KINETICIST

KINETIC BLAST	Kinetic blast is a standard action. You need at least one hand free to aim a blast.
WILD BLASTS	Range ☐ 30ft ☐ 120ft ☐ 480ft
	A physical blast is a ranged attack that bypasses spell resist. An energy blast is a ranged touch attack.
	PHYSICAL BLAST = d6 + + CON DAMAGE
	Kineticist
	ENERGY (Naar boven at
	$\begin{array}{c} \text{BLAST} = \\ \text{DAMAGE} \end{array} \longrightarrow \begin{array}{c} d6 + (CON \div 2) \end{array}$
	INFUSIONS
	Apply one form infusion and one substance infusion to a kine
	FORM INFUSION DC = 10 + Effective Spell Level + DEX
	SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON
	EFFECTIVE Kineticist SPELL LEVEL Level
	= ÷ 2 (Naar beneden a
	KINETIC Wild Substance Form BLAST = Talent + Infusion + Infusion BURN Burn Burn Burn
	ELEMENTAL OVERFLOW
	Accepting burn causes your body to visibly surge with
	ATTACK = Current BONUS = Current BONUS = Current BONUS
	3 Kineticist
	MAX BONUS Level
	= ÷ 3 _{(Naar beneden a}
	Bonus to Critical/sneak Level At burn physical scores miss chance
	6 3 +2, +2 5% × burn
	11 5 +4, +2, +2
	16 7 +6, +4, +2
	infusion specialisation
	Reduce the total burn cost of a blast with at least one
	5 Level 5 8 11 14 17 20 Reduction -1 -2 -3 -4 -5 -6 but
	COMPOSITE SPECIALISATION
	Level -1 burn when using a composite blast.

ST
st. 480ft isses spell resistance.
+ CON Kineticist ÷ 2 (Naar boven afgerond) N ÷ 2)
infusion to a kinetic blast. + DEX + CON
(Naar beneden afgerond) e Form + Infusion Burn
RFLOW
sibly surge with energy. AGE = Current Burn × 2
(Naar beneden afgerond)
cal/sneak chance STR DEX CON
ISATION
with at least one infusion. 17 20 -5 -6 burn

KINETIC BLAS