KINETICIST

KINETIC BLAST WILD BLASTS	Kinetic blast is a standard action. You need at least one hand free to aim a blast. Range
	A physical blast is a ranged attack that bypasses spell resist. An energy blast is a ranged touch attack.
	PHYSICAL BLAST = d6 + + CON
	Kineticist Level
	ENERGY BLAST = DAMAGE $d6 + (CON \div 2)$
	INFUSIONS
	Apply one form infusion and one substance infusion to a kine
	FORM = 10 + Effective Spell Level + DEX
	SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON
	EFFECTIVE Kineticist
	SPELL LEVEL Level = ÷ 2
	KINETIC Wild Substance Form BLAST = Talent + Infusion + Infusion BURN Burn Burn Burn
	ELEMENTAL OVERFLOW
37 0 = =	Accepting burn causes your body to visibly surge with
	ATTACK BONUS = Current BONUS = Current BONUS = Current
	3 Kineticist Level
	= ÷ 3 (Roun
	Bonus to Critical/sneak Level At burn physical scores miss chance
	6 3 +2, +2 5% ×burn
	11 5 +4, +2, +2
	16 7 +6, +4, +2
	INFUSION SPECIALIZATION
	Level Reduce the total burn cost of a blast with at least one
	5 Level 5 8 11 14 17 20 Reduction -1 -2 -3 -4 -5 -6 bu
	COMPOSITE SPECIALIZATION
	Level 16 -1 burnwhen using a composite blast.

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esistance. ticist ÷ 2 (Round up) kinetic blast. (Round down) with energy. Current Burn × 2 (Round down) CON t one infusion.

burn