KINETICIST

A physical blast is a ranged attack that bypasses spell resistance. An energy blast is a ranged tatack that bypasses spell resistance. An energy blast is a ranged tatack that bypasses spell resistance. An energy blast is a ranged touch attack. PHYSICAL BLAST = d6 + BD MAGE	KINETIC BLAST	Kinetic blast is a standard action. You need at least one hand free to aim a blast.
A physical blast is a ranged attack that bypasses spell resistance. An energy blast is a ranged touch attack. PHYSICAL BLAST = DAMAGE	WILD BLASTS	
PHYSICAL BLAST = d6 + + BD MAMAGE		
BLAST = d6 + + BD AMIAGE Caokraglane w góre		
ENERGY BLAST = d6 + (BD ÷ 2) INFUSIONS Apply one form infusion and one substance infusion to a kinetic blast FORM INFUSION DC = 10 Efektywny Poziom INFUSION DC = 10 Efektywny		BLAST = d6 + BD
ENERGY BLAST = d6 + (BD ÷ 2) DAMAGE DAMAGE		A
ENERGY BLAST = DAMAGE INFUSIONS Apply one form infusion and one substance infusion to a kinetic blast of the form infusion and one substance infusion to a kinetic blast of the form infusion and one substance infusion to a kinetic blast of the form infusion and one substance infusion to a kinetic blast of the form infusion and one substance infusion to a kinetic blast of the form infusion by the form of the form infusion by the form of the form		Level ÷ 2
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INFUSIONS Apply one form infusion and one substance infusion to a kinetic blast FORM INFUSION DC = 10 Efektywny Poziom Czarującego + BD SUBSTANCE INFUSION DC = 10 Efektywny Poziom INFUSION DC = 10 Efektywny Poziom Czarującego + BD EFFECTIVE Kineticist Level EFFECTIVE BLAST = Talent Burn Burn Burn Burn Burn Burn Burn Burn	(C) (S) (S) (S) (S) (S) (S) (S) (S) (S) (S	
Apply one form infusion and one substance infusion to a kinetic blass FORM INFUSION DC = 10		
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KINETIC BLAST = Talent + Infusion Burn Burn ELEMENTAL OVERFLOW Accepting burn causes your body to visibly surge with energy. ATAK = Current Burn OBRAŻENIA = Current Burn PREMIA MAX BONUS Kineticist Level = ÷ 3 (Zaokrąglane w dół physical scores miss chance 6 3 +2, +2 5% × burn ZR 11 5 +4, +2, +2 16 7 +6, +4, +2 INFUSION SPECIALISATION		
BLAST = Talent + Infusion + Infusion Burn ELEMENTAL OVERFLOW Accepting burn causes your body to visibly surge with energy. ATAK PREMIA = Current Burn Burn ATAK PREMIA = Current Burn Burn ATAK PREMIA = Current Burn Burn ATAK PREMIA = Current PREMIA = Current Burn Burn ATAK PREMIA = Current PREMIA = Current Burn ATAK PREMIA = Current PREMIA = Current PREMIA = Current Burn ATAK PREMIA = Current PREMIA = Current PREMIA = Current Burn ATAK PREMIA = Current PREMIA = Current PREMIA = Current Burn ATAK PREMIA = Current P	3, 4, 0	–
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Accepting burn causes your body to visibly surge with energy. ATAK PREMIA = Current Burn PREMIA = Current Bur		
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Poziom At burn Bonus to physical scores miss chance Second Continue of the		ATAK = Current OBRAŻENIA = Current × 2
MAX BONUS Level		Poziom
Poziom At burn physical scores miss chance Poziom At burn physical scores miss chance S		
Poziom At burn physical scores miss chance Poziom At burn physical scores miss chance S		= ÷3 (7.1.1.1.11)
Poziom At burn physical scores miss chance 6 3 +2, +2 5% × burn 7 +4, +2, +2 16 7 +6, +4, +2 INFUSION SPECIALISATION		(Zaokrągiane w doł
C C C C C C C C C C		
11 5 +4, +2, +2 16 7 +6, +4, +2 BD INFUSION SPECIALISATION		
16 7 +6, +4, +2 BD INFUSION SPECIALISATION		
		RD.
		INFLISION SPECIALISATION
Refulce the total fully cost of a figet with at least one infliction		Reduce the total burn cost of a blast with at least one infusion
POZIOM		Poziom
Focion 5 8 11 14 17 20 Reduction -1 -2 -3 -4 -5 -6 burn		5
composite specialisation		COMPOSITE SPECIALISATION
		Poziom -1 burn when using a composite blast.
Dozion		16 -1 burn when using a composite blast.

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ft
spell resistance.
BD
Kineticist ÷ 2
Zaokrąglane w górę)
÷ 2)
*
ion to a kinetic blast.
ZR
BD
(Zaokrąglane w dół)
Form Infusion Burn
OW
surge with energy.
$\frac{\Lambda}{\Lambda} = \frac{\text{Current}}{\text{Burn}} \times 2$
/ 7 1 1 1/0
(Zaokrąglane w dół)
nce S
n ZR
BD
TION
at least one infusion.
7 20

KINETIC BLAST