFFECTIVE SPELL LEVEL** =  $\text{Kineticist Level} \div 2$  (Round down)

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

### ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

**ATTACK BONUS = Current Burn** **DAMAGE BONUS = Current Burn  $\times 2$**   
Level 3 **MAX BONUS** =  $\text{Kineticist Level} \div 3$  (Round down)

Level	At burn	Bonus to physical scores	Critical/sneak miss chance	STR	DEX	CON
6	3	+2, +2	5% $\times$ burn			
11	5	+4, +2, +2				
16	7	+6, +4, +2				

### INFUSION SPECIALISATION

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

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

### COMPOSITE SPECIALISATION

Level 16 -1 burn when using a composite blast.