# KINETICIST KINETIC BLAST WILD BLASTS









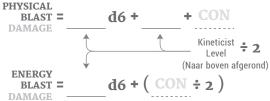


### KINETIC BLAST

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 resistance. An energy blast is a ranged touch attack.



## **INFUSIONS**

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





### ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

evel	BONUS =	Burn	BONUS =	Burn	× 2
3	MAX BONUS	Kineticist Level			
		=	÷ 3 (Naar b	eneden afge	erond)

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

### INFUSION SPECIALISATION

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

Level 5 8 11 14 17 20

Reduction -1 -2 -3 -4 -5 -6 burn

# COMPOSITE SPECIALISATION

-1 burn when using a composite blast.