KINETICIST

KINETIC BLAST WILD BLASTS	Kinetic blast is a standard action. You need at least one hand free to aim a blast. Reichweite			
	An energy blast is a ranged touch attack. PHYSICAL BLAST =			
	ENERGY BLAST = d6 + (KO ÷ DAMAGE INFUSIONS Apply one form infusion and one substance infusio			
	FORM = 10 + Effective Spell Level + Effective INFUSION DC = 10 + Effective Substance INFUSION DC = 10 + Effective Spell Level +			
	EFFECTIVE Kineticist SPELL LEVEL Level = ÷ 2 KINETIC Wild Substance			
	BLAST = Talent + Infusion + BURN Burn Burn + ELEMENTAL OVERFLO Accepting burn causes your body to visibly s ANGRIFF Current SCHADEN			
	ANGRIFF BONUS Stufe MAX BONUS Kineticist Level = ÷ 3			
	Stufe At burn physical scores miss chance 6 3 +2, +2 5% × burn 11 5 +4, +2, +2 16 7 +6, +4, +2			
	Stufe Stufe Stufe Stufe Stufe Reduce the total burn cost of a blast with at			
	Stufe 16 COMPOSITE SPECIALISA 10 10 11 11 11 12 13 14 15 16 16 16 16 16 17 18 18 18 18 18 18 18 18 18			

KINETIC BLAST					
ndard action. e hand free to aim a blast.					
n □ 36m □ 480ft					
ranged attack that bypasses spell resistance. anged touch attack.					
d6 + + KO					
Kineticist + 2					
▼ (aufrunden)					
d6 + (KO ÷ 2)					
INFUSIONS					
ion and one substance infusion to a kinetic blast.					
= 10 + Effective					
= 10 + Effective Spell Level + KO					
Kineticist Level					
÷ 2 (abrunden)					
Wild Substance Form					
Talent + Infusion + Infusion Burn Burn Burn					
EMENTAL OVERFLOW					
causes your body to visibly surge with energy.					
: Current Burn SCHADEN BONUS = Current Burn × 2					
Kineticist S Level					
= ÷ 3 (abrunden)					
Bonus to Critical/sneak ohysical scores miss chance ST					
+2, +2 5% × burn GE					
+4, +2, +2					
k6, +4, +2 <u>KO</u>					
SION SPECIALISATION					
tal burn cost of a blast with at least one infusion.					
5 8 11 14 17 20 -1 -2 -3 -4 -5 -6 burn					
-1 -2 -3 -4 -5 -6 burn OSITE SPECIALISATION					