

KINETICIST

KINETIC BLAST

Range ☐ 30ft ☐ 120ft ☐ 480ft

$$\text{PHYSICAL BLAST DAMAGE} = \frac{\text{d6} + \text{Kineticist Level}}{2} + \text{CON} \quad (\text{Round up})$$

INFUSIONS

$$\begin{aligned} \text{FORM INFUSION DC} &= 10 + \text{Effective Spell Level} + \text{DEX} \\ \text{SUBSTANCE INFUSION DC} &= 10 + \text{Effective Spell Level} + \text{CON} \end{aligned}$$

$$\text{EFFECTIVE SPELL LEVEL} = \frac{\text{Kineticist Level}}{2} \quad (\text{Round down})$$

**KINETIC
BLAST
BURN** = Wild
Talent Burn + Substance
Infusion Burn + Form
Infusion Burn

Accepting burn causes your body to visibly surge with energy.

$$\begin{aligned} \text{Level } 3 \quad \text{ATTACK BONUS} &= \text{Current Burn} & \text{DAMAGE BONUS} &= \text{Current Burn} \times 2 \\ & & & \text{Kineticist Level} \\ \text{MAX BONUS} &= & & \div 3 \quad (\text{Round down}) \end{aligned}$$

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

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

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

Level 16 -1 burn when using a composite blast.