


WILD BLASTS

A vertical stack of 10 identical horizontal bars. Each bar contains six icons arranged horizontally: a square, a swirl, a spiral, a wave, a mountain, and a flame. The bars are separated by thin white lines, and the entire stack is set against a light gray background.

Kinetic blast is a standard action.
You need at least one hand free to aim a blast.

A physical blast is a ranged attack that bypasses spell resistance. An energy blast is a ranged touch attack.

Alcance ☐ 10m ☐ 36m ☐ 480ft

PHYSICAL BLAST DAMAGE = **d6** + + **CON**

 Kineticist Level ÷ 2
 (Arredonda para Cima)

ENERGY BLAST = d6 + (CON ÷ 2)
DAMAGE

Apply one form infusion and one substance infusion to a kinetic blast.

$$\text{FORM INFUSION DC} = 10 + \text{Effective Spell Level} + \text{DES}$$

SUBSTANCE
INFUSION DC = **10** + Effective Spell Level + **CON**

$$\text{EFFECTIVE SPELL LEVEL} = \frac{\text{Kineticist Level}}{2} \quad (\text{Arredonda para Baixo})$$

**KINETIC
BLAST
BURN** = Wild Talent Burn + Substance Infusion Burn + Form Infusion Burn

Accepting burn causes your body to visibly surge with energy.

$$\frac{\text{ATAQUE}}{\text{BÔNUS}} = \frac{\text{Current}}{\text{Burn}} \quad \frac{\text{DANO}}{\text{BÔNUS}} = \frac{\text{Current}}{\text{Burn}} \times 2$$

$$\frac{\text{MAX BONUS}}{3} = \text{Kineticist Level} \quad (\text{Arredonda para Baixo})$$

Nível	At burn	Bonus to physical scores	Critical/sneak miss chance	FOR
6	3	+2, +2	5% × burn	DES
11	5	+4, +2, +2		CON
16	7	+6, +4, +2		

Neutral Reduce the total burn cost of a blast with at least one infusion.

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

Nível
16 -1 burn when using a composite blast.