KINETIC BLAST WILD BLASTS

	You need at least one hand free to aim a blast.
WILD BLASTS	Alcance □ 10m □ 36m □ 480ft
	A physical blast is a ranged attack that bypasses spell resis An energy blast is a ranged touch attack.
	PHYSICAL BLAST = DAMAGE
	Level
	$ \begin{array}{c} \text{ENERGY} \\ \text{BLAST} = \\ \text{DAMAGE} \end{array} $
	INFUSIONS
	Apply one form infusion and one substance infusion to a kin
	FORM = 10 + Effective Spell Level + DES
	SUBSTANCE = 10 + Effective Spell Level + CON
	EFFECTIVE Kineticist SPELL LEVEL Level = ÷ 2 (Arredonda pa
	KINETIC Wild Substance Form BLAST = Talent + Infusion BURN Burn Burn Burn
	■ ELEMENTAL OVERFLOW
	Accepting burn causes your body to visibly surge with
	ATAQUE = Current BÔNUS = Burn DANO = Curre BÔNUS = Burn
	3 Kineticist MAX BONUS Level
	= ÷3 (Arredonda pa
	Bonus to Critical/sneak
	Nível At burn physical scores miss chance 6 3 +2, +2 5% × burn
	11 5 +4, +2, +2
	16 7 +6, +4, +2
	infusion specialisation
	Paduca the total hurn cost of a blact with at least on
	Nivel 5 9 11 14 17 20
	5 Reduction -1 -2 -3 -4 -5 -6 bu
	COMPOSITE SPECIALISATION

Nível 16 -1 burn when using a composite blast.

(
ft	
spell resistance.	
· CON	
Kineticist ÷ 2	
Level	
rredonda para Cima) ÷ 2)	
- 2)	
#	
ion to a kinetic blast.	
DES	
CON	
redonda para Baixo)	
Form	
Infusion Burn	
ow -	
surge with energy.	
Current v	
Burn ~ Z	
redonda para Baixo)	
neak FOR	
n DES	
CON	
TION	
at least one infusion.	
7 20 5 -6 burn	

KINETIC BLAST

Kinetic blast is a standard action.