KINETICIST KINETIC BLAST

ELEMENTAL OVERFLOW

Livello ATTACCO Burn

DANNI = Current × 2

=1+(

Kineticist **MAX BONUS** Level

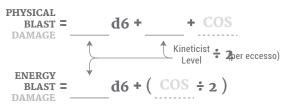
> ÷ 3) (per difetto)

□ 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.

Gittata □ 9 m □ 40m □ 480ft

INFUSIONS

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

EFFECTIVE Kineticist Level SPELL LEVEL ÷ 2 (per difetto)

INFUSION SPECIALISATION

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

COMPOSITE SPECIALISATION

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Livello -1 burn when combining infusions.

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