## KINETICIST IZINIEMIC DI ACM

KINETIC BLAST	Kinetic blast is a standard action. You need at least one hand free to aim a blast.						
WILD BLASTS	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 = d6 + + CON						
	Kineticist : 2						
	ENERGY BLAST = $d6 + (CON \div 2)$ (Round up)						
- 9) - <b>(</b> ) - <b>(</b>	infusions *						
	Apply one form infusion and one substance infusion to a kinetic blast.						
	FORM = 10 + Effective Spell Level + DEX						
	SUBSTANCE = 10 + Effective Spell Level + CON						
	EFFECTIVE Kineticist SPELL LEVEL Level						
	KINETIC Wild Substance Form BLAST = Talent + Infusion + Infusion BURN Burn Burn Burn						
	ELEMENTAL OVERFLOW						
	Accepting burn causes your body to visibly surge with energy.						
	ATTACK BONUS = Current Bonus = Current Bonus = Current & 2						
	3 MAX BONUS Kineticist Level						
	= ÷ 3 (Round down)						
	Level At burn Physical scores Critical/sneak miss chance STR						
	6 3 +2, +2 5% × burn DEX						
	11 5 +4, +2, +2 CON						
	16 7 +6, +4, +2 <u>CON</u>						
	INFUSION SPECIALISATION						
	Reduce the total burn cost of a blast with at least one infusion.						
	5 Level 5 8 11 14 17 20 Reduction -1 -2 -3 -4 -5 -6 burn						
	COMPOSITE OPESIALISATION						

		BURN	: Talent + Burn	- Intusio Burn	n + 1	ntusion Burn		
	*	ELI	EMENTA	AL OVE	RFLOV	W	*	
		Accepting bur	n causes yo	ur body to	visibly su	ge with	energy.	
	Level	ATTACK BONUS	= Current Burn		MAGE ONUS =	Curren Burn	* × 2	
	3	MAX BONUS Kineticist Level						
			_ =	÷ 3	3	(Roun	d down)	
	Level		Bonus to physical sco		tical/snea s chance	k	STR	
	6	3	+2, +2	5%	× burn		DEX	
	11	5	+4, +2, +2			-	CON	
	16	7	+6, +4, +2			_	CON	
	` .	infusion specialisation						
	Level	Reduce the t	otal burn co	st of a blas	t with at I	east one	infusion.	
	5	Level Reduction		11 1-		20 -6 bui	rn	
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	Level					ION		
	16	-1 burn wher	ıst.					

KINETIC BLAST