## KINETICIST

WILD BLASTS WILD BLASTS	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
- S - 8 - 6 - 6	An energy blast is a ranged touch attack.  PHYSICAL BLAST = d6 + + C
	DAMAGE
	ENERGY BLAST = d6 + (CON ÷ 2  INFUSIONS  Apply one form infusion and one substance infusion to
	FORM = 10 + Effective Spell Level + D SUBSTANCE = 10 + Effective + C
	EFFECTIVE Kineticist SPELL LEVEL Level  = ÷ 2
	KINETIC Wild Substance II BLAST = Talent + Infusion + In BURN Burn Burn  ELEMENTAL OVERFLOW  Accepting burn causes your body to visibly surg
	ATTACK BONUS = Current Burn BONUS =  MAX BONUS   Kineticist Level    = ÷ 3
	Level At burn   Bonus to physical scores   Critical/sneak miss chance   6   3   +2, +2   5% × burn   11   5   +4, +2, +2   16   7   +6, +4, +2
	TINFUSION SPECIALIZATION  Reduce the total burn cost of a blast with at least to the second s
	COMPOSITE SPECIALIZATI Level 16 -7 burnwhen using a composite blast.

KINETIC BLAST	
ndard action. e hand free to aim a blast. oft	
d6 + + CON	
Kineticist $\div$ 2  (Round up) $d6 + (CON \div 2)$	
INFUSIONS	
ion and one substance infusion to a kinetic blast.	
= 10 + Effective Spell Level + DEX	
= 10 + Effective Spell Level + CON	
Kineticist Level	
÷ 2 (Round down)	
Wild Substance Form Talent + Infusion + Infusion Burn Burn Burn	
MENTAL OVERFLOW	
causes your body to visibly surge with energy.	
: Current Burn PAMAGE Burn × 2	
Kineticist S Level	
= ÷ 3 (Round down)	
Bonus to Critical/sneak ohysical scores miss chance	
+2, +2 5% ×burn DEX	
+4, +2, +2 ———————————————————————————————	
-6, +4, +2 <u>CON</u>	
SION SPECIALIZATION	
tal burn cost of a blast with at least one infusion.	
5 8 11 14 17 20 -1 -2 -3 -4 -5 -6 burn	
OSITE SPECIALIZATION	