

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.

PHYSICAL BLAST = $\text{DAMAGE} = \text{d6} + \text{Kineticist Level} \div 2$ (Round up)

ENERGY BLAST = $\text{DAMAGE} = \text{d6} + (\text{CON} \div 2)$

INFUSIONS

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

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

SUBSTANCE INFUSION DC = $10 + \text{Effective Spell Level} + \text{CON}$

EFFECTIVE SPELL LEVEL = $\text{Kineticist Level} \div 2$ (Round down)

KINETIC BLAST BURN = $\text{Wild Talent Burn} + \text{Substance Infusion Burn} + \text{Form Infusion Burn}$

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

ATTACK BONUS = $\text{Current Burn} + \text{Level}$
DAMAGE BONUS = $\text{Current Burn} \times 2$

MAX BONUS = $\text{Kineticist Level} \div 3$ (Round down)

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

INFUSION SPECIALISATION

Reduce 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

Level 16 -1 burn when using a composite blast.