

KINETICIST

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.

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

ENERGY
BLAST = d6 + (CON ÷ 2)
DAMAGE

INFUSIONS

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

$$\begin{array}{l} \text{FORM} \\ \text{INFUSION DC} \end{array} = 10 + \begin{array}{l} \text{Effective} \\ \text{Spell Level} \end{array} + \begin{array}{l} \text{DEX} \\ \text{-----} \end{array}$$

$$\begin{array}{l} \text{SUBSTANCE} \\ \text{INFUSION DC} \end{array} = 10 + \begin{array}{l} \text{Effective} \\ \text{Spell Level} \end{array} + \begin{array}{l} \text{CON} \end{array}$$

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

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

$$\begin{array}{l} \text{Level 3} \quad \text{ATTACK BONUS} = \text{Current Burn} \quad \text{DAMAGE BONUS} = \text{Current Burn} \times 2 \\ \text{MAX BONUS} = \text{Kineticist Level} \div 3 \quad (\text{Round down}) \end{array}$$

Level	At burn	Bonus to physical scores	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 1 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 SPECIALIZATION

Level
16 -1 burnwhen using a composite blast.