KINETICIST

| KINETICIST | KINETIC BLAST |
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| 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 DAMAGE |
| | Kineticist ÷ 2 (Round up) |
| | $\frac{\text{ENERGY}}{\text{BLAST}} = \frac{\text{d6 + (CON ÷ 2)}}{\text{DAMAGE}}$ |
| | INFUSIONS |
| | Apply one form infusion and one substance infusion to a kinetic blast FORM = 10 + Effective Spell Level + DEX |
| | SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON |
| | EFFECTIVE Kineticist SPELL LEVEL Level = ÷ 2 (Round down) |
| | KINETIC Wild Substance Form BLAST = Talent + Infusion + Infusion BURN Burn Burn Burn |
| | ELEMENTAL OVERFLOW |
| | Accepting burn causes your body to visibly surge with energy. |
| | Level ATTACK BONUS = Current BURN BONUS = Current BURN × 2 |
| | 3 Kineticist MAX BONUS Level |
| | = ÷3 (Round down) |
| (5, 62 | Level At burn Bonus to Critical/sneak miss chance STR |
| | 6 3 +2, +2 5% ×burn DEX |
| | 11 5 +4, +2, +2 CON |
| | 16 7 +6, +4, +2 |
| | infusion specialization |
| | Level 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 SPECIALIZATION |
| | Level -1 burnwhen using a composite blast. |

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| | | |
| 30ft | | |
| ses spell resistance. | | |
| | | |
| + CON | | |
| Kineticist | 2 | |
| Level | nd up) | |
| V ÷ 2) | | |
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| | <i>*</i> | |
| usion to a kinetic blast. | | |
| + DEX | | |
| + CON | | |
| | | |
| | | |
| | | |
| (Round down) | | |
| Form Infusion | | |
| Burn | | |
| FLOW | | |
| bly surge with energy. | | |
| GE = Current × 2 | | |
| | | |
| | | |
| (Round | down) | |
| l/sneak hance | TR | |
| urn 🖺 | EX | |
| | ON | |
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| ATION | | |
| th at least one infusion. | | |