

KINETICIST

KINETIC BLAST

ELEMENTAL OVERFLOW

Level **ATTACK BONUS** = Current Burn

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

MAX BONUS

= $1 + \left(\frac{\text{Kineticist Level}}{\div 3} \right)$

(Round down)

- ☐ 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 = $d6 + \text{CON} + \left(\frac{\text{Kineticist Level}}{\div 2} \right)$ (Round up)

ENERGY BLAST DAMAGE = $d6 + \left(\frac{\text{CON}}{\div 2} \right)$

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

Range ☐ 30ft ☐ 120ft ☐ 480ft

INFUSIONS

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

FORM INFUSION DC = $10 + \text{Effective Spell Level} + \text{DEX}$

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

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

INFUSION SPECIALISATION

Level 5 Reduce the combined burn cost of the infusions.

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

COMPOSITE SPECIALISATION

COMPOSITE SPECIALISATION

Level **16** -1 burn when combining infusions.