KINETIC BLAST

KINETIC BLAST	Kinetic blast is a standard action. You need at least one hand free to aim a blast.
WILD BLASTS	Alcance 10m 36m 480ft
	A physical blast is a ranged attack that bypasses spell resistance. An energy blast is a ranged touch attack.
(60	PHYSICAL BLAST = d6 + + CON
	DAMAGE Kineticist ÷ 2
	(Arredonda para Cima)
	$\begin{array}{c} \text{BLAST} = \\ \text{DAMAGE} \end{array} = \frac{d6 + (CON \div 2)}{d6}$
	INFUSIONS
	Apply one form infusion and one substance infusion to a kinetic blast. $ \\$
	FORM Spell Level + DES
	SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON
	EFFECTIVE Kineticist
	SPELL LEVEL Level
	= ÷ 2 (Arredonda para Baixo)
	KINETIC Wild Substance Form
	BLAST = Talent + Infusion + Infusion BURN Burn Burn Burn
	ELEMENTAL OVERFLOW
	Accepting burn causes your body to visibly surge with energy.
	ATAQUE BÔNUS = Current Burn BÔNUS = Current Burn × 2
	3 MAX BONUS Kineticist
	- : 2
	- T 3 (Arredonda para Baixo)
	Nível At burn physical scores miss chance FOR
	6 3 +2, +2 5% × burn DES
	11 5 +4,+2,+2 CON
	10 / +0, +4, +2
	INFUSION SPECIALISATION
	Reduce the total burn cost of a blast with at least one infusion. Nível 5 8 11 14 17 20
	5 Reduction -1 -2 -3 -4 -5 -6 burn
	COMPOSITE SPECIALISATION
	Nível 16 -1 burn when using a composite blast.

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