

WILD BLASTS

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A horizontal row of nine decorative icons. From left to right: a small square, a stylized swirl, a circle, a spiral, a wavy line, a mountain range, a tree, and a flame.

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A horizontal row of nine decorative icons. From left to right: a small square, a spiral, a circle, a swirl, a wave, a mountain range, a tree, a flame, and another small square.



A horizontal row of nine decorative icons. From left to right: a small square, a stylized swirl, a circle with a dot in the center, a spiral, a wavy line, a mountain range, a tree, and a flame.

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Zasięg ☐ 9m ☐ 36m ☐ 480ft

A physical blast is a ranged attack that bypasses spell resistance. An energy blast is a ranged touch attack.

$$\text{PHYSICAL BLAST DAMAGE} = \frac{\text{d6} + \text{Kineticist Level} + \text{BD}}{2}$$

(Zaokrąglane w górę)

ENERGY
BLAST = d6 + (BD ÷ 2)
DAMAGE

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

FORM = 10 **Efektowny Poziom** **ZR**
INFUSION DC **+ Czarujacego +**

SUBSTANCE = 10 **Efektowny Poziom** **BD**
INFUSION DC **+ Czarującego +**

$$\text{EFFECTIVE SPELL LEVEL} = \frac{\text{Kineticist Level}}{2} \quad (\text{Zaokrąglane w dół})$$

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

Accepting burn causes your body to visibly surge with energy.

$$\text{Poziom } \frac{\text{ATAK}}{\text{PREMIA}} = \frac{\text{Current Burn}}{\text{Burn}} \quad \text{OBRAŽENIA} = \frac{\text{Current Burn}}{\text{Burn}} \times 2$$

$$\boxed{\text{MAX BONUS}} = \frac{\text{Kineticist Level}}{3} \quad (\text{Zaokrąglane w dół})$$

Poziom	At burn	Bonus to physical scores	Critical/sneak miss chance	S
6	3	+2, +2	5% × burn	ZR
11	5	+4, +2, +2		
16	7	+6, +4, +2		BD

Reduce the total burn cost of a blast with at least one infusion.

Pozioni							
5	Pozioni 5	8	11	14	17	20	
	Reduction	-1	-2	-3	-4	-5	-6 burn

Poziom **16** -1 burn when using a composite blast.