

KINETICIST

KINETIC BLAST

ELEMENTAL OVERFLOW

Stufe **ANGRIFF** = Current
BONUS Burn

3 **SCHADEN** = Current
BONUS Burn $\times 2$

MAX BONUS

= $1 + \left(\frac{\text{Kineticist Level}}{\div 3} \right)$
 (abrunden)

- ☐ Air blast
 ☐ Electric blast
 ☐ Cold blast
 ☐ Water blast
- ☐ Fire blast
 ☐ Earth blast
 ☐ Telekinetic blast

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

PHYSICAL BLAST = $\text{d6} + \text{---} + \text{KO}$
DAMAGE

$\text{Kineticist Level} \div 2$ (aufrunden)

ENERGY BLAST = $\text{d6} + \left(\frac{\text{KO}}{\div 2} \right)$
DAMAGE

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

Reichweite ☐ 9m ☐ 120ft ☐ 480ft

INFUSIONS

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

FORM INFUSION DC = $10 + \text{Effective Spell Level} + \text{GE}$

SUBSTANCE INFUSION DC = $10 + \text{Effective Spell Level} + \text{KO}$

EFFECTIVE SPELL LEVEL = $\frac{\text{Kineticist Level}}{\div 2}$
 (abrunden)

INFUSION SPECIALISATION

Reduce the combined burn cost of the infusions.

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

COMPOSITE SPECIALISATION

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Stufe -1 burn when combining infusions.

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