KINETICIST

KINETIC BLAST	Kinetic blast is a standard action. You need at least one hand free to aim a blast.
▼ WILD BLASTS ✓	Alcance □ 10m □ 36m □ 480ft
	A physical blast is a ranged attack that bypasses spell r
	An energy blast is a ranged touch attack. PHYSICAL
	$\begin{array}{ccc} \text{BLAST} &= & \text{d6} &+ & + & \text{CO} \end{array}$
	DAMAGE
	Kinet Lev
	ENERGY (Arredond
	BLAST = $d6 + (CON \div 2)$
	DAMAGE
<i>y</i> ,	INFUSIONS
	Apply one form infusion and one substance infusion to a
	FORM INFUSION DC = 10 + Spell Level + DI
	SUBSTANCE = 10 + Effective Spell Level + CC
	EFFECTIVE Kineticist
(C C)	SPELL LEVEL Level
	= ÷ 2 (Arredond
	KINETIC Wild Substance Fo
	BLAST = Talent + Infusion + Infu
	BURN Burn Burn Bu
	ELEMENTAL OVERFLOW
	Accepting burn causes your body to visibly surge
	ATAQUE BÔNUS = Current BÔNUS = C
	Nivel
	MAX BONUS Kineticist Level
	= ÷ 3 (Arredond
	(Affedond
	Bonus to Critical/sneak Nível At burn physical scores miss chance
	6 3 +2,+2 5% × burn
	11 5 +4, +2, +2
	16 7 +6, +4, +2
	10 1 1 1 1
	INFUSION SPECIALISATION
	Nível Reduce the total burn cost of a blast with at leas
	5 Nível 5 8 11 14 17 20 Beduction -1 -2 -3 -4 -5 -6

KINETIC BLAST

resistance.

a kinetic blast.



with energy.

rel	ATAQUE BÔNUS =	Burn	$\frac{\text{DANO}}{\text{BÔNUS}} = \frac{\text{Current}}{\text{Burn}} \times 2$
)	MAX BONUS	Kineticist Level	
		=	÷ 3 (Arredonda para Baixo)

Nível	At burn	Bonus to physical scores	Critical/sneak miss chance	FOR
6	3	+2, +2	5% × burn	DES
11	5	+4, +2, +2		
16	7	+6, +4, +2		CON

st one infusion.

COMPOSITE SPECIALISATION

Nível 16 -1 burn when using a composite blast.