

# KINETICIST

## KINETIC BLAST

### WILD BLASTS



### KINETIC BLAST

Kinetic blast is a standard action.  
You need at least one hand free to aim a blast.

Дальность □ 30ft □ 120фт □ 480ft

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

**PHYSICAL BLAST** =  $\text{DAMAGE} = \text{d6} + \text{Уровень Кинетика} \div 2$  + **ВЫН**  
(Округлять вверх)

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

### INFUSIONS

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

**FORM INFUSION DC** = 10 + Effective Spell Level + **ЛОВ**

**SUBSTANCE INFUSION DC** = 10 + Effective Spell Level + **ВЫН**

**EFFECTIVE SPELL LEVEL** =  $\text{Уровень Кинетика} \div 2$  (Округлять к меньшему)

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

### ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

**МОДИФИКАТОР АТАКИ** = Current Burn  
Уровень 3

**БОНУС К УРОНУ** = Current Burn × 2

**MAX BONUS** =  $\text{Уровень Кинетика} \div 3$  (Округлять к меньшему)

Уровень	At burn	Bonus to physical scores	Critical/sneak miss chance	СИЛ
6	3	+2, +2	5% × burn	ЛОВ
11	5	+4, +2, +2		ВЫН
16	7	+6, +4, +2		

### INFUSION SPECIALISATION

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

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

### COMPOSITE SPECIALISATION

Уровень 16 -1 burn when using a composite blast.