

KINETICIST

KINETIC BLAST

WILD BLASTS



KINETIC BLAST

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

Range ☐ 30ft ☐ 120ft ☐ 480ft

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

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

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

INFUSIONS

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

FORM INFUSION DC = 10 + Effective Spell Level + DEX

SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON

EFFECTIVE SPELL LEVEL = Kineticist Level $\div 2$ (Round down)

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

ATTACK BONUS = Current Burn Level
DAMAGE BONUS = Current Burn $\times 2$
MAX BONUS = Kineticist Level $\div 3$ (Round down)

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

INFUSION SPECIALISATION

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

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

COMPOSITE SPECIALISATION

Level 16 -1 burn when using a composite blast.