

KINETICIST

KINETIC BLAST

ELEMENTAL OVERFLOW

Nível **ATTACK BONUS** = Current Burn
 3 **DAMAGE BONUS** = Current Burn $\times 2$

MAX BONUS
 [] = $1 + \left(\frac{\text{Kineticist Level}}{3} \right)$
 (Arredonda para Baixo)

- ☐ Air blast
☐ Electric blast
☐ Cold blast
☐ Water blast
- ☐ Fire blast
☐ Earth blast
☐ Telekinetic blast

Kinetic blast is a standard action.
You need at least one hand free to aim a blast.

PHYSICAL BLAST DAMAGE = $d6 + \text{[]} + \text{CON}$
 (Arredonda para Cima)
ENERGY BLAST DAMAGE = $d6 + \left(\frac{\text{CON}}{2} \right)$

A physical blast is a ranged attack that bypasses spell resistance.
An energy blast is a ranged touch attack.

Alcance ☐ 10m ☐ 120ft ☐ 480ft

INFUSIONS

Apply one form infusion and one substance infusion to a kinetic blast.

FORM INFUSION DC = $10 + \text{Effective Spell Level} + \text{DES}$
SUBSTANCE INFUSION DC = $10 + \text{Effective Spell Level} + \text{CON}$

EFFECTIVE SPELL LEVEL
 [] = $\frac{\text{Kineticist Level}}{2}$
 (Arredonda para Baixo)

INFUSION SPECIALISATION

Reduce the combined burn cost of the infusions.

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

COMPOSITE SPECIALISATION

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 Nível -1 burn when combining infusions.
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