KINETICIST KINETIC BLAST

ELEMENTAL OVERFLOW

BONUS = Current Burn Nivel

BONUS = Current × 2

Kineticist **MAX BONUS** Level = 1 + ÷ 3)

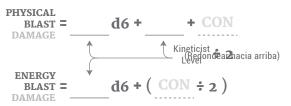
(Redondear hacia abaio)

□ Air blast □ Electric blast

□ Cold blast □ Water blast ■ Earth blast

□ Telekinetic blast

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



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

□ 30ft □ 120ft □ 480ft

INFUSIONS

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

EFFECTIVE Kineticist Level SPELL LEVEL ÷2 (Redondear hacia abaio)

INFUSION SPECIALISATION

Reduce the combined burn cost of the infusions. Nivel Nivel 5 8 11 14 17 20 5

Reduction -1 -2 -3 -4 -5 -6 burn **COMPOSITE SPECIALISATION**

COMPOSITE SPECIALISATION

Nivel -1 burn when combining infusions.

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