

WILD BLASTS

A vertical stack of 10 identical horizontal bars. Each bar contains five icons arranged horizontally: a square, a swirl, a spiral, a wave, a mountain, and a flame. The icons are rendered in a light gray color. The bars are separated by thin white lines, and the entire stack is set against a light gray background.

Zasięg ☐ 9m ☐ 36m ☐ 480ft

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

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

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

(Zaokrąglane w górę)

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

FORM	= 10	Efektyny Poziom	+	ZR
INFUSION DC		Czarującego	+	
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SUBSTANCE	= 10	Efektyny Poziom	+	BD
INFUSION DC		Czarującego	+	

$$\begin{array}{l} \text{EFFECTIVE} \\ \text{SPELL LEVEL} \\ \boxed{} = \frac{\text{Kineticist Level}}{\div 2} \quad (\text{Zaokrąglane w dół}) \\ \\ \text{KINETIC} \\ \text{BLAST} \\ \text{BURN} = \text{Wild Talent Burn} + \text{Substance Infusion Burn} + \text{Form Infusion Burn} \end{array}$$

Accepting burn causes your body to visibly surge with energy.

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

3 MAX BONUS Kineticist Level

$$\boxed{} = \boxed{} \div 3 \quad (\text{Zaokrąglane w dół})$$

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

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

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

Poziom 16 -1 burn when using a composite blast.