## KINETICIST

KINETIC BLAST	Kinetic blast is a standard action. You need at least one hand free to aim a blast.
WILD BLASTS	<b>Alcance</b> □ 30' □ 120' □ 480ft
	A physical blast is a ranged attack that bypasses spell resistance. An energy blast is a ranged touch attack.
	PHYSICAL BLAST = d6 + + CON DAMAGE
	Kineticist ÷ 2
(fig. )	ENERGY BLAST = DAMAGE  d6 + (CON ÷ 2)
	INFUSIONS
	Apply one form infusion and one substance infusion to a kinetic bla
	FORM = 10 + Effective Spell Level + DES
	SUBSTANCE = 10 + Effective Spell Level + CON
	EFFECTIVE Kineticist SPELL LEVEL Level
<u> </u>	KINETIC Wild Substance Form
	BLAST = Talent + Infusion + Infusion BURN Burn Burn Burn
	ELEMENTAL OVERFLOW
	Accepting burn causes your body to visibly surge with energy
	BONUS = Current BON = Current ATAQUE = Burn DAÑO = Current Burn
	3 MAX BONUS Kineticist Level
	= ÷ 3 (Redondear abaj
	Bonus to Critical/sneak Nivel At burn physical scores miss chance
	6 3 +2, +2 5% × burn DES
	<b>11 5</b> +4, +2, +2
	16 7 +6, +4, +2 <u>CON</u>
	INFUSION SPECIALISATION
	Nivel Reduce the total burn cost of a blast with at least one infusi
	Nivel 5 8 11 14 17 20 Reduction -1 -2 -3 -4 -5 -6 burn
	COMPOSITE SPECIALISATION
	Nivel -1 burn when using a composite blast.

<b>★</b> KINETIC BLAST
Kinetic blast is a standard action. You need at least one hand free to aim a blast.
Alcance □ 30' □ 120' □ 480ft
A physical blast is a ranged attack that bypasses spell resistance.
An energy blast is a ranged touch attack.
PHYSICAL BLAST = d6 + + CON
DAMAGE — TOOK
Kineticist : 2
Level • 2 (Redondear arriba)
FNFRCV
BLAST = $d6 + (CON \div 2)$
INFUSIONS
Apply one form infusion and one substance infusion to a kinetic blast.
FORM = 10 + Effective Spell Level + DES
SUBSTANCE - 40 + Effective + CON
INFUSION DC = 10 + Spell Level + CON
EFFECTIVE Kineticist
SPELL LEVEL Level
= ÷2 (Pedandaer chair)
(Redondear abajo)
KINETIC Wild Substance Form  BLAST = Talent + Infusion + Infusion
BURN Burn Burn Burn
ELEMENTAL OVERFLOW
Accepting burn causes your body to visibly surge with energy.
BONUS = Current Burn BON = Current Burn × 2
3 Kineticist
3 Kineticist
Kineticist Level  = ÷ 3 (Redondear abajo)
Kineticist Level  = ÷ 3 (Redondear abajo)
3 MAX BONUS   Kineticist Level
Kineticist Level  = ÷ 3 (Redondear abajo)  Nivel At burn physical scores physical scores for the schance for t
Kineticist Level
Kineticist Level  = ÷3 (Redondear abajo)  Nivel At burn physical scores of the physical sco
Kineticist Level  = ÷ 3 (Redondear abajo)  Nivel At burn by sical scores of a blast with at least one infusion Reduce the total burn cost of a blast with at least one infusion.
Second