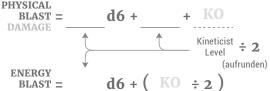
## KINETICIST

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 An energy blast is a ranged touch attack.			
	PHYSICAL BLAST = d6 + + K			
	DAMAGE Kine			
	Le			
	ENERGY BLAST = $d6 + (K0 \div 2)$			
	DAMAGE ————————————————————————————————————			
	Apply one form infusion and one substance infusion to			
	INFUSION DC = 10 + Spell Level + G			
	SUBSTANCE = 10 + Effective Spell Level + K			
	EFFECTIVE Kineticist			
	SPELL LEVEL Level			
	= ÷ 2			
	KINETIC Wild Substance For BLAST = Talent + Infusion + Infu BURN Burn Burn B			
	ELEMENTAL OVERFLOW			
	Accepting burn causes your body to visibly surge			
	ANGRIFF BONUS = Current Burn SCHADEN BONUS = C			
	3 Kineticist Level			
	=÷3			
	Bonus to Critical/sneak Stufe At burn physical scores miss chance			
	6 3 +2, +2 5% × burn			
3, 6, 6	<b>11 5</b> +4, +2, +2			
	<b>16 7</b> +6, +4, +2			
	infusion specialisation			
	Stufe Reduce the total burn cost of a blast with at lea			
	Stufe 5 8 11 14 17 20  Reduction -1 -2 -3 -4 -5 -6			
	COMPOSITE SPECIALISATION			

TZTN	JETI	CD	LVG
NIII	A E. T. T	U D	L/Alo

resistance.



a kinetic blast.



with energy.

fe	ANGRIFF BONUS =	Current Burn	SCHADEN BONUS	=	Current Burn	× 2	
	MAX BONUS	Kineticist Level					
		=	÷ 3		(abru	ınden)	

Stufe	At burn	Bonus to physical scores	Critical/sneak miss chance	ST
6	3	+2, +2	5% × burn	GE
11	5	+4, +2, +2		
16	7	+6 +4 +2		KO

ast one infusion. -6 burn

Stufe 16 -1 burn when using a composite blast.