# KINETICIST KINETIC BLAST

## ELEMENTAL OVERFLOW

ATTACK BONUS = Current Level DAMAGE = Current Burn × 2

Kineticist **MAX BONUS** Level

= 1 +

(Round down)

÷3)

□ Air blast □ Electric blast

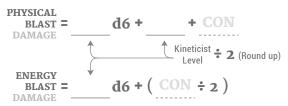
□ Cold blast

□ 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.

Range 
☐ 30ft ☐ 120ft ☐ 480ft

#### **INFUSIONS**

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

**EFFECTIVE** Kineticist Level SPELL LEVEL ÷ 2 (Round down)

### INFUSION SPECIALISATION

Reduce the combined burn cost of the infusions. Level Level 5 8 11 14 17 20 5 Reduction -1 -2 -3 -4 -5 -6 burn

### COMPOSITE SPECIALISATION

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Level -1 burn when combining infusions.

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