

KINETICIST

KINETIC BLAST

WILD BLASTS



KINETIC BLAST

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

Gittata ☐ 9 m ☐ 40m ☐ 480ft

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

PHYSICAL BLAST = $\text{DAMAGE} = \text{d6} + \text{Kineticist Level} \div 2$ (per eccesso) **+ COS**

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

INFUSIONS

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

FORM INFUSION DC = 10 + Effective Spell Level + DES

SUBSTANCE INFUSION DC = 10 + Effective Spell Level + COS

EFFECTIVE SPELL LEVEL = $\text{Kineticist Level} \div 2$ (per difetto)

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

ATTACCO BONUS = $\text{Current Burn} \times 2$
DANNI BONUS = $\text{Current Burn} \times 2$
MAX BONUS = $\text{Kineticist Level} \div 3$ (per difetto)

Livello	At burn	Bonus to physical scores	Critical/sneak miss chance	FOR
6	3	+2, +2	5% × burn	DES
11	5	+4, +2, +2		COS
16	7	+6, +4, +2		

INFUSION SPECIALISATION

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

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

COMPOSITE SPECIALISATION

Livello 16 -1 burn when using a composite blast.