

## WILD BLASTS

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A row of nine decorative icons used as a section separator. From left to right, they are: a small square, a circular swirl, a solid circle, a three-lobed spiral, a stylized wave, a silhouette of two mountains, a circular emblem containing a tree, and a flame.



## INFUSIONS

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

<b>KINETIC BLAST BURN</b>	=	Wild Talent Burn	+	Substance Infusion Burn	+	Form Infusion Burn
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$$\begin{aligned} \text{Level 3} \quad \text{ATTACK BONUS} &= \text{Current Burn} & \text{DAMAGE BONUS} &= \text{Current Burn} \times 2 \\ & & & \text{Kineticist Level} \\ \text{MAX BONUS} &= \boxed{\phantom{000}} \div 3 & & \text{(Round down)} \end{aligned}$$

Level	At burn	Bonus to physical scores	Critical/sneak miss chance	STR
<b>6</b>	<b>3</b>	+2, +2	5% × burn	DEX
<b>11</b>	<b>5</b>	+4, +2, +2		CON
<b>16</b>	<b>7</b>	+6, +4, +2		

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

Level  
16 -1 burn when using a composite blast.